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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*	БО	H)	СНЫЕ ЧЕРТ	ΓЬ	I 📕
	Acrobatic		Agile		Alertness
	Blind-fight		Brachiation		Combat expertise
	Danger sense		Уворот		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	Выспеживание

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 slip out of bonds, grapples and confining spells easily.

×				SCO	UT			
l '	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	2к6				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 a	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.