

Blocked vision provides an opportunity for characters or creatures to make Stealth checks to try to become hidden. Simply being out of sight doesn't make a character or creature hidden.	37
or an area	46
heavy falling	61
, heavy foliage, or heavy	61
<p>Concealment: A target in a heavily obscured space but adjacent to you has concealment</p> <p>Total Concealment: A target in a heavily obscured space but not adjacent to you has concealment</p> <p>◆<b>Totally Obscured:</b> Squares of darkness are totally obscured. Total Concealment: A target in a totally obscured space has total concealment.</p>	62
<p><b>Dodge and Throw</b> (immediate reaction; when an enemy misses Barstomun with a melee attack; encounter) +7 vs. Fortitude; slide target 1square and knock it prone.</p>	200