



METAGAMING ORGANIZATION REFERENCE:

The Sightless Sisters

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Introduction

The Sightless Sisterhood was founded by a small band of blind but exceptionally talented women warriors. This group seeks out blind women who show promise and trains them in the ways of sight-restricted combat. The Sightless Sisterhood stands for justice, honor and acceptance. Each Sightless Sister wears a small tattoo of an eye on her calf to symbolize her membership.

To most people, sight is a means for survival, but to a Sightless Sister, sight is a meaningless fetter. A Sightless Sister is a woman who has lost her sight, either naturally or by magical means. She makes up for this lack by developing her other senses to extraordinary heights through intense physical training.

Organization

Background and History

During the chaos of the Mage Wars, a company of paladins providing humanitarian aid and peacekeeping services were betrayed and captured by forces loyal to a particularly vile renegade sorcerer called Azrogastenflaze. The paladins were tortured, essentially for the amusement of the sorcerer, and all but two were broken. Blinded and near death, Vanussa Dragbumbd and A'leylah Caldwell were rescued by charwomen, servants of the sorcerer, who had taken pity on the two tortured paladins. The two female paladins were disguised as servant women, and smuggled to a place of safety.

The paladins healed themselves, but the loss of their sight by torture and evil magics proved to be too great a loss for their divinely-given healing. The paladins healed the rest of their wounds, prayed, and then returned to Azrogastenflaze's citadel. They relied on their martial abilities and their divine patrons to guide them. The two women cut a path through the sorcerer's guards, put Azrogastenflaze to the sword, and liberated the area from his evil influence.

Vanussa Dragbumbd belonged to the order of Dwarven paladins devoted to Shau. A'leylah Caldwell belonged to an order of human paladins devoted to Odir. When they returned to their holy orders to report on their actions against Azrogastenflaze, both women were thoroughly treated by great healers. However, the loss of sight was permanent, and according to the clerics, had

been made permanent by great holy magic. Both women were regrettably retired from their martial orders because their superiors believed that the blinded women would be of little use on the battlefield.

Vanussa and A'leylah agreed to meet at Azrogastenflaze's citadel and to

"With the loss of sight, there is a deeper sense that awakens."

*Bhishani Peshalaam,
Circle of Seventeen*

create a convent for blinded women. In this way, the two former paladins believed they could continue their life of service and honor to the higher ideals of their religious callings.

The two former paladins formed the Benevolent Order of Sightless Sisters in 887, at the height of the Mage Wars. Sadly, their order swelled rapidly. In that less-enlightened time, the blind may have been perceived as a drain on meager resources, and were thought to be of little use with field or flock. The guilds rarely took the extra time to train a blind apprentice. A noble family may have regarded a blind daughter as poor material for either rule or marriage. The Sightless Sisters also took in disabled female veterans during the Mage Wars. Blinding was an effective way to cripple a warrior, but leave her whole enough for ransom, and this despicable practice was often favored by various reprehensible factions during the Mage Wars.

The Sightless Sisters trained blind women to prosper in all walks of life and maintained various charitable activities to the benefit of the local communities. They taught acceptance of one's lot in life, and of all good beings. The Sightless Sisters also had a reputation for being extremely just and honorable, particularly given the numbers of paladins and clerics that had joined, and so were often revered for their wisdom and ability to arbitrate conflicts within the community. Their citadel, located north of Pelham Wood, near the confluence of the Barleycorn River and the Draco Channel, was an island of relative calm during the next few years of the Mage Wars.

In 893, near the end of the Mage Wars, the citadel of the Benevolent Order of Sightless Sisters was caught between two armies, each loyal to a different sorcerous warlord. The Sightless Sisters took in as many refugees as they could. Within three days of the battle raging outside, one of the armies sought to take control of the citadel.

The Sightless Sisters knew they could stay within their walls no more.

Vanussa and A'leylah gathered the women that could fight, and began a vigil in the chapel at sunrise. The plan was that as the sun set that day, the female warriors, though blind, would attack the opposing force. This desperate action would provide the refugees and noncombatant women with enough cover to flee. The warriors knew that this battle would be their last, given that they were vastly outnumbered, and weakened by the loss of their sight. After consigning their souls to their respective gods, the women armed themselves, and left the citadel.

"We may be blind, however, we are not shortsighted."

Attributed to A'leylah Caldwell

As these brave women left the citadel to fight for the refugees' survival, they were changed. They were gifted with divinely-inspired powers to know the locations of their foes, to blind their enemies, to move rapidly across the battlefield, and to avoid

blows. The few surviving accounts of eyewitnesses to the battle say that it lasted less than four hours, and that the women fought with unparalleled bravery. Both armies fled the field in terror of the warrior women.

After the battle, the surviving Sightless Sisters renamed their citadel "The Bastion of Blind Faith", and rededicated themselves to working for justice, honor, and acceptance. Since that time, the Benevolent Order of Sightless Sisters has taken in blind women, and trained those that were both capable and worthy to fight alongside them. They served the forces of law and goodness during the brief remainder of the Mage Wars. Since then, they have fought evil forces of Skandaharians, Orcs, the Egg of Coot, and the Afridhi.

The service and good deeds of the Sightless Sisters are so renowned, that even some sighted women have voluntarily blinded themselves so that they too can serve alongside the Sightless Sisters. The Sightless Sisters have a complicated divine "Ritual of Illumination", which culminates in the supplicant voluntarily accepting blindness, which restores the

sight of someone who is afflicted with blindness. In essence, in an act of supreme charity, the woman who wishes to become a Sightless Sister gives her ability to see to someone else. Some small percentage of the blind women who come to the Bastion of Blind faith, or who undergo the Ritual of Illumination, are gifted with the divine abilities of the Sightless Sisters. Those that fail the trials often stay at the Bastion, and form the bulk of its community.

The Sightless Sisters do not organize to serve any state or political faction, but rather serve where they feel they can do the most good for the common folk. Often, Sightless Sisters work alone, or in small groups, or alongside worthy companions.

Allies

The Sightless Sisters accept and promote the veneration of lawful and good gods, particularly Henrin, Fronaus, Khoronus, Odir, Dhumnon, and Shau. Therefore the Benevolent Order of Sightless Sisters has very good relations with the various churches and organizations that support these deities. They also have favorable relations with the Kingdom of Blackmoor and the Regent of the Mines.

Enemies

The Sightless Sisters can not perceive incorporeal undead, and are thus targets for their ire. Furthermore, there are persistent rumors that the sorcerer Azrogastenflaze has entered some form of undeath, and has vowed to hunt down and kill each and every Sightless Sister.

Leadership

The Benevolent Order of Sightless Sisters is still capably led by Vanussa Dragbumbd. Although she is nearly 400 years old, the dwarf is still a committed and capable leader of the order, and an excellent diplomat and administrator. She is assisted by the Circle of Seventeen, a conclave of accomplished Sightless Sisters, four of whom were are the original battle where the Sightless Sisters were given their powers. Vanussa has said that she intends to retire within the next decade, and so the Circle of Seventeen is in the process of choosing a new leader.

Base of Operations

The Bastion of Blind Faith is located in the heart of the North. It is just north of the Pelham Wood, near the confluence of the Barleycorn River and the Draco Channel. The Sightless Sisters maintain trade agreements with Kenville, Ramshead, Newgate, Vestfold, the Abbey of Fitz, and the Tower of Booh.

The Bastion of Blind Faith is home to nearly a thousand women, though less than a quarter of them are Sightless Sisters. The remainder is servants, refugees, children, religious personnel, and women who are learning how to live with blindness under the Sisters' charitable protection and guidance.

The Bastion was once the stronghold of an evil sorcerer, and so was originally a gloomy and unlighted place. The residents of the Bastion have no need of windows, so the defensive architecture suits them perfectly. The Sightless Sisters have decorated the inside of the Bastion with a variety of sculptures, bas-relief carvings, statuary, and other tangible items that are visible to their new senses.

The Bastion is nearly self-supporting, and the women have fields, flocks, and workshops to support themselves. The women warriors venerate diverse gods, given the tradition of acceptance among the Sightless Sisters. There are significant chapels to Odir, Henrin, and Dhumnon at the Bastion. The chapels are fully staffed by Sightless Sisters. Men are not welcome to reside at the Bastion, though they are frequent visitors.

Membership

Sightless Sisters

If the player character wishes to use any ability from the Dave Arneson's Blackmoor Campaign

Sourcebook, he or she needs to bring a copy of the book to the gaming table for each episode.

Requirements

The character must meet the requirements for Sightless Sister, as detailed in the Dave Arneson's Blackmoor Campaign Sourcebook on pages 66 and 67. These requirements are:

- The character must be Lawful Good or Lawful Neutral alignment.
 - The character must be female.
 - The character must have a Base Attack Bonus of +4 from class abilities only (not including strength, dexterity/weapon finesse, or magical bonuses).
 - The character must have the feats: Blind-Fight, Dodge, Improved Unarmed Attack, and Mobility.
 - The character must be permanently blind. This blindness can be either natural or magical, but it must not be merely temporary. If the character is not blind due to some misadventure (which must be noted and signed by a judge on the Player's record sheet, or must be certified), she may choose to devote her life to the Sightless Sisters by voluntarily giving her sight away in the Ritual of Illumination.
 - The character must follow the code of the Benevolent Order of Sightless Sisters (see sidebar).
- If a Sightless Sister ever regains her ability to see or changes from a lawful alignment she will lose all of her special abilities gained from this prestige class. The only adjustments that she would retain from this class are the base attack bonus, base save adjustments, ranks spent in skills, and hit points. The only way for an ex-Sightless

Sister to regain her abilities once they are lost is to be of the appropriate alignment and blind once more for

The Code of the Benevolent Order of Sightless Sisters

The Axiom of Justice

I believe in the justice of the gods. I shall be the instrument of that justice in this world. I will be the exemplar of strength to the weak, honor to the wicked, bravery to the craven, and mercy to the tyrant. Though I am blind, the whole world will see the justice in my soul.

The Axiom of Honor

I believe in the honor of my Sisterhood. I will hold myself to the highest standards of nobility. I will set the example of character so that all who know me will respect me and my Sisterhood. Though I am blind, the whole world will see the honor in my soul.

The Axiom of Acceptance

I believe that there are many paths to wisdom and that I am not graced to know them all. I will be accepting of all righteous persons and faiths. I will be model of tolerance to promote peace in this world. Though I am blind, the whole world will see the acceptance in my soul.

a period equal to one day per her previous Sightless Sister class level.

The code of the Benevolent Order of Sightless Sisters is similar to, but not as restrictive as, the code of a paladin. Given that the Sightless Sisters are a very diverse group of women, there is plenty of latitude as to what “justice”, “honor”, and “acceptance” really mean. If a sightless sister commits an evil act, or one that is clearly contrary to the Axioms of Justice, Honor, and Acceptance, the GM should note it on the player’s character record form. After two infractions, the character will need an atonement in order to regain her Sightless Sister abilities. After the third infraction, the character will lose her Sightless Sister abilities forever.

Once a character qualifies for Sightless Sister, she may seek to qualify for advanced membership in the Benevolent Order of Sightless Sisters (Warrior Sister, Shadow Sister, and Acolyte of the Circle). However, the character must always fulfill the requirements for Sightless Sister, or she loses all of her special access and abilities gained from advanced membership.

Benefits

- A Sightless Sister gains access to purchase the following items:
 - Amulet of Health +2
 - Cloak of Charisma +2 and +4
 - Gauntlets of Ogre Power
 - Cloak of Resistance +2
 - Mithral arms and armor
 - Axiomatic weapon upgrade
 - Merciful weapon upgrade
 - Phylactery of faithfulness

Warrior Sisters

The Warrior Sisters are the front line fighters of the Benevolent Order of Sightless Sisters. These women often trained in monastic ways before joining the Sightless Sisters, and are incredible in hand to hand combat. The Warrior Sisters favor garb of unrelieved black, and will have an elaborate tattoo of an eye in

the palm of each hand as a mark of fealty to the Sightless Sisters.

Requirements

- The character must meet and maintain the requirements for Sightless Sister.
- The character must be at least a first level Sightless Sister.
- The character must have served as a Sightless Sister for 18 TUs.
- The character must spend 4 TUs training at the Bastion of Blind Faith for each feat she wishes to learn.
- The character must follow the code of the

Benevolent Order of Sightless Sisters (see sidebar).

Benefits

- A Warrior Sister gains access to the following feats. These feats may be selected as monk or fighter bonus feats. These are detailed at the end of this document.
 - Extra Sense Block
 - Improved Sense Block
 - Rapid Sense Block
 - Magestrike Sense Block
 - A Warrior Sister gains access to purchase three of the following items:
 - Gloves of Dexterity +2 and +4
 - Periapt of Wisdom +2 and +4
 - Amulet of Mighty Fists +1, +2, and +3
 - Bracers of Natural
- Armor +1, +2, and +3
- Monk’s belt



Shadow Sisters

The Shadow Sisters are the scouts, sappers, provocateurs, and information gatherers of the Benevolent Order of Sightless Sisters. They represent the need for the Sightless Sisters to remain aware of events as they occur throughout the North, so that the Sightless Sisters can act rapidly in the cause of good. These women do not advertise their rank as Shadow Sisters, and have no typical garb. This further lends to their mystique, as outsiders are

forced to wonder if every Sightless Sister they meet is a Shadow Sister.

Requirements

- The character must meet and maintain the requirements for Sightless Sister.
- The character must have served as a Sightless Sister for 18 TUs.
- The character must have the sneak attack special ability for +2d6 damage.
- The character must have 6 ranks in hide and 6 ranks in move silently.
- The character must spend 4 TUs training at the Bastion of Blind Faith for each feat she wishes to learn.
- The character must follow the code of the Benevolent Order of Sightless Sisters (see sidebar).

Benefits

- Although a Shadow Sister advances in level like a Sightless Sister, the Shadow Sister has a slightly different skill list than a Sightless Sister. The Shadow Sister's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Knowledge: Local (Int), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Int), and Tumble (Dex).
- The Shadow Sister's skill points at each level are equal to 5 + Int modifier.
- A Shadow Sister gains access to the following feats. These feats may be selected as fighter or monk bonus feats.
 - Ranged Sense Block
 - Subtle Sense Impair
 - Cover of Darkness

Item Access

- A Shadow Sister gains access to purchase the following items:
 - Gloves of Dexterity +2 and +4
 - Bag of Holding, Type I and II
 - Rope of Entanglement
 - Vest of Escape
 - Shadow enhancement for armor
 - Silent moves enhancement for armor

Acolytes of the Circle

The Acolytes of the Circle are the real power of the Sightless Sisters. These are the women who are training to be in the Circle of Seventeen. They function as leaders, protectors, judges, diplomatists,

and arbiters, and are the pious exemplars of the Sightless Sisters' values of acceptance, honor, and justice. The Acolytes of the Circle mark themselves with swirling tattoos around their functionless eyes.

Requirements

- The character must meet and maintain the requirements for Sightless Sister.
- The character must have served as a Sightless Sister (and/or Warrior Sister, and/or Shadow Sister) for 37 TUs.
- The character must be a 4th level Sightless Sister (and/or Warrior Sister, and/or Shadow Sister)
- The character must have a summed modifier of her intelligence, wisdom, and charisma scores of +3 (not counting bonuses from magical items).
- The character must have at least one level of paladin or cleric or noble.
- The character must own, carry, and use a phylactery of faithfulness.
- The character must spend 7 TUs working at the Bastion of Blind Faith each year.
- The character must follow the code of the Benevolent Order of Sightless Sisters (see sidebar).

Benefits

The Acolytes of the Circle are among the most respected members of the Benevolent Order of Sightless Sisters. As a role-playing benefit, both NPC and PC Sightless Sisters of lesser rank will generally defer to an Acolyte's leadership, unless there is substantial reason to do otherwise. Note that a responsible player will not abuse this privilege, particularly where other player characters are involved.

- Although an Acolyte of the Circle advances in level like a Sightless Sister, the Acolyte has a slightly different skill list than a Sightless Sister. The Acolyte's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), and Sense Motive (Wis).
- The Acolyte of the Circle's skill points at each level are 6 + Int modifier.
- Acolytes of the Circle that have taken the leadership feat have access to a Sightless Sister, Warrior Sister, or Shadow Sister cohort. This woman will serve as the character's bodyguard, aide-de-camp, and adjutant.
- An Acolyte of the Circle gains a +2 sacred bonus to diplomacy and sense motive checks, a +4 sacred

bonus to diplomacy and sense motive checks dealing with female humanoids, and a +6 sacred bonus to diplomacy and sense motive checks dealing with other Sightless Sisters. These bonuses do not stack, so the highest bonus is applied.

- An Acolyte of the Circle gains access to the following feats. These feats may be selected as bonus fighter or monk feats.
 - Blind Faith
 - Blind Justice
 - Shield of the Sisters
 - Sword of the Sisters
- An Acolyte of the Circle gains access to purchase three of the following items:
 - Cloak of Charisma +2 and +4
 - Ghost Touch armor upgrade
 - Ghost Touch weapon upgrade
 - Holy weapon upgrade

Attachment A.

Allowable patron deities for applicants to the Benevolent Order of Sightless Sisters

Name	Epithet	Status	Worshippers	Domains	Alignment	Weapon	Portfolio
Fronaus	Law-Giver	Greater	Human	Law, Nobility*, Protection, Strength	LN	Longsword	Justice, law, nobility
Henrin	The Valiant	Lesser	Human	Good, Nobility*, Protection	LG	Longsword	Guards, loyalty, military
Khoronus	Starlight General	Lesser	Human	Law, Protection, Strength	LG	Longsword	Courage, strategy, tactics
Odir	Lord of Lords	Greater	Human	Knowledge, Magic, War	LG	Shortspear	Knowledge, magic, war
Raelralataen	Law Keeper, Grimwall	Lesser	Human	Death, Law, Strength	LN	Sickle Sword*	Death, law, justice
Charis	Gnome Father	Greater	Gnome	Animal, Death, Earth, Plant	LG	Flail	Earth, nature underworld
Dhumnon	Dwarf King	Intermediate	Dwarves	Law, Merchant*, Nobility*	LG	Longsword	Commerce, contracts, nobility
Mieroc	The Machinist, Mad Inventor	Lesser	Gnome	Knowledge, Metal*, War	LG	Waraxe	Engineering, smithing, war
Pathmeer	Earth Whisperer	Lesser	Dwarves	Knowledge, Obscuration*, Travel	LN	Heavy Mace	Knowledge, secrets, travel
Shau	The Defending Queen	Greater	Dwarves	Law, Protection, Strength, War	LN	Greataxe	Tactics, trust, war
Terra	The Immovable, the Mountain Queen	Intermediate	Elves	Death, Earth, Law	LN	Warhammer	Law, earth

Attachment B

New Feats

Extra Sense Block

Prerequisite: Ability to block senses.

Benefit: Each time you take this feat, you can use your ability to block sense three more times per day than normal. You can still use the block sense ability no more than once per round.

Normal: Without this feat, a Sightless Sister can typically block senses three times a day.

Special: You can gain extra sense block multiple times. Its effects stack. Each time you take the feat, you can use your sense block ability three additional times per day.

Improved Sense Block

Prerequisite: Ability to block senses.

Benefit: Each time you take this feat, the save DC for your sense block attack goes up by 2. However, the target of the sense block does not fall under the effects of a confusion spell.

Normal: The normal Will save against the sense block attack is DC 15 + the Sightless Sister's Cha modifier. The targets of the sense block fall under the effects of a confusion spell.

Special: You can gain improved sense block multiple times. Its effects stack. Each time you take the feat, the save DC goes up by two.

Rapid Sense Block

Prerequisite: Ability to block senses.

Benefit: Each time you take this feat, you may use your sense block ability one extra time per round. However, the targets of the sense block do not fall under the effects of a confusion spell.

Normal: You can use the block sense ability no more than once per round. The target of the sense block falls under the effects of a confusion spell.

Special: You can gain rapid sense block multiple times. Its effects stack.

Magestrike Sense Block

Prerequisite: Ability to block senses.

Benefit: You may declare that the save against your sense block is Fortitude based, instead of Will based. However, the target of the sense block does not fall under the effects of a confusion spell.

Normal: Your opponent must make a Will save to shrug off the effects of sense block. The targets of the sense block fall under the effects of a confusion spell.

Ranged Sense Block

Prerequisite: Ability to block senses.

Benefit: The character can attempt to block the senses of an opponent up to 30 feet away with a successful ranged touch attack. However, the target of the sense block does not fall under the effects of a confusion spell.

Normal: Without this feat, a Sightless Sister must succeed in a touch attack roll for her sense block ability to work. The targets of the sense block fall under the effects of a confusion spell.

Special: This feat may be modified by the Warrior Sister feats or other Shadow Sister feats.

Subtle Sense Impair

Prerequisite: Ability to block senses.

Benefit: The character gains the ability to temporarily impair the senses of an opponent. This causes one creature successfully touched (touch attack roll) to suffer a -5 unnamed penalty to all listen and spot checks if a Will save (DC 15 + the Sightless Sister's Cha modifier) is not successful. The target is unaware that he or she is under the affects of this ability unless he or she makes a wisdom check DC 20. This effect lasts for 1 minute per class level of the Sightless Sister. The use of this ability uses one of the character's block sense attempts for the day, and can not be used more than once per round.

Normal: The sense block ability causes a creature to fall under the effects of combined blindness/deafness and confusion spells.

Special: This feat may be modified by the Warrior Sister feats or other Shadow Sister feats.

Cover of Darkness

Prerequisite: Ability to block senses.

Benefit: As a standard action, the character can expend one use of her sense block ability to spontaneously cast Deeper Darkness at a caster level equal to the character's Sightless Sister levels. Using a sense block ability is still a supernatural ability, and so does not provoke attacks of opportunity, is not subject to spell resistance, and does not require a concentration check. The Deeper Darkness can be suppressed with an *antimagic field*.

Blind Faith

Prerequisite: Ability to block senses.

Benefit: As a standard action, the character can expend one use of her sense block ability to spontaneously cast Magic Circle Against Evil at a caster level equal to the character's total levels. Using a sense block ability is still a supernatural ability, and so does not provoke attacks of opportunity, is not subject to spell resistance, and does not require a concentration check. The Magic Circle Against Evil can be suppressed with an *antimagic field*.

Blind Justice

Prerequisite: Ability to block senses.

Benefit: As a standard action, the character can expend one use of her sense block ability to spontaneously cast Zone of Truth and Detect Good at a caster level equal to the character's total levels. The save against the Zone of Truth is equivalent to the save against the Sightless Sister's normal sense block ability. Using a sense block ability is still a supernatural ability, and so does not provoke attacks of opportunity, is not subject to spell resistance, and does not require a concentration check. The Zone of Truth and Detect Good spells can be suppressed with an *antimagic field*.

Shield of the Sisters

Prerequisite: Ability to block senses, lawful good alignment.

Benefit: As a standard action, the character can expend one use of her sense block ability to imbue all lawful good allies within a 20-foot burst (including herself) with DR 5/cold iron. The protection lasts for a number of rounds equal to the character's Charisma modifier.

Sword of the Sisters

Prerequisite: Ability to block senses, lawful good alignment.

Benefit: As a standard action, the character can expend one use of her sense block ability to bless the weapons of all lawful good allies within a 20-foot burst (including herself). This makes the weapons both lawful, good, and magical for the purposes of overcoming DR. The blessing lasts for a number of rounds equal to the character's Charisma modifier.

On Consideration of Blindness and Blindsight in the D20 3.5 OGL

Sightless Sisters have blindsight, the extraordinary ability to use a combination of extraordinary senses and divine magic to operate effectively without vision. Anything that is tangible can be sensed by the Sightless Sister. This ability makes invisibility and concealment (even magical darkness) irrelevant to the Sightless Sister. This ability operates out to a range specified by the Sightless Sister's class level. Note that this is an extraordinary ability, cannot be dispelled, works in an *antimagic field*, and is a free action to use.

- Blindsight never allows a Sightless Sister to distinguish color or visual contrast. Therefore, Sightless Sisters cannot read the written word on paper, cannot cast spells from scrolls, and cannot benefit from reading various magical manuals and tomes (such as a manual of bodily health, tome of clear thought). Note that a Sightless Sister could read carved writings in a sculpture or bas-relief. Hence the intricate carvings and sculptures inside the Bastion of Blind Faith.
- Sightless Sisters with wizard levels cannot memorize spells from spell books. However, a White Magic focus works on a purely mental process, and so Sightless Sister wizards may use them with no penalties.
- Blindsight does not subject a Sightless Sister to gaze attacks.
- A blinding attack (like the spells glitterdust or the blindness) do not affect a Sightless Sister.
- Deafening attacks and vacuum do not impair the blindsense of a Sightless Sister, as her blindsense ability is due (at least in part) to divine magic.
- Blindsight negates displacement and blur effects.
- The Blindsight of a Sightless Sister can effectively pierce illusions and spells that rely wholly on visual images. For instance, a Sightless Sister cannot perceive the effects many spells, including, but not limited to the following: blur, color spray, disguise self, displacement, faerie fire, hallucinatory terrain, hypnotic pattern, illusory script, illusory wall, invisibility, light, Mage's faithful hound, major image, minor image, mirror image, mislead, permanent image, persistent image, phantom trap, programmed image, project image, rainbow pattern, scintillating pattern, screen, seeming, and silent image.
- Magical items that duplicate the above spells and magical items that rely completely on visual effects are of no use against Sightless Sisters. These magical items include, but are not limited to the following: cloak of elvenkind, deck of illusions, dust of disappearance, dust of illusion, elixir of hiding, ever-smoking bottle, eyes of charming, doom, the eagle, and petrification, gem of brightness, hat of disguise, horn of fog, robe of scintillating colors, mirror of life trapping, mental prowess, and opposition.
- A Sightless Sister can perceive the results of a mirage arcana spell, as it does include tactile effects. Phantasmal killer also affects Sightless Sisters, as the feared image is directly implanted into the subject's mind. The "shadow" spells also affect Sightless Sisters, as they are effects that are "quasi-real". Veil is also perceived by a Sightless Sister as it creates a tactile illusion.
- Some magical items rely on sight and cannot be used by Sightless Sisters. This list includes, but is not limited to the following items: crystal ball, eyes of charming, doom, the eagle, and petrification, gem of seeing, goggles of minute seeing, goggles of night, lantern of revealing, lens of detection, robe of eyes.
- While the blindsight ability is quite powerful, it does have a major drawback. Incorporeal and ethereal beings are effectively invisible to a Sightless Sister. If the incorporeal or ethereal creature manifests enough onto the prime material plane to attack, then the Sightless Sister can perceive it, but only in the instant that it becomes solid enough to attack. In general, a Sightless Sister has a -2 armor class penalty against incorporeal or ethereal creatures. If directed, or if the incorporeal or ethereal creature chooses to make noise that betrays its location, a Sightless Sister can attack the incorporeal or ethereal creature with a 50% miss chance due to her inability to see the creature (it has total concealment). This is typically further compounded with the normal 50% miss chance due to the creature's insubstantial nature.



The above named character has joined the following Metagaming Organization:

The Sightless Sisters

Sightless Sister

Date Joined: _____ GM Signature: _____

- A Sightless Sister gains access to purchase the following items: Amulet of Health +2, Cloak of Charisma +2 and +4, Gauntlets of Ogre Power, Cloak of Resistance +2, Mithral Arms and Armor, Axiomatic weapon upgrade, Merciful weapon upgrade, Phylactery of Faithfulness

Warrior Sisters - Date Attained _____

- A Warrior Sister gains access to the following feats which may be taken as monk or fighter bonus feats: Extra Sense Block, Improved Sense Block, Rapid Sense Block, Magestrike Sense Block
- Access to purchase **three** of the following: Gloves of Dexterity +2 or +4, Periapt of Wisdom +2 or +4, Amulet of Mighty Fists +1, +2 or +3, Bracers of Natural Armor +1, +2 or +3, Monk's Belt

Shadow Sisters - Date Attained _____

- A Shadow Sister gains access to the following feats which may be taken as monk or fighter bonus feats: Ranged Sense Block, Subtle Sense Impair, Cover of Darkness
- Access to purchase the following items: Gloves of Dexterity +2 and +4, Bag of Holding Type I and II, Rope of Entanglement, Vest of Escape, Shadow and Silent Moves upgrades for Armor

Acolytes of the Circle - Date Attained _____

- +2 Sacred Bonus to Diplomacy and Sense Motive Checks (+4 if dealing with female humanoids; +6 if dealing with other Sightless Sisters. These bonuses do not stack.)
- Access to the following feats which may be taken as monk or fighter bonus feats: Blind Faith, Blind Justice, Shield of the Sisters, Sword of the Sisters
- Access to purchase **three** of the following items: Cloak of Charisma +2 or +4, Ghost Touch weapon upgrade, Ghost Touch armor upgrade, Holy weapon Upgrade



The above named character has joined the following Metagaming Organization:

The Sightless Sisters

Sightless Sister

Date Joined: _____ GM Signature: _____

- A Sightless Sister gains access to purchase the following items: Amulet of Health +2, Cloak of Charisma +2 and +4, Gauntlets of Ogre Power, Cloak of Resistance +2, Mithral Arms and Armor, Axiomatic weapon upgrade, Merciful weapon upgrade, Phylactery of Faithfulness

Warrior Sisters - Date Attained _____

- A Warrior Sister gains access to the following feats which may be taken as monk or fighter bonus feats: Extra Sense Block, Improved Sense Block, Rapid Sense Block, Magestrike Sense Block
- Access to purchase **three** of the following: Gloves of Dexterity +2 or +4, Periapt of Wisdom +2 or +4, Amulet of Mighty Fists +1, +2 or +3, Bracers of Natural Armor +1, +2 or +3, Monk's Belt

Shadow Sisters - Date Attained _____

- A Shadow Sister gains access to the following feats which may be taken as monk or fighter bonus feats: Ranged Sense Block, Subtle Sense Impair, Cover of Darkness
- Access to purchase the following items: Gloves of Dexterity +2 and +4, Bag of Holding Type I and II, Rope of Entanglement, Vest of Escape, Shadow and Silent Moves upgrades for Armor

Acolytes of the Circle - Date Attained _____

- +2 Sacred Bonus to Diplomacy and Sense Motive Checks (+4 if dealing with female humanoids; +6 if dealing with other Sightless Sisters. These bonuses do not stack.)
- Access to the following feats which may be taken as monk or fighter bonus feats: Blind Faith, Blind Justice, Shield of the Sisters, Sword of the Sisters
- Access to purchase **three** of the following items: Cloak of Charisma +2 or +4, Ghost Touch weapon upgrade, Ghost Touch armor upgrade, Holy weapon Upgrade