

## INITIATIVE AND STEALTH

## GAMEMASTERY II

Anyone using **AVOID NOTICE** should use a stealth check for their initiative. All the normal bonuses and penalties apply, including any bonus for having **COVER**.

You are **UNDETECTED** and **UNNOTICED** if your initiative is higher or equal to the perception DC of the enemies.

If your initiative is lower, but you still beat the perception DC of an enemy you are **UNDETECTED**, but **NOT UNNOTICED**.

That means they know someone is around and can start moving about, **SEEK**ing, and otherwise preparing to fight.

If your initiative is lower than the perception DC of an enemy you are **OBSERVED**.

### OBSERVED TO UNDETECTED

#### CORE 251

Use **HIDE**: Gain **HIDDEN**. If you cease to have **COVER** or **GREATER COVER** against it or be **CONCEALED** from it, you become **OBSERVED**. You cease being **HIDDEN** if you do anything except **HIDE**, **SNEAK**, or **STEP**.

Use **SNEAK**: If it's successful, you're now **UNDETECTED**. If, at the end of your movement, you are neither **CONCEALED** from it nor have **COVER** or **GREATER COVER** against it, you automatically become **OBSERVED** by such a creature.

Some actions can cause you to be **OBSERVED** again, like standing out in the open, attacking someone, making a bunch of noise, and so forth. If you strike someone after successfully **HIDING** or **SNEAKING**, though, they're flat-footed to that strike.

You can be **OBSERVED** by one creature while **HIDDEN** by another and **UNDETECTED** by a third.

### DETECTING CREATURES

#### CORE 465

**OBSERVED**: A creature you're **OBSERVED** by knows where you are and can target you normally.

**CONCEALED**: A creature that you're **CONCEALED** from must succeed at a DC 5 flat check when targeting you with a non-area effect.

**HIDDEN**: A creature you're **HIDDEN** from knows the space you're in. It is flat-footed to you, and must succeed at a DC 11 flat check to affect you. You can **HIDE** to become **HIDDEN**, and **SEEK** to find **HIDDEN** creatures.

**UNDETECTED**: When you are **UNDETECTED** by a creature, it's flat-footed to you, can't see you, has no idea what space you occupy, and can't target you. It can try to guess your square by picking a square and attempting an attack. This works like targeting a **HIDDEN** creature, but the flat check and attack roll are rolled in secret by the GM.

**UNNOTICED**: A creature you're **UNNOTICED** by is totally unaware of your presence.

**INVISIBLE**: You're **UNDETECTED** by everyone. You can't become **OBSERVED** while **INVISIBLE** except via special abilities or magic.

## STEALTH ACTIONS

## CORE 251

**HIDE** ♦ You huddle behind **COVER** or **GREATER COVER** or deeper into **CONCEALED** to become **HIDDEN**, rather than **OBSERVED**. Roll a Stealth check and compare the result to the Perception DC of each creature you're **OBSERVED** by but that you have **COVER** or **GREATER COVER** against or are **CONCEALED** from. You gain the circumstance bonus from **COVER** or **GREATER COVER** to your check. **Success**: If the creature could see you, you're now **HIDDEN** from it instead of **OBSERVED**. If you were **HIDDEN** from or **UNDETECTED** by the creature, you retain that condition.

#### CORE 252

**SNEAK** ♦ You can attempt to move to another place while becoming or staying **UNDETECTED**. Stride up to half your Speed. If it's impossible for a creature to observe you, for any critical failure you roll on a check to Sneak, you get a failure instead. You also continue to be **UNDETECTED** if you lose **COVER** or **GREATER COVER** against or are no longer **CONCEALED** from such a creature. At the end of your movement, rolls a Stealth check compare the result to the Perception DC of each creature you were **HIDDEN** from or **UNDETECTED** by at the start of your movement.

**Success**: You're **UNDETECTED** by the creature during your movement and remain **UNDETECTED** by the creature at the end of it. **Failure**: A telltale sound or other sign gives your position away, though you still remain unseen. You're **HIDDEN** from the creature throughout your movement and remain so.

**Critical Failure**: You're spotted! You're **OBSERVED** by the creature throughout your movement and remain so.

#### CORE 245

**CREATE A DIVERSION** ♦ With a gesture, a trick, or some distracting words, you can create a diversion that draws creatures' attention elsewhere. If you use a gesture or trick, this action gains the **MANIPULATE TRAIT**. If you use distracting words, it gains the **AUDITORY** and **LINGUISTIC TRAITS**. Attempt a single Deception check and compare it to the Perception DCs of the creatures whose attention you're trying to divert. Whether or not you succeed, creatures you attempt to divert gain a +4 circumstance bonus to their Perception DCs against your attempts to Create a Diversion for 1 minute.

**Success**: You become **HIDDEN** to each creature whose Perception DC is less than or equal to your result. This lasts until the end of your turn or until you do anything except Step or use the **HIDE** or the **SNEAK**. If you Strike a creature, the creature remains flat-footed against that attack, and you then become **OBSERVED**. If you do anything else, you become **OBSERVED** just before you act unless the GM determines otherwise.

**Failure**: You don't divert the attention of any creatures whose Perception DC exceeds your result, and those creatures are aware you were trying to trick them.

## COVER

## CORE 477

Draw a line from the center of the attacker's space or burst to the center of the target's space.

**LESSER COVER**: +1 circumstance bonus to AC if line passes through creatures but no objects.

**COVER**: +2 circumstance bonus to AC, Reflex saves against area effects, and Stealth checks to **HIDE** or **SNEAK**. You can use Take Cover (Core 471) to increase this to **GREATER COVER**.

**GREATER COVER**: As **COVER**, but a +4 bonus.

## EXPLORATION ACTIVITIES

## CORE 479

**AVOID NOTICE**: You attempt a Stealth check to **AVOID NOTICE** while traveling at half speed. If you're Avoiding Notice at the start of an encounter, you usually roll a Stealth check instead of a Perception check both to determine your initiative and to see if the enemies notice you (based on their Perception DCs, as normal for **SNEAK**, regardless of their initiative check results).

## SEEKING ACTIONS

## CORE 472

**POINT OUT** ♦ You indicate a creature that you can see to one or more allies, gesturing in a direction and describing the distance verbally. That creature is **HIDDEN** to your allies, rather than **UNDETECTED**. This works only for allies who can see you and are in a position where they could potentially detect the target. If your allies can't hear or understand you, they must succeed at a Perception check against the creature's Stealth DC or they misunderstand and believe the target is in a different location.

## CORE 471

**SEEK** ♦ You scan an area for signs of creatures. Choose an area you're scanning. If precision is necessary, the GM can have you select a 30-foot cone or a 15-foot burst within line of sight. You might take a penalty if you choose an area that's far away. Attempt a Perception check and compares the result to the Stealth DCs of any **UNDETECTED** or **HIDDEN** creatures in the area. A creature you detect might remain **HIDDEN**, rather than becoming **OBSERVED**, if you're using an imprecise sense or if an effect (such as invisibility) prevents the subject from being **OBSERVED**.

**Critical Success**: Any **UNDETECTED** or **HIDDEN** creature you critically succeeded against becomes **OBSERVED** by you.

**Success**: Any **UNDETECTED** creature you succeeded against becomes **HIDDEN** from you instead of **UNDETECTED**, and any **HIDDEN** creature you succeeded against becomes **OBSERVED** by you.