

# Apraxia

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You are unable to perform certain actions, even though you're physically able to do so. You know how to do them and want to do them, but your brain will not allow you to do so. Roll (IE) times on the following table. With enough effort, you might be able to perform the task in question, but each step requires a successful DC 15 Constitution check. Any magic effect that would force you to do something beyond your ability will automatically fail.

d10	Apraxia
1	Conceptual
2-3	Buccofacial
4	Limb-Kinetic (Arm)
5	Limb-Kinetic (Leg)
6	Ideomotor
7	Ideational
8	Verbal
9	Constructional
10	Oculomotor

- **Conceptual.** You are unable to perform tasks that involve how tools work. You have a  $-(IE) \times 2$  on all checks to use tools or weapons.

- **Buccofacial.** You are unable to perform facial and lip movements such as whistling, winking, coughing, etc. on command. The player and GM choose (IE) actions that you're unable to perform and develop associated complications. (e.g., inability to cough will require DC 5 + (IE) Constitution saving throws when drinking liquids to avoid Pneumonia, an inability to blink will require eye drops to hydrate eyes, etc.)
- **Limb-Kinetic (Arm).** You are unable to use fingers or arms to perform certain tasks such as using tools or weapons, snapping fingers, opening a bottle, etc. The GM and player should choose (IE) actions that cannot be done.
- **Limb-Kinetic (Leg).** You are unable to use your legs or feet to perform certain tasks such as tapping your foot, kicking, jumping, etc. The GM and player should choose (IE) actions that cannot be done.
- **Ideomotor.** You are unable to mimic limb or head movements performed or suggested by others. This makes learning new skills or level advancement challenging, as you can't follow directions to learn techniques but must learn them on your own. When gaining or increasing a feat or proficiency based on Strength or Dexterity, you need an additional (IE)d20 days to gain the bonus.
- **Ideational.** You're unable to plan a series of movements. You need constant coaching to know what to do next.
- **Verbal.** You are unable to verbally communicate some or all words. You can't get your mouth to form the words without extreme difficulty. If you need to say something, you must succeed on a DC 10 + (IE) × 2 Constitution check per word unless only using the limited vocabulary available to you. You cannot use spell scrolls, and spells with a verbal component require you to modify their vocabulary or add additional somatic components if possible. The complexity of this change requires one day for every hour usually

needed to inscribe it into your spellbook and twice the cost due to additional experimentation needed.

- **Constructional.** You have great difficulty copying, drawing, or constructing basic diagrams or figures. If you need to communicate via writing or drawing, you must succeed on a DC  $10 + (IE) \times 2$  Intelligence check to convey the information you're trying to communicate. You need assistance writing spells into your spellbook from another wizard who is high enough level to be able to cast the spell you're attempting to scribe, requiring a successful DC  $8 + (IE)$  Charisma check to communicate it successfully. If you fail the check, the inscription fails, and you need to start over, forfeiting the time and materials from the first attempt.
- **Oculomotor.** You have difficulty moving your eyes to focus on a desired object or direction. You have a penalty of  $-(IE)$  on all Wisdom (Perception) checks that depend on sight. You have a  $-(IE \times 2)$  penalty on all ranged attack rolls. It takes you  $1 + (IE)$  times as long to prepare a wizard spell from your spellbook due to the challenge of focusing your eyes on the page of the spellbook.

### **Real-world Examples**

Corticobasal Ganglionic Degeneration, Balint Syndrome, Autism, Sensory Processing Disorder

### **Assistive Options**

Most of these benefit from a dedicated assistant who can talk you through what you need to do, reducing the penalty by 1.