

# 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.

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

## ATUTY PREMIOWE

- ☐ Akrobatyka
- ☐ Agile
- ☐ Alertness
- ☐ Blind-fight
- ☐ Brachiation
- ☐ Combat expertise
- ☐ Danger sense
- ☐ Uniki
- ☐ Krzepa
- ☐ Far shot
- ☐ Great fortitude
- ☐ Hear the unseen
- ☐ Improved initiative
- ☐ Improved swimming
- ☐ Iron will
- ☐ Błyskawiczny refleks
- ☐ Ruchliwość
- ☐ Point blank shot
- ☐ Precise shot
- ☐ Quick draw
- ☐ Quick reconnoiter
- ☐ Rapid reload
- ☐ Shot on the run
- ☐ Skill focus
- ☐ Spring attack
- ☐ Tropienie

## BATTLE FORTITUDE

Poziom 2 Bonus to Fortitude saves and initiative checks.

## FLAWLESS STRIDE

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

## FREE MOVEMENT

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

# SCOUT

Poziom	Skirmish Damage	Skirmish AC Bonus	Battle Fortitude	Szybkie Poruszanie się	
1	1k6				Wykrywanie Pułapek
2			+1		Uncanny dodge
3		+1		+10ft	Trackless step
4					Premiowy atut
5	2k6				Uchylenie
6					Flawless stride
7		+2			
8					Camouflage, Bonus feat
9	3k6				
10					Blindsense 30ft
11		+3	+2	+20ft	
12					Premiowy atut
13	4k6				
14					Hide in plain sight
15		+4			
16					Premiowy atut
17	5k6				
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.					