

# ÉCLAIREUR

Scout  
Level

## SKIRMISH

Damage bonus to all attacks made on your turn, provided you move at least 10ft during your turn.

Does not apply to undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits.

Applies to ranged attacks within 30ft.

Niveau 3 AC bonus provided you moved at least 10ft this turn.

## DONS SUPPLEMENTAIRES

- ☐ Acrobatie
- ☐ Agile
- ☐ Alertness
- ☐ Blind-fight
- ☐ Brachiation
- ☐ Expertise du combat
- ☐ Danger sense
- ☐ Esquive
- ☐ Endurance
- ☐ Far shot
- ☐ Great fortitude
- ☐ Hear the unseen
- ☐ Improved initiative
- ☐ Improved swimming
- ☐ Volonté de fer
- ☐ Lightning reflexes
- ☐ Mobilité
- ☐ Point blank shot
- ☐ Tir precis
- ☐ Quick draw
- ☐ Quick reconnoiter
- ☐ Rapid reload
- ☐ Shot on the run
- ☐ Skill focus
- ☐ Spring attack
- ☐ Traquer

## BATTLE FORTITUDE

Niveau 2 Bonus to Fortitude saves and initiative checks.

## FLAWLESS STRIDE

Niveau 6 Move without penalty or taking damage through any terrain that doesn't require a Climb or Swim check.

## FREE MOVEMENT

Niveau 18 Slip out of bonds, grapples and confining spells easily.

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Niveau	Skirmish Damage	Skirmish AC Bonus	Battle Fortitude	Fast Movement	
1	1d6				Détection de pièges
2			+1		Uncanny dodge
3		+1		+10ft	Trackless step
4					Don supplémentaire
5	2d6				Evasion
6					Flawless stride
7		+2			
8					Camouflage, Bonus feat
9	3d6				
10					Blindsense 30ft
11		+3	+2	+20ft	
12					Don supplémentaire
13	4d6				
14					Hide in plain sight
15		+4			
16					Don supplémentaire
17	5d6				
18					Free movement
19		+5			
20			+3		Blindsight 30ft, Bonus feat
Lose access to Skirmish, Battle Fortitude, Fast Movement, Flawless Stride, Camouflage, Hide in Plain Sight, and Free Movement abilities when wearing medium or heavy armour, or carrying a medium or heavy load.					