

SCOUT

Alignment: Any.

Hit Die: d8.

Class Skills

The scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (6 + Int modifier) ×4.

Skill Points at Each Additional Level: 6 + Int modifier.

Table: The Scout

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	1st Favored Terrain, Fast Movement +10, Track
2nd	+2	+3	+3	+0	Bonus Feat, Trapfinding
3rd	+3	+3	+3	+1	Trap Sense +1
4th	+4	+4	+4	+1	Uncanny Dodge
5th	+5	+4	+4	+1	2nd Favored Terrain, Bonus Feat
6th	+6/+1	+5	+5	+2	Trap Sense +2
7th	+7/+2	+5	+5	+2	Woodland Stride
8th	+8/+3	+6	+6	+2	Bonus Feat, Swift Tracker
9th	+9/+4	+6	+6	+3	Improved Uncanny Dodge, Trap Sense +3
10th	+10/+5	+7	+7	+3	3rd Favored Terrain
11th	+11/+6/+1	+7	+7	+3	Bonus Feat
12th	+12/+7/+2	+8	+8	+4	Trap Sense +4
13th	+13/+8/+3	+8	+8	+4	Camouflage
14th	+14/+9/+4	+9	+9	+4	Bonus Feat
15th	+15/+10/+5	+9	+9	+5	4th Favored Terrain, Trap Sense +5
16th	+16/+11/+6/+1	+10	+10	+5	Hide in Plain Sight
17th	+17/+12/+7/+2	+10	+10	+5	Bonus Feat
18th	+18/+13/+8/+3	+11	+11	+6	Trap Sense +6
19th	+19/+14/+9/+4	+11	+11	+6	-
20th	+20/+15/+10/+5	+12	+12	+6	5th Favored Terrain, Bonus Feat

Class Features

All of the following are class features of the scout.

Weapon and Armor Proficiency: A scout is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Favored Enemy (Ex): At 1st level, a scout may select a type of land from among those given on Table: Scout Favored Terrain. The scout gains a +2 bonus on all Knowledge (nature), Listen, Move Silently, Search, Spot, and Survival checks related to that terrain. If the scout chose Underground, he gains a bonus to Knowledge (dungeoneering) as well.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the scout may select an additional favored terrain from those given on the table. In addition, at each such interval, the bonus on any one favored terrain (including the one just selected, if so desired) increases by 2.

If a specific terrain falls into more than one category of favored terrain (cold mountains or magical deserts), the scout's bonuses do not stack; he simply uses whichever bonus is higher.

Table: Scout Favored Terrain

Land Type	Example
Cold	Tundra, glaciers, or any otherwise frigid areas
Desert	Any dry, hot landscape
Forest/Jungle	Any heavily forested areas
Magical	Any strange, magical areas that defy the

	norm
Mountains	Any high-altitude areas
Plains	Any relatively flat expanses of land
Swamp	Marshes, bogs, fens, or any wetland areas
Underground	Caverns, mines, or dungeons
Underwater	Any underwater locales

Fast Movement (Ex): A scout's land speed is faster than the norm for his race by +10 feet. This benefit applies only when he is wearing no armor or light armor and not carrying a heavy load. Apply this bonus before modifying the scout's speed because of any load carried or armor worn.

Track: A scout gains Track as a bonus feat at 1st level.

Bonus Feat: At 2nd level, a scout gets a bonus feat that he must choose from the following list: Agile, Altitude Adaptation^{FB}, Animal Affinity, Athletic, Blind-Fight, Cold Endurance^{FB}, Combat Expertise, Combat Reflexes, Danger Sense^{MB}, Dash^{CW}, Deft Opportunist^{MB}, Diehard, Distracting Attack^{MB}, Dodge, Endurance, Far Shot, Faster Healing^{CW}, Fleet of Foot^{CW}, Great Fortitude, Improved Cold Endurance^{FB}, Improved Combat Expertise^{CW}, Improved Initiative, Improved Mounted Archery^{CW}, Improved Precise Shot, Improved Rapid Shot^{CW}, Improved Toughness^{CW}, Iron Will, Lightning Reflexes, Manyshot, Mobility, Mountaineer^{FB}, Mountain Warrior^{RoS}, Mounted Archery, Mounted Combat, Precise Shot, Prone Attack^{CW}, Quick Draw, Ranged Disarm^{CW}, Ranged Pin^{CW}, Ranged Sunder^{CW}, Rapid Shot, Ride-by-Attack, Run, Self-Sufficient, Sharp-Shooting^{CW}, Shot on the Run, Snowrunner^{FB}, Spirited Charge, Spring Attack, Stealthy, Toughness, Trample, Tunnel Fighting^{RoS}, and Tunnel Riding^{RoS}.

The scout gains additional bonus feats at every three scout levels thereafter (5th, 8th, 11th, 14th, 17th, and 20th). A scout must still meet all prerequisites for a bonus feat.

These bonus feats are in addition to the feats that a character of any class gets from advancing levels. A scout is not limited to the list of scout bonus feats when choosing these feats.

CW = *Complete Warrior*, FB = *Frostburn*, MB = *Miniature's Handbook*, RoS = *Races of Stone*

Trapfinding: Beginning at 2nd level, scouts can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Unlike rogues, scouts have no ability to find magical traps; they can only locate nonmagical traps.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. A scout who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex): At 3rd level, a scout gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the scout reaches 6th level, to +3 when he reaches 9th level, to +4 when he reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a scout can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a scout already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

Woodland Stride (Ex): Starting at 7th level, a scout may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Beginning at 8th level, a scout can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Improved Uncanny Dodge (Ex): At 9th level and higher, a scout can no longer be flanked. This defense denies a rogue the ability to sneak attack the scout by flanking him, unless the attacker has at least four more rogue levels than the target has scout levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Camouflage (Ex): A scout of 13th level or higher can use the Hide skill in any sort of natural terrain, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a scout of 16th level or higher can use the Hide skill even while being observed.