Stealth Quick Reference

STEALTH-RELATED CONDITIONS

Condition	Description
Observed	You are clearly visible, able to be located and targeted normally. See Full Condition
Concealed	You can still be observed, but you are more difficult to target; creatures targeting you must make a DC5 flat check. See Full Condition
Hidden	You are only barely perceptible. Creatures know what space you occupy, but little else. They are off-guard to you and must make a DC11 flat check to target you. The Seek action can make you observed. See Full Condition
Undetected	Your whereabouts are unknown. Creatures apprehend you are present but don't know what space you occupy. They are off-guard to you and can't easily target you; creatures attempting to target you pick a square and make a secret DC 11 flat check - if their effect fails to affect you, they do not learn why. The Seek action can locate you, making you hidden or even observed. See Full Condition
Invisible	You cannot be seen. You are undetected; the Seek action can still locate you, but can only make you hidden, not observed. When seen becoming invisible, you are merely hidden until you Sneak. See Full Condition
Unnoticed	Your very presence is unknown. In addition to being undetected, creatures only act and take precautions as their general impression of danger dictates. See Full Condition

STEALTH-ENABLING ACTIONS

HIDE ❖   SEE FULL ACTION

Requirements Be concealed or have cover.

Stealth (+cover bonus) vs Perception DC
Success Become hidden.

SNEAK ❖   SEE FULL ACTION

Requirements Be hidden or undetected.

Stealth vs Perception DC, Stride half Speed
Success Become undetected.
Failure Become hidden.
Critical Failure Become observed.

CREATE A DIVERSION ❖   SEE FULL ACTION

Deception vs Perception DC
    Whether or not you succeed, creatures get a +4 to further attempts for 1 minute.
Success Become hidden for your turn.

> ### Acting While Being Stealthy
> When using Hide, Sneak, or Create a Diversion, further actions besides Hide, Sneak, or Step typically cause you to become observed, usually just before the action; when Striking you become observed just after the action.

STEALTH-COUNTERING ACTIONS

SEEK ❖   SEE FULL ACTION

Perception vs Stealth DC
    Scan an area 30 feet or less in all dimensions.
Critical Success Undetected or hidden creatures become observed.
Success Undetected creatures become hidden, hidden creatures become observed.

POINT OUT ❖   SEE FULL ACTION

Requirements Target is undetected by your allies but not undetected by you.

Indicate the creature's location; it becomes merely hidden to your allies. Impaired allies attempt *Perception vs Stealth DC* or they misunderstand the location and the target remains undetected.

> ### Abridged Rules
> These rules are condensed and by necessity incomplete. In particular, atypical situations are not covered, such as handling precise senses other than sight. In such situations, remember to refer to the full rules.
>
> ### Useful References
> Senses | Special Senses | Light | Detecting Creatures

AMBUSHING FROM STEALTH

Initiative and Stealth | Avoid Notice

Attempting to catch an opponent unawares is done with the Avoid Notice activity during Exploration. Roll Stealth for initiative as well as to determine if you go undetected or unnoticed. Your result is compared to their Perception DCs using the rules for Sneaking. If you succeed but an enemy acts before you (and your allies), at least some of you have been noticed; the GM will privately determine who.