

0.1 Covert Spellcasting v1.0

Normally it's pretty hard to conceal spellcasting. You need to speak Verbal components in a strong voice, make Somatic gestures, manipulate Material components and present a Focus. A Focus is usually presented to the target of the spell, and Somatic gestures tend to involve pointing at the target. All in all it's fairly hard to conceal spellcasting.

However, some spells are of course much more useful if people don't realize you're casting them, such as Charm Person, Suggestion, and most Illusion spells.

There's also the question of what can still be perceived when you start using feats like Still and Silent spell to cover up spellcasting. Can you still use Spellcraft to identify spells when they have no observable components remaining?

Spell-like abilities have no components, but behave in all aspects like spells unless explicitly stated differently. There's no text in the definition of SLAs or Spellcraft stating that you can't use Spellcraft to identify SLAs.

Spellcraft mentions that "you must be able to clearly see the spell as it is being cast, and this incurs the same penalties as a Perception skill check due to distance, poor conditions, and other factors." Clearly, missing components should have some effects, and we should consult the modifiers to Perception to get an impression of what they should be.

— the rule —

You can try to cast a spell (or SLA, or SuA) inconspicuously. This increases the casting time in the same way as a sorcerer applying metamagic spontaneously. The casting time increase stacks with other things that increase the casting time (such as applying Still and Silent metamagics, as a sorcerer).

Make a Bluff check. If your spell has no Verbal components, but still has Somatic, Material or Focus components, you may use Sleight of Hand instead. (A spell with no components must use Bluff.) You gain a -5 penalty to the check for each spell component that you need. This is the "terrible conditions" modifier from Perception. Concealing spellcasting if there are still components involved is just that hard.

Observers can then detect your spellcasting by rolling a Perception, Sense Motive or Spellcraft check and winning the opposed roll. However, the modifiers in the Perception skill apply to this roll (regardless of which skill is used).

If the observer used Spellcraft on this roll, also check if his die result was sufficient to identify the spell being cast. If the observer used a different skill to detect the spellcasting and succeeded, he may then still use Spellcraft to try to identify the spell, but this requires a new roll.

Note that missing spell components do not affect the difficulty to identify spells. Therefore Spellcraft can also be used to identify SLAs and SuAs normally.

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The **Secret Signs** feat is hereby banned, because it just became obsolete.