

# Appendix 1: Rule Modifications

August 3, 2022

## Disabilities and Spellcasting

Many traits listed have modifications to spellcasting, especially as it relates to verbal and somatic components. The descriptions mainly relate to [wizards](#), [bards](#), and other casters who keep a spellbook.

Divine casters such as [clerics](#) and [paladins](#), as well as [warlocks](#), who receive their magic from a patron, would receive it in such a way that they would be able to cast it. For the sake of game balance, the player and GM should discuss how the spells differ. Some suggestions include:

- Casting time increases as more somatic components are necessary to assist with verbal components (or vice versa).
- Additional material components are needed.
- The range or duration decreases slightly.
- The verbal component is replaced with noisy body movements like clapping, tongue clicks, or rhythmic stomping.

## Line of Sight

Some 5th Edition game mechanics, especially spells, rely on line of sight for range. This is problematic for blind and visually impaired characters. Instead, consider the following:

**Line of Action:** any direct line between the character and a creature they can sense without physical obstruction in that line.