

SENSES

BLINDSIGHT

A creature with blindsight can perceive its surroundings without relying on sight, within a specified radius. Creature without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats have this sense.

DARKVISION

A creature with darkvision can see in dim light as if it were bright light and in darkness as if it were dim light; however the creature cannot discern color in that darkness, only shades of grey.

INFRAVISION

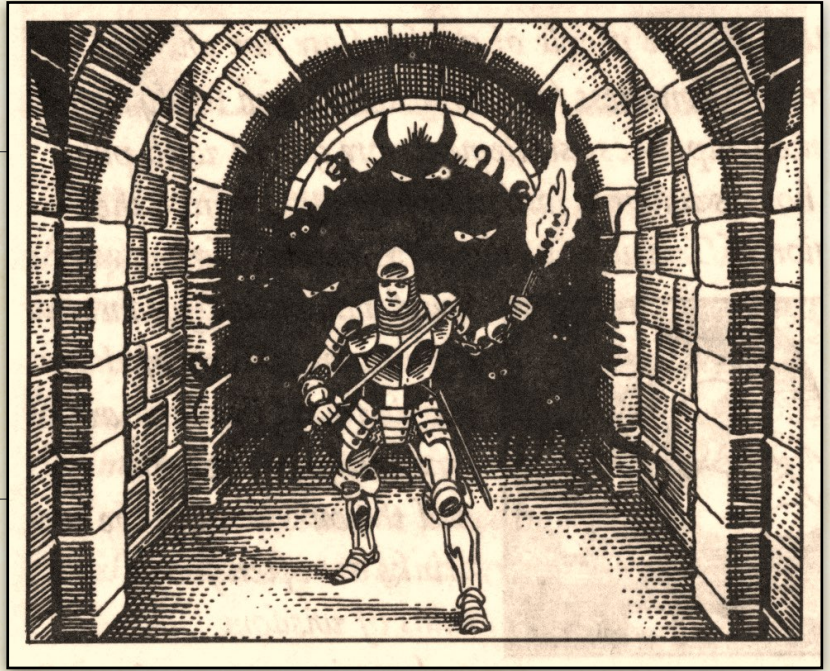
Individuals with infravision see the infrared radiation that emits from objects, allowing them to see varying degrees of heat. All objects emit this radiation naturally, which allows the individual to see even in absolute darkness. Gain advantage to any Tracking rolls if the trail is no more than an hour old, assuming the tracks were made by a creature that emits heat. A sudden flash of heat, such as a magical fire blinds the individual for 1d4 rounds.

TREMORSENSE

Creatures with tremor sense can detect and precisely locate vibrations, including those of other creatures that are in contact with the same physical object (e.g. the ground).

TRUE SIGHT

A creature with true sight can, out to a specified range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions, and perceive the original form of a shape changer or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.



CATEGORIES OF LIGHT

Bright Light. This category includes the light provided by most portable light sources, daylight, and the light cast by surrounding fires or lava. There are no special rules for vision in bright light.

Dim Light. This category includes the light provided by a candle or another dim light source, moonlight, indirect illumination (such as in a cave interior whose entrance is nearby or in a subterranean passageway that has narrow shafts extending to the surface), and the light cast by things such as phosphorescent fungi. Character who have normal vision can't see well in dim light.

Darkness. Darkness prevails outside on a moonless night or in rooms with no light sources. Characters who have normal vision or low-light vision can't see creatures or objects in darkness; creatures in the area have total concealment from them.