Perception and Stealth – Syrik Update

General formula to perceive something:

1. Choose the easiest sense to detect with in the situation (sight, sound, or smell). It is usually obvious. If it is ambiguous, look up more than one and use the best one.

2. Look up the base DC for that sense to perceive this target in the tables on the following pages.

3. Apply any modifiers listed on the tables.

4. Roll perception (just once).

5. Add (stealth – perception) to the DC (min. 0).

6. Look up the result below for how much your perception check beats the DC for the best sense.

Beat By	Vision	Sound	Smell
What you Perceive			
10	Target pinpointed. No penalty.	Target pinpointed. No penalty.	10ft, 20%	30ft, 50%	>30ft, 90% *
6	Target pinpointed. No penalty.	Partially perceived. +20% miss.	10ft, 50%	30ft, 90% *	>30ft, 99% *
4	Partially perceived. +20% miss.	Square Located. +50% miss.	10ft, 90% *	30ft, 99% *	>30ft, Direction.
2	Square Located. +50% miss.	Cluster of squares. +90% miss. *	General direction only.
1	Cluster of squares. +90% miss. *	General direction only.	Direction +/- ~60 degrees.
0	General direction only.	Presence of target only.	Presence of target only.
< 0	Failure to detect	Failure to detect	Failure to detect

Stealth Rules

Stealth is active measures taken to reduce sound and visual detection only. You can choose to move stealthily for any move action(s) at any time or location you please. You make one roll for any amount of stealthy movement in a turn.

If a creature tries to perceive you and you are completely obvious (ANY of the 3 sense perception DCs is less than 0), then your stealth does fails. You can use a distraction bluff check vs. sense motive to negate this. Otherwise, if you are not obvious, and the base perception DC is not less than zero, then you will get to add your stealth roll – your opponent's perception roll to the DC of any given perception check to find you.

A player or GM can use metagame knowledge to choose any point during your movement to have perceived you. If you sneak from shadows past the suburban lawn into shadows, they can roll to notice you just before you went back into the shadows. This trades off a clearer perception for outdated info.

The Stealth skill does not have any effect on scent perception. You can conceal your scent, but this should be handled via your best judgment, or role play, not perception math.

Invisibility, Blindness, Darkness, Deafness, Silence, etc.

Invisibility means that the invisible creature gains a +140 on its stealth check while standing still, or a +100 while moving. If you want to try to see footprints in suitable terrain such as mud, treat them like a "standing still" fine animal (foot size seen obliquely).

Hide In Plain Sight means that the hiding creature gains a +140 on its stealth check while standing still, or a +100 while moving. If you want to try to see footprints in suitable terrain such as mud, treat them like a "standing still" fine animal (foot size seen obliquely).

Darkness means that the target cannot use the vision chart. (For creatures without darkvision in range).

Blindness means the blind person cannot use the vision chart.

In a silence spell, nobody can use the sound chart. And so on.

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* Assuming in reach / in range. Player may not know if it is.

VISION

Distance	Size								
	Fine | 4.5"	Diminutive | 9"	Tiny | 18"	Small | 3'	Medium | 6'	Large | 12'	Huge | 24'	Gargantuan | 48'	Colossal | 96'
10ft	-22	-32	-42	-52	-62	-72	-82	-92	-102
20ft	-11	-21	-31	-41	-51	-61	-71	-81	-91
30ft	-5	-15	-25	-35	-45	-55	-65	-75	-85
40ft	-1	-11	-21	-31	-41	-51	-61	-71	-81
50ft	3	-7	-17	-27	-37	-47	-57	-67	-77
60ft	6	-4	-14	-24	-34	-44	-54	-64	-74
70ft	8	-2	-12	-22	-32	-42	-52	-62	-72
80ft	10	0	-10	-20	-30	-40	-50	-60	-70
90ft	12	2	-8	-18	-28	-38	-48	-58	-68
100ft	13	3	-7	-17	-27	-37	-47	-57	-67
200ft	24	14	4	-6	-16	-26	-36	-46	-56
300ft	30	20	10	0	-10	-20	-30	-40	-50
400ft	34	24	14	4	-6	-16	-26	-36	-46
500ft	38	28	18	8	-2	-12	-22	-32	-42
1,000ft	48	38	28	18	8	-2	-12	-22	-32
2,000ft	59	49	39	29	19	9	-1	-11	-21
3,000ft	65	55	45	35	25	15	5	-5	-15
4,000ft	69	59	49	39	29	19	9	-1	-11
1 miles	73	63	53	43	33	23	13	3	-7
2 miles	84	74	64	54	44	34	24	14	4
3 miles	90	80	70	60	50	40	30	20	10
4 miles	94	84	74	64	54	44	34	24	14
5 miles	98	88	78	68	58	48	38	28	18

Stealth sight-based modifiers

Motion		Lighting		Occlusion	
Moving full speed	-10	*Dim Light, target unlit*	+45	*Arrow Slit, Wall Crack*	+20
Moving above half speed	-5	*Darkness, target unlit*	+99	*In Brush, Thick Fog*	+10/5ft
Moving at half-speed	+0	*Dim Light, target lit*	-20	*Jungle, Underwater*	+2/5ft
Moving at quarter-speed	+5	*Sunlight, target lit*	-20	*Forest, Sandstorm*	+1/5ft
Standing perfectly still	+10	*Darkness, target lit*	-40	*Trees, Snow, Smoke*	+0.5/5ft
Distracted	+5	*Low-Light Vision[†]*	special[‡]		
		Darkvision[†]	special[§]		

[†] If within reach of this vision type.

[‡] The DC is reduced by -15 in Dim Light.

[§] Darkness's +99 to the DC is removed if the target creature is within the reach of this vision type, in addition the DC is reduced by -25 in Dim Light.

Sound

Distance	Sound Level								
	Softest human hearable sound	Bow being drawn	Gently rustling leaves	Whispers, or Walking** softly on stone	Walking** in forest, on gravel, on wood.	Normal Talking, or Muffled pain, or running on stone or wood	Sword fighting, screaming	Heavy industry, fireball	Cannon fire, roaring mature dragon
0ft	23	8	-7	-22	-33	-46	-80	-96	-170
5ft	32	17	2	-13	-24	-37	-71	-87	-161
10ft	41	26	11	-4	-15	-28	-62	-78	-152
20ft	50	35	20	5	-6	-19	-53	-69	-143
30ft	56	41	26	11	0	-13	-47	-63	-137
40ft	60	45	30	15	4	-9	-43	-59	-133
50ft	63	48	33	18	7	-6	-40	-56	-130
60ft	66	51	36	21	10	-3	-37	-53	-127
70ft	68	53	38	23	12	-1	-35	-51	-125
80ft	70	55	40	25	14	1	-33	-49	-123
90ft	71	56	41	26	15	2	-32	-48	-122
100ft	72	57	42	27	16	3	-31	-47	-121
200ft	81	66	51	36	25	12	-22	-38	-112
300ft	87	72	57	42	31	18	-16	-32	-106
400ft	91	76	61	46	35	22	-12	-28	-102
500ft	93	78	63	48	37	24	-10	-26	-100
1,000ft	104	89	74	59	48	35	1	-15	-89
2,000ft	113	98	83	68	57	44	10	-6	-80
3,000ft	122	107	92	77	66	53	19	3	-71
4,000ft	130	115	100	85	74	61	27	11	-63
1 mile	132	117	102	87	76	63	29	13	-61
2 miles	145	130	115	100	89	76	42	26	-48
3 miles	156	141	126	111	100	87	53	37	-37
4 miles	166	151	136	121	110	97	63	47	-27
5 miles	175	160	145	130	119	106	72	56	-18
10 miles	190	175	160	145	134	121	87	71	-3

Stealth hearing-based modifiers

Information		Background Noise		Occlusion	
Similar sounds near	+5	Dead silence	-10	Dense, sealed barrier	+2/inch
Guess Gender	+20	Wildlife sounds	+5	Dense forest, open	+1/5ft
Understand speech	+15	Small town, light rain	+10	Light Forest	+1/10ft
Guess species, age	+30	Urban, storming	+20	Canyon, dense urban	+1/5ft††
Cave or Cavern	-20††	Battle, major market	+35	Sparse rocks, houses	+1/10ft††
Distracted	+5	Stampede, factory	+50	Tornado	+65

** Larger or Smaller creature: +/- 10 per size category between Medium.
†† Direction of sound becomes unclear.

Sleeping	+10

Scent

Distance	Odor Strength								
	Skin cells in area, passed briefly	Resting place during travel -20	Well used furniture -40	Clean furniture -4	Spilled Blood, typical wild plant / creature -33	Rutting, wounded, or sick creature -37	Recent kill, healthy waste -8	Garbage pile, cadavers -44	Smoke, slaughter house, skunk -88
0ft	-66	-86	-126	-130	-163	-200	-208	-252	-340
5ft	-46	-66	-106	-110	-143	-180	-188	-232	-320
10ft	-26	-46	-86	-90	-123	-160	-168	-212	-300
20ft	-6	-26	-66	-70	-103	-140	-148	-192	-280
30ft	5	-15	-55	-58	-91	-128	-136	-180	-268
40ft	14	-6	-46	-50	-83	-120	-128	-172	-260
50ft	20	0	-40	-44	-76	-114	-122	-166	-254
60ft	25	5	-35	-38	-71	-108	-116	-160	-248
70ft	30	10	-30	-34	-67	-104	-112	-156	-244
80ft	34	14	-26	-30	-63	-100	-108	-152	-240
90ft	37	17	-23	-26	-60	-97	-105	-149	-237
100ft	40	20	-20	-24	-56	-94	-102	-146	-234
200ft	60	40	0	-4	-36	-74	-82	-126	-214
300ft	72	52	12	8	-25	-62	-70	-114	-202
400ft	80	60	20	16	-16	-54	-62	-106	-194
500ft	86	66	26	23	-10	-47	-55	-99	-187
1,000ft	106	86	46	43	10	-27	-35	-79	-167
2,000ft	126	106	66	63	30	-7	-15	-59	-147
3,000ft	138	118	78	75	42	5	-3	-47	-135
4,000ft	146	126	86	83	50	13	5	-39	-127
1 mile	154	134	94	91	58	21	13	-31	-119
2 miles	174	154	114	111	78	41	33	-11	-99
3 miles	186	166	126	123	90	53	45	1	-87
4 miles	194	174	134	131	98	61	53	9	-79
5 miles	201	181	141	137	104	67	59	15	-73
10 miles	221	201	161	157	124	87	79	35	-53

Stealth Smell-based modifiers

Species		Time		Environment		Occlusion	
Without scent	+140	Volatiles	+3/hr	No wind	+5	Porous rock, wood	+30/ft
With Scent	+0	Skin cells	+0.5/hr	U/D Wind	-20 / +20	Sand, dirt (buried)	+10/ft
Good Scent	-5	Blood	+0.5/hr	Cold/Hot	+15 / -15	Crates / Packages	+5/ft
Great Scent	-10	Rotting	+1/day	Variety of scents	+20	Similar scents	+10

Amazing Scent	-20	Distracted	+5	Strong wind	+10 / level

EXAMPLES

The first example: A human is slowly sneaking up on a human, who's 50 feet away, they are in a forest at daytime that is moderately windy, and the wind is blowing neither upwind nor downwind. The stealth roll is 24. The perception roll is 20.

- Vision is the best option. The DC for seeing the human at 50ft = -37 (base) -5 (moving ¼ speed) +10 (50ft of forest terrain) + 4 (from the difference in stealth vs perception) = -28 DC. The target is pinpointed, no penalty. No stealth, too obvious.
- If the target had an invisibility spell, then sound would have been best. The DC for hearing while in a forest walking around, at a distance of 50ft = 6 (base) +5 (light forest) +5 (wildlife sounds) +4 (from the difference in stealth vs perception) = 20 DC. = beat by 0. This means that the perceiver only discovers the presence of his target.
- If the human had invisibility AND silence spells active, then smell would be the best way to detect them. Unless the target is slathered in rotting garlic and on fire, a human stands no chance at detecting another human, at a distance of 50ft. Target not detected. (The DC is unnecessary, but for the sake of this example, it would be = -44 [clean creature at 50ft] + 140 [human attempting to smell] + 5 [moderate wind, sidelong] = 101 DC.)

Another Example: A fox is bounding happily on a moonlit night in a thick fog over open rocks. A hound is perceiving it from 200ft away, it is moderately windy, and the fox is upwind. The Hound rolls an 18 on its perception check.

- Vision or smell might be best, let's start with vision. A Tiny animal at 200ft = 4 (base) -10 (full speed) +10 (dim light, unlit) -10 (hound has low-light vision) +20 (thick fog 200ft) = 16 DC. The hound has located the fox's square, but the fox has a 50% miss chance due to concealment.
- Sound is hopeless, the fox, a tiny creature which is padding softly on hard stone at 200ft = 37 (base) +5 (light forest) +5 (wildlife sounds) = 47 DC. The perception check failed, the fox is not located.
- Now smell. A wild creature at 200ft = -36 (base) +20 (upwind) +5 (moderate wind) = -10 DC. The hound can smell the fox; however since the fox is more than 30ft away, and smell has limited resolution, the hound locates it only with an accuracy of one of many squares.

Invisibility/HiPS Example: An assassin is speeding towards his prey in a bustling city street, it is currently daytime, there's a light breeze, and the assassin is invisible. His prey is perceiving him from 10ft away. The Assassin rolls a 30 on his Stealth check, while his prey rolls a 25 on its perception check.

- Vision: A medium human, 10ft away = -62 (base) -10 (full speed) +0 (sunlight, the target is invisible so light levels do not matter) + 5 (from the difference in stealth vs perception) +100 (Invisibility while moving) = 33 DC. The assassin remains unseen by his prey.
- Sound: A medium human moving at full speed 10ft away = -29 (base) +35 (major market) +5 (similar sounds nearby) = 11 DC. The perception check is a total success, the assassin's prey hears him coming, and is not surprised; however he still cannot see the assassin so the assassin still has concealment, meaning the prey is still flat-footed.
- Now smell. A medium human wearing clean clothes, while downwind 10ft away = -90 (base) -20 (downwind) +20 (variety of scents) +10 (similar scents) +140 (without scent) = 60 DC. The assassin's prey cannot distinguish the assassin's smell from all the others around him; perception failed.

Stealth

You are skilled at avoiding detection, allowing you to slip past foes or strike from an unseen position. This skill covers hiding and moving silently.

Hide

Your Stealth check is opposed by the Perception check of anyone who might notice you. Follow the rules above for Stealth checks. It's impossible to use Stealth while attacking, running, or charging (without some form of special power).

Breaking Stealth: When you start your turn using Stealth, you can leave cover or concealment and remain unobserved as long as you succeed at a Stealth check and end your turn in cover or concealment. Your Stealth immediately ends after you make an attack roll, whether or not the attack is successful (except when sniping as noted below).

Create a Diversion to Hide

You can use Bluff to allow you to use Stealth. A successful Bluff check can give you the momentary diversion you need to attempt a Stealth check while people are aware of you.

Hide behind other Creatures

Large bodies that break your opponent's line of sight can sometimes be just as useful as darkness for hiding your position.

Special: Normally the soft cover provided by other creatures is not sufficient to allow you to attempt a Stealth check. Soft cover provided by creatures at least one size category larger than you, will allow you to attempt Stealth checks against other creatures not already aware of your presence at a –10 penalty. If the creature providing the cover knows which square you occupy and is trying to avoid concealing you, this penalty increases to –20.

You can also hide from a creature by staying under its own body if it is at least two size categories larger than you and you are in its space. Such attempts also take a –10 penalty, which increases to a –20 penalty if the creature is aware you are in the area. If the creature moves away from you, you are automatically revealed, unless you have readied an action to move with it.

Sniping

If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack or one spring attack and then immediately use Stealth again as long as you end your turn in some form of cover or concealment, or if you have the hide in plain sight power. You take a –20 penalty on your Stealth check to maintain your obscured location.

Action

Usually none. Normally, you make a Stealth check as part of movement, so it doesn't take a separate action. However, using Stealth immediately after a ranged attack (see Sniping, above) is a move action.

Modifiers

- **Being Observed:** If people are observing you using any of their senses (but typically sight), you can't use Stealth. Against most creatures, finding cover or concealment allows you to use Stealth. If your observers are momentarily distracted (such as by a Bluff check), you can attempt to use Stealth. While the others turn their attention from you, you can attempt a Stealth check if you can get to an unobserved place of some kind. This check, however, is made at a –10 penalty because you have to move fast.
- **Magic:** If you are invisible, you gain a +140 bonus on Stealth checks if you are immobile, or a +100 bonus on Stealth checks if you're moving.
- **Special:** If you have Hide In Plain Sight, you gain a +140 bonus on Stealth checks if you are immobile, or a +100 bonus on Stealth checks if you're moving.

- **Feats:** If you have the Stealthy feat, you get a bonus on Stealth checks (see Feats).