

## Scout (Thief)

Scouts are ideal wilderness guides, highwaymen, trackers and military scouts, combining combat prowess with a knowledge of subterfuge and survival skills. Because of their training scouts must have acute senses and be fleet of foot. They are trained to avoid ambushes and elude detection, and are often relied upon to find and infiltrate enemy encampments.

Level	Hit Dice	Attack Bonus	Class Features
1	1	±0	Backstab (+2), Danger Sense, Find Traps, Scout (+2), Sneak Attack
2	2	+1	
3	3	+1	Pathfinder
4	4	+2	
5	5	+2	Fast Movement (10')
6	6	+3	Scout (+3)
7	7	+3	Improved Danger Sense
8	8	+4	Read Magic
9	9	+4	
10	+2	+5	Fast Movement (15')
11	+2	+5	Scout (+4)
12	+2	+6	
13	+2	+6	
14	+2	+7	
15	+2	+7	Fast Movement (20')
16	+2	+8	Scout (+5)
17	+2	+8	
18	+2	+9	
19	+2	+9	
20	+2	+10	Fast Movement (25')

<b>Ability Requirements:</b>	Wisdom 13, Dexterity 13
<b>Hit Die Type:</b>	d6 (4)
<b>Alignment:</b>	Any
<b>Weapon Proficiencies:</b>	Club, dagger, dart, hammer, hand axe, hand crossbow, light crossbow, longbow, quarterstaff, scimitar, sickle, shortbow, short sword, spear, and sling
<b>Armor Proficiencies:</b>	Light armor
<b>Saving Throw Proficiencies:</b>	Wisdom and Dexterity
<b>Skill Proficiencies:</b>	Athletics, Disable Device, Perception, Stealth, and Survival plus any 2 of the following: Acrobatics, Deception, Disguise, Insight, Intimidation, Nature, Performance (any), Persuasion, Poison, Profession (any), and Sleight of Hand
<b>Starting Funds:</b>	2d6 x 10 gold pieces

### Backstab

Scouts are opportunistic attackers, striking vulnerable foes more effectively than others. When making a melee or ranged attack against an opponent's rear facing, or when making a melee attack against a surprised or flanked foe, scouts gain a +2 bonus to their attack and damage rolls. This bonus to attack and damage rolls increases by 1 point (to a maximum of +5) at scout levels 6, 11, and 16.

A scout may only Backstab creatures that have a discernible anatomy. The scout must be able to see the target well enough to pick out a vital spot. They may only Backstab with weapons listed on the scout weapon proficiency list. If making ranged Backstab attacks, they must be within close range for the weapon used.

### Danger Sense

Scouts have an uncanny sense of when things nearby aren't as they should be, giving them an edge when dodging away from danger. At 1<sup>st</sup> level, the scout's foes do not gain an attack roll bonus when attacking them from the flank or rear.

In addition, scouts gain a +2 bonus to all Saving Throws versus traps. This bonus increases by 1 at scout levels 6, 11, and 16. To gain this benefit, the scout can't be blinded, deafened, or unconscious.

### Find Traps

Scouts may make Perception checks to search for traps, including magical traps, with their full Proficiency Bonus. Other characters may attempt to find traps with a Perception check, but do not apply their

Proficiency Bonus to such checks, even if they are proficient in the Perception skill.

To find a trap, the scout spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate traps in a 5' by 5' foot area. The DC of this check is usually 10 + the Proficiency Bonus + the Dexterity modifier of the NPC who set the trap with a Disable Device check. For spell traps, such as Glyph of Warding, the DC is equal to the spell's Saving Throw DC.

A successful Perception check indicates that the scout finds a trap, if one is present. If multiple traps are in an area, the result of this Perception check is applied against all traps in the area.

### Scout

Scouts gain a +2 bonus to all Athletics skills checks made to climb and swim, to all Perception checks, and to all Stealth checks. This bonus improves by 1 at scout levels 6, 11, and 16. Scouts also halve all penalties to Perception checks and attack rolls due to cover or concealment (round fractions down).

### Sneak Attack

A scout normally avoids face-to-face combat if possible, preferring to use stealth or guile to catch opponents unaware or off-guard.

If a scout successfully strikes a surprised opponent, the first attack deals twice the usual Backstab damage (4 points of Backstab damage at levels 1-5, 6 points of Backstab damage at levels 6-10, etc.)

Sneak Attacks, unlike normal Backstab attacks, need not be made against flanked foes or a foes' rear facing. The other requirements for Backstabbing opponents still apply.

### Pathfinder

Starting at 3rd level, scouts may move at their normal Movement Rate when making Stealth checks to move silently or Survival checks to track.

You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or the Underdark. When you make a Nature or Survival skill check related to your favored terrain, you add +2 to your die roll. This bonus increases by 1 point at scout levels 8, 13, and 18.

While traveling for an hour or more in your favored terrain you find twice as much food as you normally would by foraging. While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

At 9<sup>th</sup> level and beyond you may render your tracks and those of your allies untraceable while traveling at a normal pace in your favored terrains. Under such conditions you and a number of allies equal to your Proficiency Bonus plus Wisdom modifier cannot be tracked by nonmagical means, unless you choose to leave a trail.

### Fast Movement

The scout's Movement Rate is 10' faster than is usual for a member of his race so long as he is not encumbered. This increases by 5 additional feet at scout levels 10, 15, and 20.

### Improved Danger Sense

At 7<sup>th</sup> level, scouts gain improved Danger Sense and are no longer subject to Sneak Attacks by thieves or Killing Strikes by assassins when surprised. They also retain their Dexterity and Uncanny Dodge bonuses to Armor Class when surprised.

