

Sneaking: fundamental rules

On the character sheet you find the skill *sneaking*. This skill is the basic skill of moving undetected – or to not move undetected. In principle, every character is not sneaking, unless the player claims otherwise.

If the player says that their character sneaks, they must perform a test on *sneaking* (we will get to bonuses and handicaps soon).

If the test succeeds, the character sneaks – that means they are relatively silent and avoid being seen. It does not mean, that they are now invisible for everyone.

All relevant characters, that is, all that could perceive the sneaker (including non player characters) may now perform a test on *sensual acuity* to check whether they notice the sneaking character.

<i>For the master:</i> It's advised to test on <i>sensual acuity</i> hidden for the characters.

If a character fails their test on *sneaking* **or** his counterpart has performed a successful test on *sensual acuity*, the sneaker's turn starts. His character just made a noise, he stepped on one of those ubiquitous dry twigs for example, and he must now decide on what to do.

He could swear loudly, try to jump out of the line of sight before someone sees him, or just drop the knife he was planning on using silently and just pull his pistol instead. Either way, it's the decision of the player and they may make it directly after failing to sneak (be that failure due to a failed test on *sneaking* or due to someone else's successful *sensual acuity* test).

BUT: If the test on *sneaking* is failed, the test on *sensual acuity* receives a bonus of however many points the test on sneaking was failed by.

If the character jumps into cover and hides himself fast enough, he has, of course, the chance to try again.

Sneaking combat

If an attacker succeeds in approaching his victim undetected, all armor that does not cover the whole body is ignored (not ignored are power armors, environmental protection suits and everything else that does not leave a bit of skin unprotected).

Furthermore the damage is doubled – and may be rolled once again, if the player was unlucky and is dissatisfied with the first roll.