

Blindness

- 4 penalty to attack rolls and 50% miss chance
- 4 penalty to Armor Class
- 4 penalty to Saving Throws
- 10 to Dexterity checks
- 1/3 penalty to Movement Rate (Dex -4 to move at normal) (Human: Mv 8)
- Cannot make Perception (vision) checks
- Cannot cast Arcane spells or any spells from scrolls
- Cannot cast Divine spells with a physical component or a ranged target

Associated Nonweapon Proficiencies

Blindfighting (2 slots: Warrior group)

- 2 penalty to attack rolls and no miss chance
- No penalty to Armor Class in melee; -4 penalty from ranged attacks
- No penalty to Saving Throws from melee; -4 from ranged sources
- 5 to Dexterity checks
- 1/6 penalty to Movement Rate (Dex -2 to move at normal) (Human: Mv 10)
- Cannot cast Arcane spells or any spells from scrolls
- Cannot cast Divine spells with a physical component or a ranged target

Blindsense (2 slots: General group)

Prerequisite: Must spend 1 year in intensive training

- +2 to Perception (listen) checks
- Perception check to sense location of visible and invisible creatures within 60'.
- No penalty to Dexterity checks
- Blindsense: 5' + 5' every even level to 30'. (1st, 2nd, 4th, 6th, 8th, 10th)
 - No penalty to melee attack rolls and no miss chance within area
 - No penalty to AC and Saves from attacks within the area
 - AC and Save penalties from sources outside the area (-4) are reduced to -3 at 15' and -2 at 25'
 - Movement Rate penalty of -1/6 (Human: 10), but falls away at Blindsense 20'
 - May cast Divine spells with physical components and ranged targets within the area (Still cannot cast Arcane spells or any spells from scrolls)
- +2 bonus to see through some disguises/illusions (ask DM if applies)
- Detect Lie: Wisdom -8 (penalty reduced by 1 every even level until 8th level at -4)