

Scout(3.5 Conversion)

Good Saves: Reflex

BAB: +3/4

Hit Die: d8

Skills: Acrobatics, Climb, Craft, Disable Device, Escape Artist, Knowledge(Dungeoneering), Handle Animal, Heal, Knowledge(Geography), Knowledge(Nature), Perception, Perform, Profession, Ride, Sense Motive, Stealth, Survival, Swim.

Skills per Level: 8+Int modifier.

Weapon and Armor Proficiency: Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow.

Skirmish(Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet. The extra damage only applies to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above first (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, 5d6 at 17th level). Creatures that are immune to sneak attack damage are also immune to skirmish damage.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Trapfinding(Ex): A scout adds ½ her level to Perception skill checks made to locate traps and Disable Device skill checks (minimum +1). A scout can use Disable Device to disarm magical traps.

Scout Talents: As a scout gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a scout gains one scout talent. She gains an additional scout talent for every 2 levels of scout attained after 2nd level. A scout cannot select an individual talent more than once unless otherwise noted.

Talents marked with an asterisk add effects to a scout's skirmish ability. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

- **Battle Fortitude:** A scout that selects this scout talent hardens himself for battle and has quicker reactions. At 2nd level, a scout with this talent gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 10th level and +3 at 19th level.
- **Bleeding Attack(Ex)*:** A scout with this ability can cause foes to bleed by hitting them while using the skirmish ability. This attack causes the target to take 1 additional point of bleed damage for each die of the scout's skirmish damage (e.g., 2d6 equals 2 points of bleed). Bleeding creatures take that amount of damage every round at the start of each

of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage.

Special: Bleeding damage from this effect does not stack with itself. Bleeding damage bypasses any DR the creature might possess.

- **Camouflage:** A scout with this talent can use Stealth in any sort of natural terrain, even if the terrain does not grant cover or concealment. A scout must be at least 8th level before selecting this talent.
- **Combat Trick:** A scout that selects this scout talent gains a combat feat as a bonus feat.
- **Finesse Scout:** A scout that selects this scout talent gains Weapon Finesse as a bonus feat.
- **Flawless Stride:** When a scout selects this talent, she gains the ability to move through any sort of terrain that slows movement (such as rubble, undergrowth, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. This ability does not let her move more quickly through terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this ability when wearing medium or heavy armor or carrying a medium or heavy load.
- **Improved Skirmish:** Whenever the scout moves at least 20 feet in a round, his skirmish damage and AC bonuses double.
- **Weapon Training:** A scout who selects this scout talent gains Weapon Focus as a bonus feat.

Uncanny Dodge(Ex): Starting at 2nd level, a scout can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if her attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A scout with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a rogue already has Uncanny Dodge from another class, she automatically gains Improved Uncanny Dodge instead.

Fast Movement(Ex): Starting at 3rd level, a scout gains a +10 foot enhancement bonus to her base land speed. At 7th level, this increases to +15 feet. At 11th level, this bonus increases to +20 feet. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

Trackless Step(Ex): Beginning at 3rd level, a scout leaves no trail in natural surroundings and cannot be tracked. She may leave a trail if so desired.

Bonus Feats: At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Acrobatic Steps, Alertness, Animal Affinity, Athletic, Blind-Fight, Combat Expertise, Dodge, Endurance, Far Shot, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Nimble Moves, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Shot on the Run, Skill Focus, and Spring Attack.

Evasion(Ex): At 5th level and higher, a scout can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the

scout is wearing light or no armor and carrying only a light load.

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

Advanced Talents:Beginning at 10th level,a scout may take one of the following talents in place of a scout talent.

- *Blindsense:*A scout with this advanced talent gains the blindsense ability out to 30 feet.
- *Crippling Strike*:*When a scout with this ability deals skirmish damage,the enemy hit by the attack takes a -2 penalty to Strength.
- *Feat:*A scout may gain any feat she qualifies for in place of a talent.
- *Improved Evasion:*A scout with this talent can avoid unusual and magical attacks with ease.This ability works like evasion,except that while the scout still takes no damage on a successful save,he takes only half damage on a failed save.
- *Skill Mastery:*A scout becomes so certain in her abilities she can use them reliably even under adverse conditions.Upon selecting this talent,she selects a number of skills equal to 3+her Intelligence modifier.When making a skill check with these skills,she may Take 10 even if stress and adverse conditions would normally prevent her from doing so.
- *Stealthy Sniper:*When a scout with this advanced talent uses the Stealth skill to snipe,she only suffers a -10 penalty on the Stealth check,instead of -20.

Hide in Plain Sight(Ex):Beginning at 14th level,a scout can use the Stealth skill even while being observed.This only functions while in natural terrain and while not wearing medium or heavy armor or carrying a medium or heavy load.

Free Movement(Ex):At 18th level and higher,a scout can slip out of bonds,grapples,and even the effects of confining spells easily.This ability duplicates the effect of a freedom of movement spell,except that it is always active.A scout loses this benefit when wearing medium or heavy armor or carrying a medium or heavy load.

Master Scout:At 20th level,the scout becomes a master of the wild.He always moves at full speed while using Survival to track without penalty.When he deals skirmish damage to a foe,the foe hit by the attack must make a Reflex save or become entangled as roots come up from the ground to grab him.The DC for this save is equal to 10+1/2 the scout's level+the scout's Wisdom modifier.