

# Diplacsis

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You hear sounds at two different pitches at the same time. This gives you a -(IE) penalty on all Charisma (Performance) checks involving music or Wisdom (Perception) checks to recognize a specific voice or Intelligence (Nature) checks to identify an animal by sound. You also have a -(IE) penalty on Constitution saving throws to maintain concentration when you can hear voices or music. Because you've learned to navigate the world while hearing cacophonous noises, you have a +(IE) bonus on saving throws against sound-based charm effects such as a [harpy's](#) Luring Song.

## Real-world Examples

Sensorineural Hearing Loss

## Assistive Options

By covering or plugging one ear, you can eliminate the dissonance of the two tones, but this doesn't sufficiently correct the sound to affect the penalties.