

# Refractive Difference

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Your vision is blurry when looking at things close (40 percent) or distant (40 percent) or both (20 percent).

**Nearsightedness:** The farther away things get, the blurrier they get. You have a  $-(IE)$  penalty on attack rolls and Wisdom (Perception) checks to see any details farther than  $50 - (IE) \times 10$  feet as well as other ranged actions such as jumping or throwing. If you have IE 4 Nearsightedness, you may choose [Aquatic Vision](#) as an additional Trait.

**Farsightedness:** The closer things get, the blurrier they get. You have a  $-(IE)$  penalty on attack rolls and Wisdom (Perception) checks to see any details closer than  $(IE) \times 5$  feet. Your spellbook needs to be written in very large letters or by some other means to allow you to read it.

**Blurred Vision:** Everything is blurry. You have  $-(IE)$  on all attack rolls and Wisdom (Perception rolls) to see details or read. Your spellbook needs to be written in very large letters or by some other means to allow you to read it.

## Real-world Examples

Nearsightedness, Farsightedness, Astigmatism, Presbyopia

## Assistive Options

Spectacles can be made by an artisan with a Wisdom (Medicine)

roll to reduce the IE by 1 (DC 10) or 2 (DC 15) for 200 gp + (IE) × 100 gp and seven days of work. If the artisan fails the roll, it can be attempted again, each time requiring the same amount of time and cost for each attempt.