

Forward Scout Invented by Doc1time

The Forward Scout (Scout) is a warrior who is fast and highly skilled in the art of intrusion. Swift, silent, and deadly, their job is often to gathering intelligence on enemy strongholds, scouting deep into enemy held land, and sabotaging enemy positions. They are few and far between due to the arduous training to learn the skills that are, for most, nearly impossible to accomplish.

They are considered to be the jewel in a military infiltration force because of their ability to go swiftly and deep behind enemy lines where most warriors wouldn't dream of going. Scouts pack lightly, move fast, hit hard, and are conniving and resourceful unto their own. They can fight anyone, anytime, anywhere, and leave no evidence of ever having been there. But, most Scouts are despised by many front line warriors due to the lack of heavier armor proficiencies needed to stand upfront, toe-to-toe, and go head to head with the enemy.

Alignment:

Any, but mostly any non-lawful alignments.

Religion:

Spending most of their time either in martial training, or in nature, it is a fairly reasonable assumption that a Scout would worship nature, or a deity of war, stealth, or a deity of their own race.

Race:

Any, although Human, Half-elves, Halflings, and Elves make the best drawing for their natural abilities as a Scout, any other race may have a few highly chosen and trained as Scouts also.

Other Classes:

Obviously, Scouts enjoy working most with Rangers and Rogues best of all for the mutual abilities shared. Scouts also have a lesser affinity with Druids and Monks for their love of nature and fast hitting tactics. Scouts tend to have a love-hate relationship with Barbarians, Fighters, and Paladins due mostly to a conflict in beliefs about tactics. Although respecting their abilities and commitment to their callings, Scout really don't get along with most Clerics, Sorcerers, and Wizards (they tend to make way too much commotion while traveling... and usually aren't too spectacular with weaponry).

Abilities:

A Scouts main attributes are Dexterity, Intelligence, and Strength. Dexterity, for the Scouts defensive and offensive capabilities. Intelligence for the Scouts many skills. And Strength for some of his outdoors skills, along with the extra oomph in his damage.

Class Skills

Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex).

Skill Points: At 1st Level (8+ Int modifier) x 4

Each additional Level: 8+ Int modifier

Hit Die: D6

Multi-class Restriction: A Scout can never multi-class, with the exception of prestige classes due to the extreme hardship to train and learn the profession.

Class Features

Weapons and Armor Proficiency: Scouts are familiar with all Simple, Martial, and Ranged Weapons; Light Armor, but no Shields.

Sneak Attack (Ex): As Rogue ability (see Core Rule Book I) except they are not as skilled as a Rogue, and only do a D4 for damage, as opposed to a D6 as a Rogue is able to.

Track (Ex): As the Feat (Core Rule Book I).

Evasion (Ex): Same as Rogue ability (see Core Rule Book I).

Trackless Step (Ex): The Scout leaves no track or trail, and cannot be tracked.

Scout Feats: The Scout has a choice which abilities every 6 levels he may choose from.

- *Fast Sneak (Ex):* When using Move Silently and/or Hide, the Scout can move at her normal speed without suffering a penalty to those skills.
- *Improved Evasion (Ex):* Same as Rogue ability (see Core Rule Book I).
- *Scout Alertness (Ex):* Scout receives a +2 bonus to Listen and Spot checks (except if deafened or blinded). The Scout may take this ability multiple times and the ability does stack.
- *Scout Fast Movement (Ex):* The Scouts base speed increases +5 while in No Armor or Light Armor. The Scout may take this ability multiple times and the ability does stack.
- *Uncanny Dodge (Ex):* Same as Rogue ability (see Core Rule Book I). The Scout may take this ability multiple times and the ability does stack.

Woodland Stride (Ex): Same as Ranger ability (see Core Rule Book I).

Combat Nap (Ex): While the Scout tends to work behind enemy lines, he still needs to rest and recharge when he can and yet still remain alert. The Scout has the ability to take a Combat Nap instead of sleeping or resting. While taking a Combat Nap, the Scout is able to rest and heal normally as if sleeping, but remains conscious and is aware of his surroundings at all times. The Scout may make awareness checks (-2 situation checks to Listen and Spot) while still Napping. Every hour of a Combat Nap is equal to an hour of normal sleep to the Scout.

Swift Tracker (Ex): Same as the Ranger ability (see Core Rule Book I).

Always Sneaky (Ex): The Scout is always taking 10 on Move Silently and Hide (the Scout may roll for an opposed check, but any roll under 10 always counts as a 10), unless the Scout wants to be seen or heard. Make opposed Spot and Listen check to detect the Scout's presence.

Scout Level	Base Attack Bonus	Saves			Special Abilities
		Fort	Ref	Will	
1	0	+0	+2	+0	Sneak Attack +1d4
2	+1	+0	+3	+0	Track
3	+2	+1	+3	+1	Sneak Attack +2d4
4	+3	+1	+4	+1	Evasion
5	+3	+1	+4	+1	Sneak Attack +3d4
6	+4	+2	+5	+2	Scout Feat
7	+5	+2	+5	+2	Sneak Attack +4d4
8	+6/+1	+2	+6	+2	Trackless Step
9	+6/+1	+3	+6	+3	Sneak Attack +5d4
10	+7/+2	+3	+7	+3	Woodland Stride
11	+8/+3	+3	+7	+3	Sneak Attack +6d4
12	+9/+4	+4	+8	+4	Scout Feat
13	+9/+4	+4	+8	+4	Sneak Attack +7d4
14	+10/+5	+4	+9	+4	Combat Nap
15	+11/+6/+1	+5	+9	+5	Sneak Attack +8d4
16	+12/+7/+2	+5	+10	+5	Swift Tracker
17	+12/+7/+2	+5	+10	+5	Sneak Attack +9d4
18	+13/+8/+3	+6	+11	+6	Scout Feat
19	+14/+9/+4	+6	+11	+6	Sneak Attack +10d4
20	+15/+10/+5	+6	+12	+6	Always Sneaky