

Night Blindness

July 20, 2022

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.

Cataract

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You have a translucent covering growing over your eyes that clouds your vision. This gives you $-(IE)$ to all vision-based

actions, and you need to succeed on a DC 8 + (IE) Wisdom (Perception) check to read most non-tactile writing. If you're only affected in one eye, you have a -(IE) penalty on actions within 10 ft. including melee attack rolls, jumping, and anything else dependent on depth perception of nearby objects or locations. It does not affect depth perception or ranged attack rolls beyond 10 ft. 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

Cataracts (Caused by Diabetes and Glaucoma among others)

Assistive Options

A character can undergo a surgical procedure called couching, which uses a needle to move the cataract away from the field of view but doesn't remove it. This requires a successful DC 15 Wisdom (Medicine) check. An adjusted roll of 10-14 results in success, but the recipient will gradually have permanent Blindness (IE 4) within $1d6 \times 28$ days due to complications unless followed up with healing magic applied directly to the eyes. A roll of 9 or less results in the recipient having permanent blindness (IE 4) immediately.