Refractive Difference

July 20, 2022

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) × 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) × 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.

Aquatic Vision

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Your eyes are optimized for seeing underwater, so in air, they dry out easily and refract light differently, causing everything to be blurry, especially far away. This gives you disadvantage on all ranged actions and attacks that require aiming but no vision penalties when underwater. You also need to blink more often, which doesn't affect game mechanics, but those who don't know you will notice when you interact with them. This disability does not have an IE and is usually permanent. If the player and GM choose this as a temporary condition, it should not use immersion in water as a trigger (which would negate the disability) but could be triggered by moon phases, tidal fluctuations, or other sea-related factors.

Real-world Examples

Significant nearsightedness, the Moken people of South-East Asia. This trait should not be confused with fish eye disease,

which causes clouding of the cornea and no advantages to seeing underwater.

Assistive Options

Wearing goggles filled with saline water can correct for this condition, but they slip off easily and require 2 actions to replace the water in them and refit them to the eyes. Anytime you take damage or make a roll based on Strength or Dexterity, you must succeed on a DC 10 Dexterity saving throw to keep the goggles on.