

Appendix 1: Rule Modifications

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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.