

# Partial Blindness/Agnosia

# Field

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You're unable to see or recognize certain areas or features. Choose or roll on the following table.

d20	Visual Difference
1-8	Closed Angle Vision
9-14	Open Angle Vision
15-16	Humanoid Agnosia
17-18	Animal Agnosia
19-20	Topographical Agnosia

- **Closed Angle Vision.** You have “tunnel vision,” enabling you to see in a  $60 \div$  (IE) degree cone. All Wisdom (Perception) checks involving sight outside of that field are made with disadvantage.
- **Open Angle Vision.** You only have peripheral vision and have a blind spot in the center of your field of vision. This makes it almost impossible to read or focus on details since peripheral vision doesn't have the same level of detail. This gives you a -(IE) penalty on all ranged attack rolls, Wisdom (Insight) checks, and Wisdom (Perception) checks that depend on detailed vision, and you need to succeed on a DC 12 + (IE) Wisdom (Perception)

check to read standard writing. This also gives you a -(IE) penalty on all ranged attack rolls and other ranged actions that require depth perception such as jumping. Due to your dependence on your peripheral vision, you have a +1 bonus to Wisdom (Perception) checks against Dexterity (Stealth). Because you can't see details, you rely on your other senses and have a +(IE) bonus on Dexterity (Sleight of Hand) checks that rely on touch, like picking locks.

- **Humanoid Agnosia.** You are unable to recognize a specific part of a humanoid body or distinguish it from others. Choose or roll on the following table.

*Somewhere in this grocery section is my lover, and I can't tell which human she is.*

*-MaimakteriAnn*

d20	Feature
1-8	Face
9-10	Fingers/hands/claws
11-13	Hair
14-16	Clothing
17-20	Voice

The IE determines how much you can discern:

IE 1: You can see them but don't recognize them, even your own.

IE 2: You can't recognize any detail. One is like another.

IE 3: It appears as a jumbled mess and isn't discernible as such.

IE 4: It's as if it's not even there for you unless it makes noise or you can touch or smell it.

This is true of the actual feature or artistic depictions or representations of it.

As a result, you have disadvantage and a penalty of  $-(IE)$  to distinguish even the most basic of details regarding recognizing or remembering that feature. You've learned to focus on the other features to recognize individuals, which gives you a  $+(IE)$  to Intelligence checks to remember or know about a specific subject such as hairstyles or jewelry.

- **Animal Agnosia.** You can't recognize beasts and monstrosities that don't have a humanoid shape. The IE determines what you see:

IE 1: You can see them but don't recognize them, even your own pet.

IE 2: You can't recognize any detail. One is like another except for size and sound.

IE 3: It appears as a jumbled mess and isn't discernible as an animal.

IE 4: It's as if it's not even there for you unless it makes noise or you can touch or smell it.

This is true of the actual animal or artistic depictions or representations of it.

As a result, you have a penalty of  $-(IE)$  to distinguish even the most basic of details regarding recognizing or remembering that animal and a  $-(IE)$  penalty on all attack or Wisdom (Animal Handling) checks against it. At the same time, you have a  $+(IE)$  bonus against gaze attacks and other sight-based attacks from such creatures.

- **Topographical Agnosia.** You can't discern places and get

lost easily and have a -(IE) penalty on Wisdom (Survival) checks. This experience manifests according to the IE as follows:

IE 1: You know what kind of environment you're in, but it's not familiar, as if it's your first time there, even your own home.

IE 2: You can't tell what kind of building or environment you're in besides recognizing colors and using your other senses.

IE 3: You can't tell whether an environment is hostile or know how to prepare for that environment.

IE 4: You can't tell whether you're in an urban or wilderness environment. You can interact with the environment, but you can't piece together clues (e.g., sand in the desert, clattering dishes in an inn) to know what kind of environment you're in, even between urban and wilderness.

Consequently, you have a -(IE) penalty on all Wisdom (Survival) and Intelligence (Nature) checks.

### **Real-world Examples**

Prosopagnosia, Finger Agnosia, Topographical Disorientation, Glaucoma, Retinitis Pigmentosa

### **Assistive Options**

Specialized fish-eye lens spectacles can correct for one IE of Closed Angle Vision. (A specialized artisan would need to be found in a large city and charge  $200 \text{ gp} + (\text{IE}) \times 200 \text{ gp}$  for the spectacles.) Those with agnosia can sometimes use other characteristics to recognize a person or animal. Those with Topographical Agnosia can ask others where they are.

### **Magical Assistance**

The [Find Familiar](#) spell allows you to use your familiar's senses

for a turn. Consult the spell description for more details. Spells that allow for alternate senses such as Clairvoyance spell can also temporarily help those with these disabilities.

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## Night Blindness

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Your eyes are more sensitive to darkness than most, reducing your visual range by (IE) × 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.

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## Blindness

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Your vision is impaired to the point that it can't be corrected or is absent completely (IE 4), and you have learned to navigate the world with little or no reliance on your eyes, depending on other senses instead.

*We highly recommend [this article](#) for more on blind characters in RPGs.*

Because you have grown accustomed to this condition a long time, if you can explain to your GM how you're using your other senses to assist with your Blindness, you have a -(IE) on sight-related attack rolls, ability checks, and saving throws including ranged combat beyond 10 ft. but a +(IE) bonus when using other senses to compensate, not because they've become stronger, but because you've learned to use them more effectively. In addition:

You do not have disadvantage to hit invisible creatures.

You are proficient in the use of a stylus for reading and writing. If you have a spellbook, you can copy spells into your spellbook by pressing a stylus into its parchment pages. This method inscribes your spells for easy reading in your own personal texture code. (Since a metal stylus is a hand tool for writing, it can be crafted by any smith for a cost of 2 sp.)

If you're only blind in one eye, the penalty only applies to that side.

## **Real-world Examples**

Retinitis Pigmentosa, Macular Degeneration, Diabetic Retinopathy, Glaucoma

## **Assistive Options**

Canes, quarterstaffs, and walking sticks help determine surroundings, reducing the IE penalty by 1, and trained animals can also assist, but mostly, you depend on your other senses to assist with your blindness, using those senses to gather similar information about the environment that a seeing person would.

## **Magical Assistance**

Spells and other effects that allow the caster to perceive visual information through another source than the eyes can temporarily assist with this disability and remove the penalty, although due to the difference in perspective direction, your proficiency bonus on physical ability checks is halved, rounding down, if precise movement is necessary, to be discussed between the player and GM. Detection spells allow you to sense the detected item or creature as a feeling of location without seeing the object itself or its surroundings, experienced by other senses as an echo, a tug, a temperature change, or even an aroma.