

Recon Scout Invented by Doc1time

The Recon 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

Class Skills

Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge [any] (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

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

Each additional Level: 8+ Int modifier

Hit Die: D8

Multi-class Restriction: A Scout can never multi-class, with the exception of prestige classes due to the extreme hardship to learn the profession and need to stay in focus for survival.

Class Features

Weapons and Armor Proficiency: Recon Scouts are familiar with all Daggers, Short Sword, all 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.

Scout Abilities: The character may choose from one of the following abilities for their Special Ability slots. The character must have the required abilities listed prior to choosing the ability.

- *Alertness (Ex):* same as Feat.
- *Always Alert (Ex):* receives a +2 bonus to listen and spot checks always (except if blinded or deafened) this bonus stacks with the Alertness feat. *Requires Alertness.* May be taken multiple times.
- *Always Sneaky (Ex):* automatically takes 10 on Hiding and/or Move Silently. *Requires Fast Sneak.*
- *Combat Nap (Ex):* the ability to take a Combat Nap instead of sleeping or resting. While taking a Combat Nap, the character is able to rest and heal normally as if sleeping, but remains conscious and is aware of his surroundings at all times. The character 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.
- *Evasion (Ex):* same ability as in *Core Rule Book I.*
- *Fast Sneak (Ex):* moves at his normal speed while Hiding and/or Moving Silently without penalty. Double speed is at a -2 penalty.
- *Fast Track (Ex):* same ability as in *Core Rule Book I.* Requires Track.
- *Favored Enemy (Ex):* same ability as in *Core Rule Book I.*
- *Favored Terrain (Ex):* an expert in one particular terrain type for each time that they take this ability. This translates to a +4 bonus to Survival and Knowledge (Nature) checks, and a +2 to Hide and Move Silently checks, all saving throws, and dodge AC bonus when within one of her favored terrain types. Allowable terrain types include Arctic, Aquatic, Desert, Forest, Jungle, Hill, Mountain, Plains, Swamp, and Underground. Assuming of course that the character has had opportunity to spend ample time in the terrain type.
- *Hide in Plain Sight (Ex):* same ability as in *Core Rule Book II.*
- *Improved Evasion (Ex):* same ability as in *Core Rule Book I.* *Requires Evasion.*
- *Poison Master (Ex):* are trained in the making and use of poison and never risk accidentally poisoning themselves when handling poison, and gain a +4 to Healing, Profession (Alchemy) and (Herbalist) skills, when dealing with poisons. *Requires Poison Use.*
- *Poison Use (Ex):* same ability as in *Core Rule Book II.*
- *Fast Movement (Ex):* base speed increases +5 while in No Armor or Light Armor. This ability may be taken multiple times and the ability does stack.
- *Track (Ex):* same ability as in *Core Rule Book I.*

- *Trackless Step (Ex)*: same ability as in *Core Rule Book I*. Requires *Track*.
- *Uncanny Dodge (Ex)*: same ability as in *Core Rule Book I*.
- *Uncanny Dodge II (Ex)*: same ability as in *Core Rule Book I*. Requires *Uncanny Dodge*.
- *Woodland Stride (Ex)*: same ability as in *Core Rule Book I*. Requires *Track*.

Weapon Abilities: The character may choose from one of the following abilities for their Weapon Ability slots. The character must have the required abilities (in parentheses) listed prior to choosing the ability. Far Shot (Precise Shot), Cleave, Greater Cleave (Cleave), Greater Two-Weapon Fighting (Improved Two-Weapon Fighting), Improved Far Shot (Far Shot), Improved Precise Shot (Precise Shot), Improved Rapid Shot (Rapid Shot), Improved Two-Weapon Fighting (Two-Weapon fighting), Multi-shot (Precise Shot), Opportunists, Point Blank Shot (Precise Shot), Precise Shot (Precise Shot), Ranged Pin (Precise Shot), Rapid Shot (Precise Shot), Shot on the Run (Precise Shot), Supreme Cleave (Greater Cleave), Taught Tug (Precise Shot), Two-Weapon Fighting, Weapon Focus, Weapon Specialization (Weapon Focus).

Level	Base Attack Bonus	Fort	Saves Ref	Will	Special Abilities
1	+1	+1	+1	+1	Sneak Attack 1D4
2	+2	+1	+1	+1	Scout Ability
3	+3	+2	+2	+2	Weapon Ability
4	+4	+2	+2	+2	Sneak Attack 2D4
5	+5	+3	+3	+3	Scout Ability
6	+6/+1	+3	+3	+3	Weapon Ability
7	+7/+2	+3	+3	+3	Sneak Attack 3D4
8	+8/+3	+4	+4	+4	Scout Ability
9	+9/+4	+4	+4	+4	Weapon Ability
10	+10/+5	+5	+5	+5	Sneak Attack 4D4
11	+11/+6/+1	+6	+6	+6	Scout Ability
12	+12/+7/+2	+6	+6	+6	Weapon Ability
13	+13/+8/+3	+6	+6	+6	Sneak Attack 5D4
14	+14/+9/+4	+7	+7	+7	Scout Ability
15	+15/+10/+5	+7	+7	+7	Weapon Ability
16	+16/+11/+6/+1	+8	+8	+8	Sneak Attack 6D4
17	+17/+12/+7/+2	+8	+8	+8	Scout Ability
18	+18/+13/+8/+3	+9	+9	+9	Weapon Ability
19	+19/+14/+9/+4	+9	+9	+9	Sneak Attack 7D4
20	+20/+15/+10/+5	+9	+9	+9	Scout Ability