

Photosensitivity

July 20, 2022



You are sensitive to bright light such as sunlight, including all but the darkest cloudy days. While in moderate to bright light, you have a $-(IE)$ penalty on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. In dim light, you can see as if in daylight.

Real-world Examples

Photophobia, Visual Snow Syndrome

Assistive Options

This sensitivity is especially affected by the blue and ultraviolet (UV) end of the spectrum, so spectacles with yellow lenses can reduce the IE by 2 but cause [Colorblindness](#) while worn. Alternately, sunglasses reduce the IE by 1 without the Colorblindness side effect.

Periscopic Vision

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You can see around corners but not right in front of you. Similar to [Clairvoyance](#), you see as if standing $(IE) \times 10$ feet

ahead and the same distance to the right or left, facing 90 degrees from where your face points. This allows you to see around corners but not through opaque solid objects. You are unable to see areas directly in front of you. Your spellbook is made from heavy paper that allows you to inscribe spells with a stylus to be read by texture in your own personal texture code.

Real-world Examples

This is a fantasy trait with no real-life analog.

Assistive Options

A specialized artisan can craft a pair of prism glasses costing $200 \text{ gp} + (\text{IE}) \times 200 \text{ gp}$ to reduce the IE by 1 while worn.

Magical Assistance

The Clairvoyance spell or other magic that allows you to see from other perspectives can assist with this condition while active.

Partial Blindness/Agnosia

Field

July 20, 2022



You're unable to see or recognize certain areas or features.

Choose or roll on the following table.

d20	Visual Difference
1–8	Closed Angle Vision
9–14	Open Angle Vision
15–16	Humanoid Agnosia
17–18	Animal Agnosia
19–20	Topographical Agnosia

- **Closed Angle Vision.** You have “tunnel vision,” enabling you to see in a $60 \div$ (IE) degree cone. All Wisdom (Perception) checks involving sight outside of that field are made with disadvantage.
- **Open Angle Vision.** You only have peripheral vision and have a blind spot in the center of your field of vision. This makes it almost impossible to read or focus on details since peripheral vision doesn’t have the same level of detail. This gives you a -(IE) penalty on all ranged attack rolls, Wisdom (Insight) checks, and Wisdom (Perception) checks that depend on detailed vision, and you need to succeed on a DC 12 + (IE) Wisdom (Perception) check to read standard writing. This also gives you a -(IE) penalty on all ranged attack rolls and other ranged actions that require depth perception such as jumping. Due to your dependence on your peripheral vision, you have a +1 bonus to Wisdom (Perception) checks against Dexterity (Stealth). Because you can’t see details, you rely on your other senses and have a +(IE) bonus on Dexterity (Sleight of Hand) checks that rely on touch, like picking locks.
- **Humanoid Agnosia.** You are unable to recognize a specific part of a humanoid body or distinguish it from others. Choose or roll on the following table.

Somewhere in this grocery section is my lover, and I can’t tell

which human she is.

-MaimakteriAnn

d20	Feature
1–8	Face
9–10	Fingers/hands/claws
11–13	Hair
14–16	Clothing
17–20	Voice

The IE determines how much you can discern:

IE 1: You can see them but don't recognize them, even your own.

IE 2: You can't recognize any detail. One is like another.

IE 3: It appears as a jumbled mess and isn't discernible as such.

IE 4: It's as if it's not even there for you unless it makes noise or you can touch or smell it.

This is true of the actual feature or artistic depictions or representations of it.

As a result, you have disadvantage and a penalty of -(IE) to distinguish even the most basic of details regarding recognizing or remembering that feature. You've learned to focus on the other features to recognize individuals, which gives you a +(IE) to Intelligence checks to remember or know about a specific subject such as hairstyles or jewelry.

- **Animal Agnosia.** You can't recognize beasts and monstrosities that don't have a humanoid shape. The IE determines what you see:

IE 1: You can see them but don't recognize them, even your own pet.

IE 2: You can't recognize any detail. One is like another except for size and sound.

IE 3: It appears as a jumbled mess and isn't discernible as an animal.

IE 4: It's as if it's not even there for you unless it makes noise or you can touch or smell it.

This is true of the actual animal or artistic depictions or representations of it.

As a result, you have a penalty of -(IE) to distinguish even the most basic of details regarding recognizing or remembering that animal and a -(IE) penalty on all attack or Wisdom (Animal Handling) checks against it. At the same time, you have a +(IE) bonus against gaze attacks and other sight-based attacks from such creatures.

- **Topographical Agnosia.** You can't discern places and get lost easily and have a -(IE) penalty on Wisdom (Survival) checks. This experience manifests according to the IE as follows:

IE 1: You know what kind of environment you're in, but it's not familiar, as if it's your first time there, even your own home.

IE 2: You can't tell what kind of building or environment you're in besides recognizing colors and using your other senses.

IE 3: You can't tell whether an environment is hostile or know how to prepare for that environment.

IE 4: You can't tell whether you're in an urban or wilderness environment. You can interact with the environment, but you

can't piece together clues (e.g., sand in the desert, clattering dishes in an inn) to know what kind of environment you're in, even between urban and wilderness.

Consequently, you have a -(IE) penalty on all Wisdom (Survival) and Intelligence (Nature) checks.

Real-world Examples

Prosopagnosia, Finger Agnosia, Topographical Disorientation, Glaucoma, Retinitis Pigmentosa

Assistive Options

Specialized fish-eye lens spectacles can correct for one IE of Closed Angle Vision. (A specialized artisan would need to be found in a large city and charge 200 gp + (IE) × 200 gp for the spectacles.) Those with agnosia can sometimes use other characteristics to recognize a person or animal. Those with Topographical Agnosia can ask others where they are.

Magical Assistance

The [Find Familiar](#) spell allows you to use your familiar's senses for a turn. Consult the spell description for more details. Spells that allow for alternate senses such as Clairvoyance spell can also temporarily help those with these disabilities.

Palinopsia

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You experience visual perseveration – images in your field of view, when moved, remain in your field of view like the afterimage caused by light but more distinct and longer lasting.

This gives you a bonus of $+1 \times (\text{IE})$ to Intelligence checks to remember a detail that you have seen, but due to the persevering image blocking your visual field, you have a $-(\text{IE})$ penalty on all actions that require clearly seeing a moving object.

Real-world Examples

Hallucinatory palinopsia, Hallucinogen Persisting Perception Disorder

Assistive Options

No standard assistance helps with this trait except keeping the eyes closed until needing to see something. Characters who attempt this have disadvantage on all Surprise and Wisdom (Perception) checks related to seeing.

Eye Pain

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You experience chronic pain in your eyes, causing eye pain and headaches. Any action that requires concentration (e.g., maintaining a spell) requires a successful DC $10 + (\text{IE})$ Constitution saving throw per round to maintain concentration. Because you're used to managing pain, even though this doesn't reduce the experience of it, you have a $+(\text{IE})$ bonus to saving throws against psychic damage.

Real-world Examples

Conjunctivitis, Blepharitis, Glaucoma, Optic Neuritis, Iritis

Assistive Options

You can rest, which helps relieve pain while resting, but as

soon as you stop resting, so does the relief.

Magical Assistance

Any kind of magical healing except potions that relieves at least 1 hp can be applied directly to the eyes to reduce pain by 2 IEs for a number of hours equal to the number of hp that would've been healed to a maximum of 1 day.

Night Blindness

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Your eyes are more sensitive to darkness than most, reducing your visual range by $(IE) \times 10$ feet in twilight or darker environments. This also affects Darkvision if applicable.

Real-world Examples

Cataracts, Retinitis Pigmentosa, Usher Syndrome

Assistive Options

The only assistance for this is a brighter light source.

Magical Assistance

[Goggles of Night](#) or other magic items that grant Darkvision can assist with Night Blindness while worn, but they cause strain to those with Night Blindness and can only be worn for an hour, requiring a short rest afterward to avoid exhaustion.

Moisture Loss

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Your eye sockets don't produce enough moisture, so you need to use saline drops regularly, (IE) times every 12 minutes or have a -(IE) penalty on all sight-based rolls until applying saline drops or closing your eyes for at least 1 minute.

Real-world Examples

Posterior Blepharitis, Sjögren Syndrome, Rheumatoid Arthritis, Lupus, Sarcoidosis

Assistive Options

Characters must carry a skin of saline water to replenish the eyes' moisture.

Missing Eye

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You are missing one or both eyes either through birth, disease, or injury. This gives you [Blindness](#) (IE 4) to all checks on that side of your body. This also applies to actions within 10 ft. including melee attack rolls, jumping, and anything else dependent on depth perception of nearby objects or locations but does not affect depth perception or ranged attack rolls beyond 10 ft. If both eyes are missing, your spellbook is made from heavy paper that allows you to inscribe spells with a stylus to be read by texture in your own personal texture code.

Real-world Examples

Anophthalmia

Assistive Options

While no mundane adaptation can correct for this, glass eyes or eye patches help those around you to feel more comfortable. Some artificial eyes can have other uses, such as a small storage container to “hide in plain sight” or use as an additional sling stone.

Microvision

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You can see very small or distant objects as if looking through a magnifying lens or telescope but are unable to focus on anything nearby. This extends your visual range by $20 \times$ (IE) feet, adding this amount to the listed range for a ranged weapon up to the maximum, but giving disadvantage on any check requiring seeing that is closer than $10 \times$ (IE) feet except for looking at fine details on an object, magnified $10 \times$ (IE) times. You are unable to read normal-sized writing, and the spells in your spellbook are written too small for most eyes to read.

Real-world Examples

This is a fantasy trait and doesn't exist in the real world.

Assistive Options

Characters can use inverted binoculars to see closer, but this gives a limited field of view and requires the user to hold the binoculars with one hand.

EyeLid Spasms

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Your eyelids move uncontrollably, making it difficult to focus. While this is occurring, you need to succeed on a DC 8 + (IE) Constitution check to maintain concentration on spells or to avoid a -(IE) penalty on all ranged attack rolls for the round. Occasionally (Roll (IE) or under on 1d20 each time it happens or every hour if Acute), the spasm causes your eye to close completely for 3d20 minutes, giving disadvantage to Wisdom (Perception) checks on that side for the duration.

Real-world Examples

Blepharospasm, Hemifacial Spasm, Parkinson's Disease, Tourette Syndrome

Assistive Options

This trait has no mundane treatments.

Magical Assistance

The [Suggestion](#) spell can stop this trait for the duration.