

Appendix 6: FAQ

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- **Some of these don't seem like disabilities. Why are they included?**
 - That's true. They're not disabilities. They're traits of disabilities or other experiences, and most disabilities have multiple traits. If you want more traits for your character, feel free to add more, and GMs are encouraged to change any of the tables or descriptions in this book to work better for their table.
- **Why did you categorize (X trait) in a certain category? It's technically...**
 - As stated from the beginning, this book isn't a medical journal, nor does it claim any kind of real-world accuracy. Choices were made for the sake of gameplay or due to many traits fitting multiple categories. Feel free to adjust the tables and categories for your own setting or experience.
- **You missed one or more aspects of (X trait).**
 - While that's entirely possible, note that, even though some of the traits are named after

specific diagnoses, the listed trait may represent part of that diagnosis, and the rest of it is divided into other traits, usually listed as, “If you have multiple traits, you may choose...”

- **I wish you'd included trait clusters of common diagnoses.**
 - We used the Real-world Examples for this purpose. Adding more sidebars or an appendix with these listings would have drastically increased the page count of an already large book. We also wanted to make a point of being as representative as possible, not diminishing rare conditions. That said, we hope to publish articles on our website in the future with some of these experiences, both common and rare. Email subscribers will get notifications of these and other supplemental material.
- **You don't know what (X trait) is like. You should've described it as...and/or given it...game effects.**
 - You're probably right. I welcome feedback and am willing to take suggestions which may lead to published errata in the future, but note that everyone's experience is different, so you may experience it differently than others with the same trait. It's difficult or impossible to exactly match everyone's experience with a single game mechanic, and you're encouraged to change it at your table.
- **Why did you use Constitution for maintaining focus?**
 - We based maintaining focus on the concentration mechanic in the Basic Rules, which requires a

Constitution saving throw when taking damage. Wisdom is usually used for awareness and to resist urges, such as the urge to flee when frightened.

Assistive Bestiary

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Separate from the Service Animals appendix, these creatures function more like assistive devices.

- [Assistive Bestiary](#)
 - [Clockwork Ear Lizard](#)
 - [Leg Leech](#)
 - [Swarm of Eye Gnats](#)
 - [Zavari's Oozing Limb](#)
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Appendix 4: Magic Assistance

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Real-world assistive devices tend to have trade-offs – side

effects, discomfort when used too long, or other drawbacks. Real-world prostheses tend to be designed for a specific function but can't do everything the original would be able to do. The items and spells in this book reflect this reality. This may include a side effect penalty from use, limited uses per day, consumable (like a potion), requires a spell slot, may wear off unexpectedly, must be removed during a long rest, etc. Assistance is just that – it helps, but it doesn't eliminate the disability.

Note: This is just a starting list. Join our newsletter to get updates and frequent exclusive additional items.

Most prostheses and assistive devices don't require attunement slots, because the way they become part of you creates a unique personal attunement apart from magical abilities. Because of this personal attunement, others cannot benefit from their magical qualities unless stated, and assistive attunement takes 1d4 weeks.

Eye

Replacement eyes can be made of many materials such as glass, metal, or bone. Replacement eyes often have Moisture Deficiency [IE 1]. Any magical lenses or goggles found have 5% chance of being prosthetic eyes instead and will change size to accommodate the amputee.

Teeth

Replacement teeth take some getting used to. For the first 1d4 days, you may have some trouble speaking, enough that you must succeed on a DC 8 saving throw using your casting ability to successfully cast a spell with verbal components. You may also experience [Mouth Discharge](#) (Saliva) [IE 1] for 1d4 days. You

must remove them during a long rest or succeed on a DC 10 Constitution saving throw to avoid developing a [Rash](#) (Mouth) [IE 1]. Permanent prosthetic teeth are not available in most fantasy settings. Any magic wands found have 5% chance of being prosthetic teeth instead and will change size to accommodate the amputee.

Ear

Prosthetic ears take the shape of plugs in the ear canal with an external arm that wraps around behind the external ear where available. When you insert them, they adjust in size to fit, although they're still not as comfortable as going without, and wearing them for more than a day without removing at least for a short rest requires you to succeed on a DC 8 saving throw or develop a [Rash](#) in your ear that require healing magic or 1d4 full days without them to heal. Prosthetic ears that require a long rest to recharge must be removed during that long rest.

Arm/Hand

Due to fit and weight imbalance, prosthetic limbs can cause [Pain](#) (Back), [Arm/Hand Pain](#) ([intact] Arm), [Rash](#), or [Fatigue](#). If you don't remove them during a long rest, you must succeed on a DC 10 Constitution saving throw or add 1 IE of one of those, cumulative per day, until taking two long rests without them. A prosthesis designed to hold a weapon will still have a penalty of -1 per IE on attack rolls with that hand due to the prosthesis's lack of feeling and fine motor control. 5% of magical gloves or gauntlets and 1% of magic rings are prosthetic arms or hands instead and will change size to accommodate the amputee.

Leg/Foot

Due to fit and weight imbalance, prosthetic limbs can cause [Pain](#) (Back), [Pain](#) ([intact] Leg), [Rash](#), or [Fatigue](#). If you don't remove them during a long rest, you must succeed on a DC 10 Constitution saving throw or add 1 IE of one of those, cumulative per day, until taking two long rests without them. Any magical boots or shoes found have 5% chance of being prosthetic legs or feet instead and will change size to accommodate the amputee.

Service Animal Class

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An [owlbear](#) stands resolutely next to their adventuring partner, providing them steady support as the duo navigates treacherous grounds. An [imp](#) keeps an ear out in the surrounding area as they move with their adventuring partner, alert for unusual noises. A [pseudodragon](#) expertly guides their adventuring partner through a bustling city marketplace, vigilant for any and all potential dangers.

Whatever function a Service Animal has been trained to perform, they are always there, ready to support their adventuring partners through whatever challenges they may face together. A Service Animal is first and foremost a working animal, but also forms a symbiotic bond with their adventuring partner, collaborating as a team to overcome obstacles.

This section is meant to be used as a set of foundational guidelines, and while you may use the subclasses and features

here as written, these mechanics are not the “be all, end all”. We hope you can use this tool as a starting point in your adventurer’s journey with an amazing partner. Remember, Service Animals are not automatons, unless your character elects to build one, but living creatures wanting to provide support.

A Working Partnership

Service Animals are neither pets nor battle companions. They are trained to help and support their adventuring partner navigate the world around them in whatever way they need. Service Animals also are distinctly different from **Emotional Support Animals**, providing similar yet different roles. While Service Animals can be trained to be Emotional Support Animals, and vice versa, their primary role as the former is being a supportive working companion to their adventuring partner.

Specialized Training

Though Service Animals can be raised and/or trained specially by their adventuring partner, several training academies do exist to facilitate this need, raising and training various forms of service animals for their important roles. When their basic training is completed, the animal is paired with a partner and receives additional one-on-one training to further hone their skills to their partner’s needs. However, the training does not end there. Both the partner and service animal continue to train with each other, refining their skills so that the service animal may better help and assist them. The working pair may elect to train alone, or return to the academy to receive further specialized instruction.

Familiars As Service Animals. Due to the nature of familiars in Dungeons & Dragons 5th Edition, per the Find Familiar spell, it is not recommended that they are trained as Service Animals.

Familiars are commonly used as tools in combat or scouts, whereas Service Animals are trained to work with their adventuring partner as supportive companions, and non-combative creatures. If a player is insistent upon using their familiar as a Service Animal then that familiar would obey all rules and restrictions listed below in regard to how Service Animals are used during a session. They would function mechanically as a Service Animal first, and a familiar second.

Mix And Matching Subclasses

While this supplement presents four subclasses that your service animal can specialize in, we understand that some service animals may serve multiple functions and encourage you to mix and match features to help create your perfect service animal. Unlike other traditional subclasses, you may choose to multiclass your service animal into an additional service animal subclass upon leveling up. We recommend that you draw from 3 subclasses at a maximum, as more than that would be overwhelming to the animal. A few examples are listed below, as well as a sample write-up of a Service Animal at the end of this section.

You may choose to start in one subclass (ie. [Vision Subclass](#)) and multiclass into another subclass (ie. [Steady Subclass](#)).

Upon level up, you may choose to select a feature from a different subclass, swapping it with the subclass feature that you would get from your primary subclass. **Example:** Winnie's service animal Lokey, first subclassed into [Mobility](#). When Lokey reaches level 3, instead of taking the Maneuvering Protector feature, she elects for Lokey to take the level 3 [Alert subclass](#) feature Undying Partnership instead.

Alternatively, upon gaining a new feature from their primary subclass, a player could choose to select a feature from another

subclass for their Service Animal that is at or below their current level. **Example:** Gregory's service animal Tilapia, just reached level 14. They are a [Vision Service Animal](#), but instead of getting the level 14 Swift feature, the player instead selects the level 3 feature Plant from the Mobility subclass for Tilapia.

You may also use any of the above mechanics to multiclass your Service Animal into the [Emotional Support Animal Class](#), or vice versa. Lastly, since Service Animals are not combat oriented animals, we do not recommend that they multiclass or take levels in any subclasses available to player characters.

A Note on Mobility Service Animals, or Any Service Animal as a Mobility Aid. While the aim of this supplement is not to focus on mobility aids, there is no reason why your service animal cannot also act as your physical mobility aid. Discuss with your GM during a Session Zero, or while planning your character if this is something that you would like to craft into your character design. We recommend looking at building in Feats such as Mounted Combatant, or features like Powerful Build, and custom designing a saddle that would provide support and functionality for your character.

General Service Animal Features

Getting Started. To create a Service Animal for your character, first choose a creature stat block. We recommend a creature that is a beast type no more than CR 3 and of Medium size, though for the Steady subclass, you may elect to choose a creature one size larger than the player character. Some training academies do breed and train rare creatures, including but not limited to small [pseudodragons](#) or dragon wyrmlings, [owlbears](#), or fey creatures such as [blink dogs](#). Unless otherwise stated, Service

Animals retain their ability scores, actions, and abilities while gaining new abilities as they level and grow with their adventuring partner.

***Variant Rule: Customizing Ability Scores.** When selecting a stat block for your Service Animal, you can elect to keep the ability's original scores or roll for new stats. Roll 4d6, taking the three highest dice rolls and adding them together. Repeat this five more times. Then assign each totalled number to one of the six ability scores. Alternatively, you can use the standard array 15, 13, 12, 11, 10 and 8, allocating them as previously described.*

Keeping Pace. While some creatures can move faster than humanoids, Service Animals are trained to keep pace with their adventuring partner. Unless otherwise directed, they move at the walking speed of the adventurer.

Spells. Your Service Animal cannot cast spells – though spells with the range of self also affect them – and you may cast touch spells through your service animal.

Combat. While you and your Service Animal are Soul-Bounded, their job is to assist you while you are adventuring. As such, while they can attack, they generally only do so in self-defense or in the direst of circumstances. They retain all actions, attacks, or abilities listed on their stat block, but will use their turn to support and assist their adventuring partner before making attacks of their own.

***Variant Rule: Distractions.** While Service Animals are trained for a variety of different scenarios, they still may become distracted by random stimuli. A GM may choose to have a service animal make a Constitution saving throw to continue to remain focused on the task at hand. This saving throw starts at 10 and*

increases by 5 depending on how distracting the situation is. On a failure, the adventurer must spend their bonus action to regain their Service Animal's attention. If the animal fails by 5 or more, the adventurer must spend their full action instead.

1st-Level Features & Above

Soul-Bonded. Starting at 1st level, you and your Service Animal become bonded. Your partnership with each other is the key to becoming successful adventurers. Your Service Animal gains the following benefits:

- Their hit points are equal to your own. You have separate hit point pools, but when you gain a level, your Service Animal's hit points increase to mirror your own.
- Your proficiency bonus is added to the Service Animal's AC, attack and damage rolls, as well as any saving throws and skills they are proficient in.
- The Service Animal uses your initiative while in combat, but takes their own actions, bonus actions, and reactions separate from yours.
- At level 15, the Service Animal gains proficiency in Constitution saving throws. If they already have proficiency, they gain expertise instead.

On The Job. Beginning at 1st level, your Service Animal has become trained to resist all forms of distraction, both magical and non-magical. They are immune to being charmed, and cannot be controlled by spells such as Dominate Animal, [Command](#), [Polymorph](#), or similar magic.

Service Animal Specializations. At 1st level, your Service Animal chooses a specialization that reflects the nature of their training to assist you in your travels. The Service Animal's specialization grants them additional features at 3rd,

7th, 14th, and 18th level.

Ability Score Improvement. When your Service Animal reaches 4th level, and again at 8th, 12th, 16th, and 19th level, they can increase one ability score of your choice by 2, or they can increase two ability scores of your choice by 1. They can't increase an ability score above 20 using this feature.

Evasive Maneuvering. At 6th level, your Service Animal can nimbly dodge out of the way of certain area effects, such as an [ancient red dragon's](#) fiery breath or an [Ice Storm](#) spell. When they are subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Reactive. Beginning at level 11, your Service Animal has honed their attentiveness even further. Instead of taking one reaction, they can now take two reactions per turn.

Rally. Starting at 20th level, your Service Animal can boost your resolve when you need it the most. As a bonus action, they exude a bolstering aura within 5 feet of you. Until the start of your next turn, you have a +5 to your AC, and you can add 1d8 to your next ability check, saving throw, or attack roll. They can use this feature a number of times equal to your proficiency bonus, and regain all expended uses at the end of a long rest.

Appendix 3: Service Animals

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- [Service Animal Class](#)
- [Alert Subclass](#)
- [Mobility Subclass](#)
- [Steady Subclass](#)
- [Vision Subclass](#)
- [Emotional Support Animal Class](#)
- [Cameo](#)

Appendix 2: Complications

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Some traits of disabilities or illnesses can lead to additional conditions that may be temporary, degenerative or lead to an entirely new set of traits. These complications may be a result of any number of internal or external factors, and depending on the cause, may be healed with applicable healing magic or medicine. If the complication does not indicate a frequency, use the causal trait's frequency or, lacking a causal trait, choose or roll on the [Frequency Table](#).

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.

Mouth Traits

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d100	Trait
01–05	Dysgeusia
06–24	Mouth Discharge
25–26	Mouth Color Difference
27–31	Mouth Difference
32–51	Moisture Imbalance
54–55	Mouth Deterioration
56–65	Mouth Pain
66–95	Speech Impediment
96–100	Tongue Difference

Nose

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d20	Trait
1–8	Anosmia
9–12	Nose Discharge

d20	Trait
13-16	Nose Difference
17	Horn Growth
18	Hypersensitive Smell
19-20	Nasal Echo

Eyes

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d100	Trait
01	Akinetopsia
02	Aquatic Vision
03-10	Blindness
11-17	Cataract
18	Clairvoyance
19-24	Colorblindness
25-29	Discharge
30-32	Eye Color Difference
33-34	Ocular Diversity
35-39	Eyelid Spasms
40	Microvision
41-43	Missing Eye
44-48	Moisture Deficiency
49-54	Night Blindness
55-59	Eye Pain

d100	Trait
60-62	<u>Partial Field Blindness/Agnosia</u>
63-64	<u>Palinopsia</u>
65	<u>Periscopic Vision</u>
66-71	<u>Photosensitivity</u>
72-93	<u>Refractive Difference</u>
94-99	<u>Involuntary Eye Movement</u>
00	<u>Thermal Vision</u>