

Stealth

(Dex; Armor Check Penalty)

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.

Check: Your Stealth check is opposed by the Perception check of anyone who might notice you. Creatures that fail to beat your Stealth check are not aware of you and treat you as if you had concealment. You can move up to half your normal speed and use Stealth at no penalty. When moving at a speed greater than half but less than your normal speed, you take a -5 penalty. It's impossible to use Stealth while attacking, running, or charging.

Creatures gain a bonus or penalty on Stealth checks based on their size: Fine +16, Diminutive +12, Tiny +8, Small +4, Medium +0, Large -4, Huge -8, Gargantuan -12, Colossal -16.

If people are observing you using any of their senses (but typically sight), you can't use Stealth.

Against most creatures, finding cover or gaining total concealment allows you to use Stealth, even if the creature is observing you*. However if you are not being observed the you can use concealment as opposed to total concealment to use stealth.

***Cover and concealment are relative, so you may be able to stealth against one creature, but not against another creature. As an example if a creature has blindsight and you are within the range of its blindsight then you can not stealth against it, even if you have concealment.**

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.

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).

Sniping: If you've already successfully used Stealth at least 10 feet from your target, you can make one ranged attack and then immediately use Stealth again. You take a -20 penalty on your Stealth check to maintain your obscured location.

Creating 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.

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.

Special: If you are invisible, you gain a +40 bonus on Stealth checks if you are immobile, or a +20 bonus on Stealth checks if you're moving to avoid being pinpointed. Use the chart under invisibility in the glossary to determine how additional modifiers will affect your stealth bonus. The same chart also applies to your stealth check when not invisible. As an example if you are speaking in a normal voice it is a -20 to your stealth check. If you are speaking within the hearing range of another creature then it may not be possible to use stealth against them as you would be observed by their hearing. Whispering imparts a -5 modifier, to your stealth check, and your allies may need to make perception checks to hear you. The enemy may also make perception checks to hear you. If they can hear you whisper however, and you have already used stealth against them successfully it only gives them your direction but it does not pinpoint your location unless they can beat your stealth DC.

Invisible creature is...	Perception
In combat or speaking	-20
Moving at half speed	-5
Moving at full speed	-10
Running or charging	-20
Not moving	+20
Using Stealth	Stealth check +20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+10/foot of thickness
Creature making the check is distracted	+5
Creature making the check is asleep	+10

Note: Despite the category column above saying “Invisible creature is...” many of the categories do not apply only while you are invisible. Any of the categories marked in red apply even if the invisible creature is not invisible. In addition many of these modifiers are duplicated under the perception skill which has a similar chart. If there are any discrepancies between the perception chart and the chart in this document then this chart takes precedence.

FAQ

How does the rule about noticing invisible creatures within 30 feet apply?

That rule has been removed for ease of understanding, and doing so ensures that beating the invisible creature's stealth DC allows you to pinpoint his location at any range.

Why does blindsight defeat cover? If I have cover can't I not be detected by blindsight?

Here is the RAW explaining that:

Blindsight (Ex) This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have **line of effect to a creature or object to discern that creature or object**. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within range of its blindsight ability. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Total Cover: If you don't have **line of effect** to your target (that is, you cannot draw any line from your square to your target's square without crossing a solid barrier), he is considered to have total cover from you.

This means that you need total cover to not be detected by blindsight.

What if my stealth DC is higher than the perception DC of another creature due to distance or another circumstance, but before I finish moving it ends up being lower than their perception DC. Can I still go unnoticed?

In the spirit of fairness I think we should say the perception and stealth rolls are in effect during the entire movement, so if the stealth or perception DC changes due to distance as an example, and that means you are detected then that is what happens. That is basically what Jason Bulmahn also recommends.

As an example let's say you are 50 feet away from someone and your stealth DC is 40. Let's say they roll a 38. Once you move 20 feet closer to them they only their perception modifier only has a -3 instead of a 5 so now they have a 40 vs your roll. When DC's match that means the person rolling perception notices you.

What does it mean to be “observed”?

That means someone or something is aware of you through sight, hearing, blindsense or other abilities that it possesses. As of right now I can't think of any situation where not being able to see someone does not include cover or concealment, barring blindsight, so other than that if they can't see you then you should be able to use stealth. If I am given an example of how you can be observed by means other than sight or blindsight, or a similar ability, then I will correct this answer or add to it, to account for the given situation.

Can I pinpoint an invisible creature than has total cover if I can beat the stealth DC?

No. You will however be aware that something is there. As an example if the creature is behind a door or wall then you will know it is there, but you will not know the square(s) it occupies unless you have a special ability that negates total cover.

Is the “Behind an obstacle (stone wall)” modifier from the invisibility chart an intentional change or a copy/paste typo?

That was done intentionally so that that this chart and the one under perception would not cause confusion about which modifier to use.