

# 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.

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

## BONUS FEATS

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

## BATTLE FORTITUDE

Stufe 2 Bonus to Fortitude saves and initiative checks.

## FLAWLESS STRIDE

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

## FREE MOVEMENT

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

# SCOUT

Stufe	Skirmish Damage	Skirmish AC Bonus	Battle Fortitude	Fast Movement	
1	1d6				Trapfinding
2			+1		Uncanny dodge
3		+1		+10ft	Trackless step
4					Bonus feat
5	2W6				Entrinnen
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.					