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.

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

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		Acrobatic		Agile		Alertness
		Blind-fight		Brachiation		Combat expertise
		Danger sense		Уклонение		Крепкое тело
		Far shot		Great fortitude		Hear the unseen
		Improved initiative		☐ Improved s	wim	ming
		Iron will		Lightning reflexes		Мобильность
		Point blank shot		Precise shot		Quick draw
		Quick reconnoiter		Rapid reload		Shot on the run
	П	Skill focus	П	Spring attack	П	Выслеживание

BATTLE FORTITUDE

Уровень Bonus to Fortitude saves and initiative checks. 2

FLAWLESS STRIDE

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

FREE MOVEMENT

уровень $_{\bullet}$ Slip out of bonds, grapples and confining spells easily. 18

``	SCOUT						
Уровень	Skirmish Damage	Skirmish AC Bonus	Battle Fortitude	Fast Movement			
1	1K6				Обнаружение ловушек		
2			+1		Uncanny dodge		
3		+1		+10ft	Trackless step		
4					Дополнительная черта		
5	2d6				Уклонение		
6					Flawless stride		
7		+2					
8					Camoflage, Bonus feat		
9	3к6						
10					Blindsense 30ft		
11		+3	+2	+20ft			
12					Дополнительная черта		
13	4d6						
14					Hide in plain sight		
15		+4					
16					Дополнительная черта		
17	5d6						
18					Free movement		
19		+5					
20			+3		Blindsight 30ft, Bonus feat		
Lose access to Skirmish Rattle Fortitude Fast Movement Flawless Stride Camouflage Hide in Plain Sight and							

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.