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# pfs2guide. Character s With Disabilities

All characters have access to the following assistive items from *Lost Omens Grand Bazaar*, even if they do not own the book:

- [basic cane](#)(*LOGB pg. 67*),
- [basic crutch](#)(*LOGB pg. 67*),
- [probing cane](#)(*LOGB pg. 67*),
- [basic hearing aid](#)(*LOGB pg. 67*),
- [splint](#)(*LOGB pg. 69*),
- [support](#)(*LOGB pg. 69*),
- [basic prosthesis](#)(*LOGB pg. 69*),
- [basic corrective lenses](#)(*LOGB pg. 70*),
- [basic chair](#)(*LOGB pg. 70*),
- [traveler's chair](#)(*LOGB pg. 70*), and
- [impulse control module](#)(*LOGB pg. 71*).

The Society provides these items to PCs who need them for free, either at character creation or at whatever point in the character's adventuring career they come to need them, and replaces them at no cost should they be lost or destroyed. These assistive items have an effective price of 0 gp for the purposes of resale.

## Blind Characters

Characters that are blind from birth or are otherwise permanently sightless cannot detect anything using vision. They automatically critically fail any Perception checks based on vision, are immune to visual effects, and can't be blinded or dazzled.

Blind characters who either can't or choose not to remove their blindness hone their other senses. They are not flat-footed to creatures that are hidden from them (unless they're flat-footed to them for reasons other than the hidden condition), and they need only a successful DC 5 flat check to target a hidden creature. Normally, such characters can't remove their blindness later; if they somehow do, they lose

these benefits.

## Visually Impaired Characters

A permanently visually impaired (but not blind) character takes a -2 or -4 penalty to Perception checks that rely on vision (player's choice). Wearing a pair of [basic corrective lenses](#)(*LOGB pg. 70*) negates the -2 penalty or reduces the -4 penalty to a -1 penalty.

## Deaf Characters

Characters that are deaf from birth or are otherwise permanently without hearing cannot detect anything using hearing. They automatically critically fail any Perception checks that require hearing and are immune to auditory effects.

Deaf characters who either can't or choose not to remove their deafness gain additional benefits. They have enough practice to supply verbal components for casting spells and command components for activating magic items, but if they perform an action they are not accustomed to that involves auditory elements, they must succeed at a DC 5 flat check or the action is lost. They gain the [Sign Language](#)(*CRB pg. 266*) feat for free at character creation, and they can take the [Read Lips](#)(*CRB pg. 265*) skill feat even if they do not meet the prerequisites. Normally, such characters can't remove their deafness later; if they somehow do, they lose these benefits.

## Hearing Impaired Characters

A permanently hearing impaired (but not deaf) character takes a -2 or -4 penalty to Perception checks that rely on hearing (player's choice). Wearing [basic hearing aids](#)(*LOGB pg. 67*) negates the -2 penalty or reduces the -4 penalty to a -1 penalty.

## Missing Limbs

A character missing an arm and who is not wearing a prosthetic cannot use two-handed weapons and items, and must use two actions if an Interact action would require two hands, at the GM's discretion.

A character missing a leg or foot and who is not wearing a prosthetic or using a crutch takes a -10-foot penalty to their Speed.

## Other Mobility Restrictions

A character who is unable or finds it difficult to walk on their own can obtain a [basic chair](#)(*LOGB pg. 67*) or

[traveler's chair](#)(*LOGB pg. 67*) for free at character creation or at whatever point in the character's adventuring career they come to need them. If they require it, the [impulse control module](#)(*LOGB pg. 67*) can also be added to the chair for no cost.

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