

Sneaking Silently

The formula for the % chance for a non-thief to sneak undetected is as follows:

Coordination \div 2 (rounded down) = the % chance.

Note: A character with the ability to move or sneak without detection may use this as a second chance to remain undetected.

Armor penalties for sneaking:

The following are the penalties for all characters and creatures to sneak silently vs. the type of armor worn. Alloys do not matter; the make of the armor is what causes this penalty as follows:

Penalty to sneak silently vs. armor worn:

Leather: None

Skin: None

Ring: -20

Scale: -25

Chain: -15

Banded: -30

Splinted: -30

Plate: -35