

# Sight & Stealth

## DnD 5e Quickref

### 1 Passive perception (PHB p.175)

Passive scores :  $10 + \text{skill modifier} + \text{proficiency} + \text{adv./dis.}$

Advantage = +5, Disadvantage = -5

### 2 Travel pace (PHB p.182)

Speed	mile/hour	Effect
Fast	4	-5 to passive perception
Medium	3	-
Slow	2	Can use stealth

### 3 Visibility (PHB p.183)

- Lightly obscured : Disadvantage on Perception checks using sight
  - Dim light, patchy fog, moderate foliage
- Heavily obscured : Blinded (automatic fail on any check that requires sight)
  - Darkness, opaque fog, dense foliage

### 4 Cover (PHB p.196)

- Half cover : +2 to AC & Dex saving throws
  - Half your body is hidden by an obstacle
  - Low wall, large furniture, narrow tree trunk or creature (enemy or friend)
- 3/4 cover : +5 to AC & Dex saving throws
  - 3/4 of your body is hidden by an obstacle
  - Portcullis, arrow slit, thick tree trunk
- Full cover : cannot be targeted directly, but can be included in area of effect
  - Body is completely concealed by an obstacle

### 5 Hiding (PHB p.177)

- Stealth check vs. Perception check of any creature that is actively searching
  - Vs passive perception when not actively searching
- Cannot hide from a creature that can see you
- In combat, most creatures will see you when you get out of hiding
- Creating a sound reveals your current position
- Attacking reveals your current position
- You are no longer hidden from a creature once that creature has seen you