

Scout

Invented by Magecraft

Highly skilled at venturing into unknown areas, the scout is a prized bounty hunter, dungeon delver, spy, or surveyor. The scout makes an invaluable guide, helping to ensure safe and efficient passage. He has an uncanny knack for finding the easiest routes into and out of areas, reducing travel times, and avoiding natural (and unnatural) hazards. His acute sense of direction minimizes his chance of getting lost and he can estimate the number of miles he's covered with startling accuracy. He can infiltrate hostile or inaccessible locations, detecting and disarming inconvenient traps and bypassing locks and guards with ease.

Adventurers:

Since adventuring groups often travel into foreign or unknown areas and terrain, they serve as an easy and generally prosperous way for a scout to practice and build his skills. As a member of an adventuring party, he usually finds himself in front, scouting the terrain ahead to ascertain the best route and spot potential hazards. Unless he organized the party himself, a scout usually leaves the leadership role to someone else while he concentrates on his duties.

Characteristics:

Scouts love to explore unknown realms, from underground dungeons to enemies' realms. Scouts tend to be quiet and intense as their duties often send them into situations where voices tend to carry unwontedly and a misstep could easily cause someone's demise. Since a scout frequently works alone, he must learn to think and act independently, relying on no one but himself. Even when in the company of others, he often keeps to himself – scouting ahead, disarming traps at a safe distance from others, or seeking a path while the rest of his group is occupied with other business.

Alignment:

A scout can be of any alignment. While most scouts tend to be neutral or good, as opposed to evil, the varying nature of a scout's duties and possible employers allows for scouts of any alignment.

Religion:

Most scouts prefer to rely on their own resourcefulness, rather than the fickle whims of the gods. However, as they often find themselves in unforeseen circumstances and positions, most have at least some respect for Fharlanghn (the god of luck and travel).

Background:

In theory, a scout can come from nearly any background – he simply has to have an appreciation for wandering the unknown. However, most scouts tend to come from the lower classes, since individuals from this stratum tend to appreciate the simple lifestyle that most scouts are forced to endure in their travels and find the lure of unknown riches and lands much to their liking.

Races:

Scouts can come from any of the common races with ease. Dwarven, Halfling, and gnomish scouts are often found in underground caves or deep within mountain valleys. Elven and Half-Elven scouts wander the great wilderness and can be found in the most inaccessible woodlands. However, human scouts seem to be the most common, as the whole race seems to love to explore and seek out unknown areas, wherever those may be.

Other Classes:

As scouts are generally used to working alone and only interacting with those of hostile or foreign backgrounds, they tend to lack some of the social skills that other classes are familiar with. However, others quickly find that the scout's skills easily make up for their lack of social graces. Many characters, such as paladins, seek out and prefer to associate with scouts as opposed to rogues, as scouts can provide all of the adventuring skills normally required, without the worry of moral complications coming from unwanted larceny.

GAME RULE INFORMATION

Scouts have the following game statistics.

Abilities: Dexterity and Intelligence are of prime importance to scouts, since they rely much more on finesse and intellect than brute strength to avoid dangerous situations. They tend to wear light armor, or none at all, so they can always use the defensive advantage and Dexterity also affects many of their skills. Charisma and Wisdom are also important, since they affect many of the scout's skills. As with any combatant though, the scout can always benefit from a good Constitution, particularly as it affects his hit points.

Alignment: Any

Starting Wealth: 5d4 x 10 gp

Hit Die: d6

Starting Age: As rogue

Class Skills

The scout's class skills (and the key ability for each skill) are Balance {Dex}, Bluff {Cha}, Climb {Str}, Craft {Int}, Diplomacy {Cha}, Disable Device {Int}, Disguise {Cha}, Escape Artist {Dex}, Forgery {Int}, Gather Info {Cha}, Hide {Dex}, Jump {Str}, Knowledge (dungeoneering) {Int}, Knowledge (geography) {Int}, Knowledge (local) {Int}, Knowledge (nature) {Int}, Listen {Wis}, Move Silently {Dex}, Open Lock {Dex}, Profession {Wis}, Ride {Dex}, Search {Int}, Sense Motive {Wis}, Speak Languages {n/a}, Spot {Wis}, Survival {Wis}, Swim {Str}, Tumble {Dex}, and Use Rope {Dex}. See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Selection: (8 + Intelligence modifier) x 4

Skill Progression: 8 + Intelligence modifier per level

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, hand crossbow, light hammer, sap, shortbow, short sword, and throwing axe. Scouts are proficient with light armor, but not with shields.

Track: A scout gains Track as a bonus feat.

Trapfinding: Scouts (like rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Scouts (like rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A scout who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Terrain Sense (Ex): A scout of 2nd level and higher has the ability to sense changes in his surroundings. He knows the approximate distance that he has traveled and can intuitively sense his relative height above ground or his approximate depth underground.

Additionally, a scout is constantly analyzing his surroundings for unusual landscape or terrain, such as sliding or disguised walls, secret or concealed doors, traps, new construction (even when built to match the old), unsafe surfaces or ceilings (such as quicksand or sinkholes), and such. A scout who merely passes within 5 feet of an unusual landscape or terrain feature is entitled to a Search check to notice it as if he were actively looking for it.

Table 1: Scout

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Track, Trapfinding
2 nd	+1	+0	+3	+0	Terrain Sense
3 rd	+2	+1	+3	+1	Uncanny Dodge
4 th	+2	+1	+4	+1	Slow Fall 20 ft., Trackless Step
5 th	+3	+1	+4	+1	Less Sleep
6 th	+4	+2	+5	+2	Improved Uncanny Dodge, Trap Sense +1
7 th	+5	+2	+5	+2	Slow Fall 30 ft.
8 th	+6/+1	+2	+6	+2	Swift Tracker
9 th	+6/+1	+3	+6	+3	Evasion, Trap Sense +2
10 th	+7/+2	+3	+7	+3	Slow Fall 40 ft.
11 th	+8/+3	+3	+7	+3	Never Lost, Way of Mists
12 th	+9/+4	+4	+8	+4	Trap Sense +3
13 th	+9/+4	+4	+8	+4	Slow Fall 50 ft.
14 th	+10/+5	+4	+9	+4	Tireless
15 th	+11/+6/+1	+5	+9	+5	Trap Sense +4
16 th	+12/+7/+2	+5	+10	+5	Slow Fall 60 ft.
17 th	+12/+7/+2	+5	+10	+5	Know the Way
18 th	+13/+8/+3	+6	+11	+6	Trap Sense +5
19 th	+14/+9/+4	+6	+11	+6	Slow Fall 70 ft.
20 th	+15/+10/+5	+6	+12	+6	Walk the Unseen Path

Uncanny Dodge (Ex): Starting at 3rd level, a scout can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. A scout is denied this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

If a scout already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Slow Fall (Ex): At 4th level or higher, a scout within arm's reach of a wall can use it to slow his descent. When first using this ability, he takes damage as if the fall were 20 feet shorter than it actually is. The scout's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves with his scout level.

Trackless Step (Ex): Starting at 4th level, a scout can travel through any type of terrain (dust, mud, snow, etc.) and leave no footprints or detectable trail. He may choose to leave a trail if so desired and can still be followed by scent or other extraordinary means.

Less Sleep (Ex): A scout is commonly required to work alone in hostile locations where sleep can be dangerous, therefore he learns to rest both quickly and effectively. A scout of 5th level or higher requires only half of the normal amount of rest required to be refreshed.

For example, a 5th level human scout only requires 4 hours to recover from fatigue and a half hour to recover from exhaustion. Elven scouts only require 2 hours of reverie to rest, and multiclass spellcaster/ scouts only require 4 hours of rest before they can recover their spells.

Trap Sense (Ex): At 6th level, a scout gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the scout reaches 9th level, to +3 when he reaches 12th level, to +4 when he reaches 15th level, and to +5 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Improved Uncanny Dodge (Ex): A scout of 6th level or higher can no longer be flanked.

This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the scout's level. A scout is denied this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Swift Tracker (Ex): Beginning at 8th level, a scout can move at his normal speed while following tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): At 9th level and higher, a scout can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the scout is wearing light armor or no armor. A helpless scout does not gain the benefit of evasion.

Never Lost (Ex): A scout of 11th level or higher cannot become lost. He instinctively knows true north, automatically succeeds at Survival checks made to avoid becoming lost, and the *maze* spell no longer affects him.

Way of Mists (Su): Beginning at 11th level, a scout can transform himself into mist, allowing him to get through the smallest of passages with ease. This ability functions exactly like a *gaseous form* spell with a caster level equal to the scout's level. The scout may become gaseous up to 2 minutes per scout level per day. However, he may split up this duration as he chooses, and it need not be continuous. Use of this ability requires a full-round action.

Tireless (Ex): A scout of 14th level or higher is tireless and no longer requires sleep or rest of any kind. He is immune to fatigue and anything that would cause him to become exhausted makes him fatigued instead.

Multiclass scout characters still require rest to regain or memorize spells, but they do not need to sleep in order to rest.

Know the Way (Sp): Three times per day, a scout of 17th level or higher can find his way into and out of the most confounding mazes and dungeons. This ability functions like a *find the path* spell with a caster level equal to the scout's level, except that it affects the scout only.

Walk the Unseen Path (Sp): Once per day, a scout of 20th level or higher can make a path even where one does not exist, enabling him to bypass cave-ins, walk through dead ends and immovable obstructions (such as a portcullis welded into place), and make quick escapes through walls. This ability functions like a *phase door* spell with a caster level equal to the scout's level, except that he can create an ethereal passage through any nonliving substance, not just wood, plaster, and stone.

Apprentice-Level Scout Characters*

Base Fort Ref Will
Attack Save Save Save Special
 +0 +0 +1 +0 Track, Trapfinding

* For games that use the optional rules for apprentice-level characters found in the *3E Dungeon Masters Guide*.

Class Evaluation

Modified from the 1st Edition Scout class by Kim Eastland and originally printed in *Dragon Magazine*.

Evaluated by the Class Construction System v1.5 by Magecraft

(System can be found on www.Dragoneers.com)

Class Features	Cost
Hit Dice: d6	10
Weapon Proficiencies: Simple + 7	17
Armor Proficiencies: Light	10
Skill Points: 8	68
Class Skills: 29	29
Attack Progression: Med	17
Save Progression: 1 High	10
Special Abilities (1-5): Track (Normal), Trapfinding (Normal), Terrain Sense (Normal), Uncanny Dodge (Normal), Slow Fall 20' (Normal), Trackless Step (Normal), Less Sleep (Normal)	28
Special Abilities (6-10): Slow Fall 30-40' (Normal), Improved Uncanny Dodge (Normal), Trap Sense 1-2 (Normal), Swift Tracker (Normal), Evasion (Normal)	14
Special Abilities (11+): Slow Fall 50-70' (Normal), Trap Sense 3-5 (Normal), Never Lost (Normal), Way of the Mists (Normal), Tireless (Powerful), Know the Way (Normal), Walk the Unseen Path (Normal)	12
Restriction: None	0
Mystical Ability: None	0
Total:	215