

SCOUT

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.

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

DOTES ADICIONALES

- ☐ Acrobatic
- ☐ Blind-fight
- ☐ Danger sense
- ☐ Far shot
- ☐ Improved initiative
- ☐ Iron will
- ☐ Point blank shot
- ☐ Quick reconnoiter
- ☐ Skill focus
- ☐ Agile
- ☐ Brachiation
- ☐ Esquiva
- ☐ Great fortitude
- ☐ Improved swimming
- ☐ Lightning reflexes
- ☐ Precise shot
- ☐ Rapid reload
- ☐ Spring attack
- ☐ Alertness
- ☐ Combat expertise
- ☐ Aguante
- ☐ Hear the unseen
- ☐ Movilidad
- ☐ Quick draw
- ☐ Shot on the run
- ☐ Rastrear

BATTLE FORTITUDE

Nivel 2 Bonus to Fortitude saves and initiative checks.

FLAWLESS STRIDE

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

FREE MOVEMENT

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

SCOUT

| Nivel | Skirmish Damage | Skirmish AC Bonus | Battle Fortitude | Fast Movement | |
|--|--------------------|----------------------|---------------------|------------------|-----------------------------|
| 1 | 1d6 | | | | Encontrar trampas |
| 2 | | | +1 | | Uncanny dodge |
| 3 | | +1 | | +10ft | Trackless step |
| 4 | | | | | Bonus feat |
| 5 | 2d6 | | | | Evasión |
| 6 | | | | | Flawless stride |
| 7 | | +2 | | | |
| 8 | | | | | Camouflage, Bonus feat |
| 9 | 3d6 | | | | |
| 10 | | | | | Blindsense 30ft |
| 11 | | +3 | +2 | +20ft | |
| 12 | | | | | Bonus feat |
| 13 | 4d6 | | | | |
| 14 | | | | | Hide in plain sight |
| 15 | | +4 | | | |
| 16 | | | | | Bonus feat |
| 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. | | | | | |