

Swordsman of the Sightless Eye

Invented by Dan Flowers

Long ago, a myth was spread of an immortal swordsman that had a strange twist- he was blind. Whether or not this myth held truth, no one can say. What is true, however, is that these blind swordsmen do exist. They walk the streets, masquerading as beggars or peasants, always ready to unleash the fury of a master swordsman.

Adventures:

The Swordsmen can most commonly be found as body guards or assassins for those who know their true nature, but are also prone to being adventurers, seeking knowledge or treasure. Perhaps they just want to perfect their art. However, they will never seek to return their eyesight. If they do so, they will lose all they have achieved as a blind swordsman.

Characteristics:

The Swordsmen strive, above all, to perfect their mastery of sword fighting. Their temperament can range for calm and kind to wild and cunning. They are almost strictly loners. Most stick to the cities, as this is where beggars and peasants are most common.

Religion:

The Swordsmen are religious, but not in the classic way. They believe in a greater cosmos that guides them and lets them see through sound. They never follow a particular deity.

Background:

The Swordsmen are those who wish to elevate their fighting style to a point where their eyes are no longer needed to triumph over their obstacles. Many are warriors who lost their sight, though to achieve this state, some will willfully blind themselves.

Races:

Halflings and elves are the most common Swordsmen, as they have the necessary dexterity and cunning. Humans and half-elves are also seen as Swordsmen of the Sightless eye, as they are some of the most varied races.

Classes:

Fighters are the most suited Swordsmen, as they have the expertise and skill. Bards and Rogues are also suitable to become Swordsmen. No spell-casters have the physical capability to become Swordsmen, and Rangers and Paladins are both tied down (Rangers to nature, Paladins to their deity) to become Swordsmen.

Hit Dice: d8

Requirements

To qualify to become a Swordsman the character must meet the following requirements.

Alignment: Must be neutral, LN, N, or CN

Base attack bonus: +5.

Abilities: Dex 15+, Wis 15+ and Cha of 13.

Skills: Disguise +6 ranks, Bluff +6 ranks, Balance +8 ranks and Listen +8 ranks

Feats: Blind-fighting, Weapon Focus (zaitochi), Quick Draw, Expertise, Alertness.

Special: They must spend 6 months blindfolded learning to hear what they would have seen, and then another 6 months training blindfolded with an accomplished Swordsman of the Sightless Eye. They must then ritualistically burn their eyelids shut. They are then presented with their zaitochi (Sword stick) and sent on their way.

Class Skills

The Swordsman's class skills (and the key ability for each skill) are; Balance (Dex), Bluff (Cha), Listen (Wis), Disguise (Cha), Jump (Str), Intimidate (Cha), Innuendo, Hide, Move Silently, Diplomacy, Gather Information, Escape Artist (Dex), Concentration, Tumble (Dex) See Chapter 4 in the *Core Rulebook 1* for skill descriptions.

Skill points at each additional level: 6+ Int modifier

Class Features

All of the following are class features of the Swordsman of the Sightless Eye.

Weapon and Armour Proficiency: A Swordsman is proficient with all type of weapons, and armour.

Note that wearing armour heavier than leather imposes a penalty to the ranger skills Climb, Hide, Jump, and Move Silently. Swim checks also suffer a -1 penalty for every 5 lbs. Of armour or equipment carried.

Blind Mans Benefit: A Swordsman is completely blind, they can not see at all so all gaze attacks simply do not effect them. In addition most people can not comprehend a blind man fighting so they gain a bonus to their AC equal to their Charisma bonus.

In addition they suffer a penalty of -20 to spot in normal conditions, although they can substitute Listen for spot in the event that they could hear their opponent/target. Anyone making a move silently check against the Swordsman operates at a -4 penalty, in addition to their armour check penalty.

Search checks dependant on touch get a bonus of +10 or -10 if the clues are visual.

Sonar Senses: At the first level, Swordsmen of the Sightless Eye get +12 to all listen checks. They can also use a Blind Sight like ability to “see” size, shape, and distance of objects up to normal auditory acuity range.

Viper Strike: At the first level, using their zaitochi, the Swordsman can make a lightning fast attack directly from the scabbard. The enemy is considered flat-footed and the swordsman gets +4 to hit.

Not Just a Walking Stick: A Swordsman of the Sightless Eye’s greatest (and only) weapon is their own zaitochi, or cane sword.

The DC to realize that the zaitochi (while sheathed) is a weapon is 20+ Swordsman’s total experience level.

Blindman’s Blade: While using a zaitochi, the Swordsman gains a bonus to attack rolls. This starts at the 2nd level and increases every other level by one (1).

Beggar’s Charm: At the 3rd level, the Swordsman’s Cha modifier is increased by one (1). They gain their Cha modifier to all saving throws. They get double their Cha modifier to any check at begging.

Weapon Specialization: Through long Practice the Swordsman is considered specialized in the use of their weapon gaining a +2 to damage on a successful strike.

Weapon	Cost gp	Damage	Critical	Range Increment	Weight lbs.	Type
Medium						
Sword Cane (zaitochi)	100	1d6	x2	-	5	Piercing/Slashing
Sheath	/	1d3	x2	-	6	Bludgeon

Sword Cane (zaitochi)

The sword cane is a long, narrow blade concealed in a sheath which makes it look like a walking cane. The sheath is locked in place to prevent accidental removal, so unsheathing this weapon counts as a partial action. A Search check (DC 20) will reveal the weapon for what it is. The sword cane can be used with finesse feat.

Table: The Swordsman of the Sightless Eye

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Blind Mans Benefit, Sonar Senses, Viper Strike, Not Just a Walking Stick
2 nd	+2	+3	+0	+0	Blindman's Blade +1
3 rd	+3	+3	+1	+1	Beggar's Charm
4 th	+4	+4	+1	+1	Blindman's Blade +2
5 th	+5	+4	+1	+1	Weapon Specialization
6 th	+6	+5	+2	+2	Blindman's Blade +3
7 th	+7	+5	+2	+2	
8 th	+8	+6	+2	+2	Blindman's Blade +4
9 th	+9	+6	+3	+3	
10 th	+10	+7	+3	+3	Blindman's Blade +5