

# The Scout

The Scout can be many things: a skirmish-fighter, a reconnaissance expert, a backstabber, a master of disguise, a sniper, a throat-slitter, a tracker, an alchemist, and much much more. A Scout's main task is to determine what danger lies ahead and to either neutralize it, eliminate it, or warn his comrades so they can work out the best way to deal with it.

It's often joked that, after spending a few minutes on recon, a competent Scout will come back and tell you how many orcs there are in the next field: a *great* Scout will come back and tell you how many orcs there *were*. Stealth and infiltration can be the Scout's stock-in-trade, and because they are so skilled in not being seen some people distrust them, thinking them all to be no better than thieves and assassins. Whether that's true or not, there is no denying that having a competent Scout can mean the difference between life and death: knowing what enemy you will shortly be facing allows you to plan and prepare. An adventuring party which ignores reconnaissance will be surprised, ambushed and severely wounded more often than one that takes basic precautions.

While most Scouts will have some combat training they are not front-line fighters by any means: the Scout prefers to skirmish, to lead enemies into ambush, or to hit them from a distance (and preferably from cover).

# SCOUT

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	25 : 24	8	4	Single	1S / 1D	2	Utilise Buckler Utilise Light Armour Utilise Light Weapons
2	27 : 25	9	8		2S / 1D	2	
3	29 : 26	10	12	+1 Skill*	2S / 1D	2	
4	31 : 27	11	16		3S / 2D	2	
5	33 : 28	12	20	+1 Skill*	3S / 2D	2	
6	35 : 29	13	24		3S / 3D	2	
7	37 : 30	14	28	+1 Skill*	3S / 3D	3	
8	39 : 31	15	32	Double Handed	4S / 5D	3	Scout Mastery
9	41 : 32	16	36		4S / 5D	3	
10	43 : 33	17	40		5S / 6D	4	Scout Mastery
11	46 : 35	19	46		6S / 6D	5	
12	49 : 37	21	52		7S / 7D	5	Scout Mastery

\* Choice of Thrown, Missile, Ambidex, Firearms

A Human Scout Gains 25:2 Life Points

An Elven Scout Gains 24:1 Life Points

## Class Restrictions / Abilities

A Scout's Natural Heal is transferable

Elven Scouts gain natural heal as per their race restrictions

Scouts can be blessed

Scouts at some time in their career may have to undergo a Scouts test!!

## Class Abilities

**Utilise Buckler** – this allows the Scout to use bucklers and small shields

**Utilise Light Armour** – This allows the Scout to be able to use any Light Armour: Soft Leather (base 2 AC), Fur (base 3 AC) or Rigid Leather (base 4 AC).

**Utilise Light Weapon** – This allows the Scout to be able to use any Light Weapon (although the Scout may also need Missile Skill or Thrown Skill or to use the weapon effectively).

**Scout Mastery** – Each time the scout gains this ability they may pick one of the Scout Mastery skills that represent their unique specialities and place in the adventuring community. Each Masteries' pre-requisites must be met before it can be learnt. No Mastery may be picked more than once.

# Scout Masteries

## **Battlefield Awareness - *No pre-requisites***

The true Scout does not merely look ahead of the party and report back what they saw before standing back and waiting for the rest to deal with the problem. They move around the edges of the fray, watching and striking, shouting advice and warnings, judging any turns in the tide of battle and aiding those they are with.

This Mastery allows a Scout, during any Time Stop event, to shout a warning to another party member that grants that party member an additional Time Stop action which may include striking a damaging blow. This Mastery may be used once per four levels.

## **Disguise as Persona - *Requires Disguise and Physical Deceive Perception***

The Scout who masters their skills with Disguise and Perception can use their skills to take on the appearance and likeness of someone else, including mannerisms, etc. (you should consult a referee before using this skill).

## **Forage Alchemy - *Requires Alchemist***

Many Scouts go down the potion making route and while some of the best Alchemists work in the laboratory, Scouts who Master alchemy are used to doing some of their best work while in the (literal!) field. Once per four levels, this Mastery allows the Scout to forage components and make any of their known Common (purchasable from the Armoury) Alchemical recipes. These foraged creations are temporary, lacking the laboratory techniques that make them permanent, and revert to harmless herb-filled water after 24 hours. This foraging requires a small amount of suitable roleplay; potions cannot be simply pulled from thin air.

## **Forage Black Arts - *Requires Black Arts***

As per the Alchemy Mastery but applying to known Common Black Arts recipes.

## **Herbalism - *Requires Enhanced Natural Healing***

Some Scouts embrace their ability with Natural Healing and other herbs. This Mastery makes the Scout's Natural Healing twice as effective, each point they apply healing two points of damage. They may also use their skills with herbs to apply a Poultice that can act as either a Herbal Cure Disease (6pts Nat Heal) or a Herbal Remove Poison (1pt Nat Heal per Hit of Poison).

## **Ricochet - *Requires Thrown Mastery 3***

The Scout who masters their ability to throw small weapons can strike multiple targets with a single item. If a target is struck with a thrown weapon, the Scout may call their damage on that target and up to two others within 10ft of the original target.

## **Superhuman Reflexes - *Requires Reflex 3***

The Scout's dexterity and agility is such that they are able to twist and turn and reduce damage from any mortal melee blow. All natural dexterity the Scout has now works against all mortal melee blows. Normal maximum AC limits apply.

## **Vital Strike - *Requires Hidden Strike***

The Scout's training at targeting the weak points of an opponent body is such that now they can disable and incapacitate targets rather than kill. When striking with a backstab the scout may use Vital Strike to do a Location Out to the target that requires mystical healing to restore the location to working. This Mastery may be used once per four levels.

# Scout Skill Pick Tables

Table One Skills	
Apprentice Alchemist	Improved Reload
Apprentice Black Arts	Leap
Apprentice Bowyer	Make Concealed Weapon
Backstab	Marksmanship
Bowyer	Master Bowyer
Conceal Small Object	Missile Mastery 1
Cut To Bleed	Reflex 1
Deadeye	Reflex 2
Dexterity	Repair Skill
Discern Alchemy	Resist Knockdown
Discern Black Arts	Subdue
Discern Smell	Thrown Mastery 1
Disguise	Thrown Mastery 2
Dodge	Torture
Hone Edge	Track

Table Two Skills	
Alchemist	Missile Mastery 3
Alliance Initiation	Physical Deceive Perception
Arrow Cutting	Reflex 3
Backstab Mastery 1	Resist Disarm
Black Arts	Snare
Body Weaponry 1	Spiritual Enhancement
Disarm Parry	Sprint Burst
Honed to Perfection	Thrown Mastery 3
Missile Mastery 2	Weapon Mastery 1

Table Three Skills	
Acrobatics	Perceive Lie
Conceal Lie	Reflex 4
Deceive Perception	Shin Parry
Forearm Parry	Stamina 1
Full Reflexive Defence	Strength 1
Hidden Strike	Sure Footed
Master Alchemist	Sure Handed
Master Black Arts	Weapon Mastery 2

Table Four Skills	
Body Weaponry 2	Shadow Strike
Enhanced Natural Healing	Stamina 2
Frenzy	Strength 2
General Weapon Mastery 1	Weapon Mastery 3

# Skill Descriptions

Table 1

**Apprentice Alchemist** – This allows the Scout to make potions - Refer to Makes rules handbook.

**Apprentice Black Arts** – This allows the Scout to make poisons, acids, etc - Refer to Makes rules handbook.

**Apprentice Bowyer** – This allows the Scout to make Bows – Refer to Makes rules handbook

**Backstab** – this skill allows the Scout to do 6LPs extra damage to an un-armoured opponent, or to do their normal damage through any Physically Worn Armour. This attack must be made from behind and unnoticed.

**Bowyer** – This enhances the Scout's bow making skills – Refer to Makes rules handbook.

**Conceal Small Object** – this allows the Scout to hide upon themselves small objects no more than small dagger sized, so the item could not be found by any but the most thorough of body searches. One item per level can be concealed at any time.

**Cut To Bleed** – this skill allows the Scout to inflict a cut upon a person in such away as for it to keep bleeding at the rate of 1LP per min. The added effect of this is it makes concentrating on casting very hard, spell casters cannot cast, psionics cannot be cast, etc. The bleeding requires mystical healing to stop. Natural Healing and bandages will not work. The Scout may use this ability 1 per 4 levels per day.

**Deadeye** – this skill allows the Scout to fire one shot per day and do their Point Blank damage at their Range distance. (See Firearms rules)

**Dexterity** – this gives the Scout 1 point of dexterity armour.

**Discern Alchemy** – this allows the Scout to discern the various potions in the world - Refer to Makes rules handbook.

**Discern Black Arts** – this allows the Scout to discern the various poisons, acids, etc in the world. - Refer to Makes rules handbook.

**Discern Smell** – Allows the Scout to recognise known smells and out of place smells! The Scout may learn various smells by practice – any smells learnt should be recorded by a referee on a Smell Card! NB Elven Scouts cannot gain this skill.

**Disguise** – this skill allows the Scout to change their appearance (and smell if they have discern smell). This can include base race changes of approximately the same size and stature as the Scout, hair colour etc.

**Dodge** – this allows the Scout to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

**Hone Edge** – this allows the Scout to sharpen a blade to do extra damage on the first blow – this is 6LPs extra damage (up to Stress Res). The character may hone 1 blade per level per weekend.

**Improved Reload** – this skill reduces the time it takes the Scout to reload a firearm, reducing the reload time on a specific type of firearm by the minimum reload time

for the weapon. (See Firearms rules). Can be bought multiple times, but will never drop the reload below the weapon's minimum.

**Leap** – this allows the Scout 1/4 levels/day to leap 30 foot horizontally or 10 foot vertically.

**Make Concealed Weapon** – this allows the Scout to make weapons that can be broken down in to small parts or inconspicuous looking items. Weapons no greater than the size of a long sword may be made – the exception to this is a long bow. Refer to current make rules.

**Master Bowyer** – This further enhances the Scouts' Bow making skills – Refer to Makes rules handbook.

**Marksmanship** – this skill allows the Scout to fire 1 shot per day at one and a half times their normal maximum range. Not usable at the same time as the Dead Eye ability.

**Missile Mastery 1** – this allows the Scout to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe, cross bow etc.

**Reflex 1** – this gives the Scout 1 point of dexterity armour.

**Reflex 2** – this gives the Scout 2 point of dexterity armour - must buy reflex 1 first (gives a total of 3 dexterity).

**Repair Skill** – this allows the Scout to maintain the equipment between mission. On missions it will allow the Scout, should he have some suitable tools, to fix armour and equipment that has been damaged through rends. This takes 10 minutes per rend.

**Resist Knockdown** – this allows the Scout to ignore the effects of a knockdown – whether it is from a bow shot, melee skill etc. This skill is usable 1 per 4 levels per day.

**Subdue** – this allows the Scout to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. a Scout does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

**Thrown Mastery 1** – this grants the Scout +6LPs damage with thrown weapons.

**Thrown Mastery 2** – this grants the Scout further + 6LPs damage with thrown weapons for a total of +12LPs with the chosen weapon type. Must have Thrown Mastery 1.

**Torture** – this skill allows the Scout to extract information from an unwilling subject by mean of torture. They are able to extract either three one word answers to three closed questions, or it can be used to get one detailed answer to an open ended question. The question must be answered and the answers given must be the truth. The subject will die at the end of torture ordeal. NB the answers must be known by the subject.

**Track** - Allows the Scout to track known prints/markings. Scouts may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Scout to follow the trail of someone who has passed through - depending upon conditions (referee's discretion).

## Table 2

**Alchemist** - this further enhances the Scouts potion making skills - Refer to Makes rules handbook.

**Alliance Initiation** - by use of this skill the Scout and a high priest of any aligned cult, perform a simple ceremony where the Scout donates 1 permanent power to the priest, but in return can receive blessings from priests of that religion, even though it may not be the Scouts primary religion, this skill can be taken a max of 4 times - as long as the religions are not juxtaposed.

**Arrow Cutting** - by use of this skill the Scout can half all damage from ranged attacks of a physical nature that hit him with the exception of gunshot.

**Backstab Mastery 1** - this gives the Scout +6LPs damage when using backstab must have Backstab.

**Black Arts** - this further enhances the Scout's poison / acid etc making skills - Refer to Makes rules handbook.

**Body Weaponry 1** - this allows the Scout to inflict damage with hands and feet -6LPs damage - **NB** any one choosing this skill will be checked for safety in unarmed fighting.

**Disarm Parry** - this allows the Scout to disarm an opponents weapon by striking with their own weapon, this skill is usable 1 per 4 levels per day.

**Honed to Perfection**- this skill may be used in a few ways:

- 1) a blade (1 per level) may be honed so that the first blow does +12LPs damage and the second blow does +6LPs damage before the blade returns to normal,
- 2) 1 blade per 4 levels can be honed for +6LPs damage for one encounter,
- 3) 1 blade can be enhanced for +12LPs damage for one encounter before returning to normal.

The damage bonus is capped by Stress Resistance. Prerequisite: Hone Edge.

**Missile Mastery 2** - this allows the Scout to inflict an additional 6LPs damage with a favoured missile weapon for a total of +12LPs with the chosen weapon type. Missile Mastery 1 is required.

**Missile Mastery 3** - this allows the Scout to inflict an additional 6LPs damage with a favoured missile weapon for a total of +18LPs with the chosen weapon type. Missile Mastery 2 is required.

**Physical Deceive Perception** -this skill allows the Scout to foil Detect Lie, Detect Race (if suitably disguised) Detect Outlaw, Discern Wounds (from an enemy priest) etc. Remember all theses are at the refs Discretion as are any perceives or detects which may be foiled by this skill.

**Reflex 3** - this gives the Scout 3 points of Dexterity AC - must buy Reflex 1 and 2 first (gives a total of 6 dexterity).

**Resist Disarm** - this allows the Scout to resist a disarm parry from an opponent. This skill is usable 1 per 4 levels per day.

**Snare** - The Scout may set a trap in an appropriate location, where it will remain until set off. The trap inflicts a number of LPs damage equal to double the Scouts level at the time of setting the trap.

**Spiritual Enhancement** - This permanently grants the Scout an additional 2 power. This skill may be purchased more than once.

**Sprint Burst** - This ability allows the user to sprint at a speed  $\frac{1}{2}$  again their top speed. This burst lasts for 20 seconds only.

Physical representation is done by calling "sprint burst" and over twenty seconds counting the steps taken then in a time freeze after this allowing the sprinter to take half those paces again! This ability is usable twice plus once per level.

**Thrown Mastery 3** this grants the Scout a further +6LPs damage with thrown weapons for a total of +18LPs with the chosen weapon type. Must have Thrown Mastery 2.

**Weapon Mastery 1** - this skill gives the Scout +6LPs damage with a type of weapon e.g. Daggers, Long swords etc.

### Table 3

**Acrobatics** - This grants the Scout a variety of gymnastic style manoeuvres:

*Back flip (1 power) allows the Scout to back flip from a standing position up to 6' away changing facing if they so wish.*

*Leap (1 power) allows the Scout to jump 30' from a standing start (no run up needed), or a 10' vertical leap.*

*Tree Swing (2 power / min) allows the Scout whilst there is suitable overhead coverage (e.g. trees) to effectively walk on air.*

*Kip up allows the Scout to instantly stand from a prone position (ref's discretion)*

*Break Fall allows the Scout to fall 10' per level without sustaining damage (ref's discretion)*

**Conceal Lie** - this skill allows the Scout to physically confound physical or spiritual detect or perceive lie.

**Deceive Perception** - a Scout having already gained Physical Deceive perception may now make use of this higher discipline. The effect is a mental discipline that has a Spiritual and Psionic effect. Any attempt to directly scan or sense the Scout that is directed at the source visibly can be foiled. A Detect Life in a dark room where the Scout is stood would not reveal the Scout, a *Farsense* on the Scout while they are invisible will not pick them up, a *Farsee* at a party at some distance will not actually notice the Scout, the sight of the undead will not pick up a Scout should they so much as lean against a tree. This is the idea and some uses of the skill. Remember it does not work if someone knows you are there or can physically see you.

**Forearm Parry** - if the Scout successfully parries a physical blow between the tip of the elbow and the wrist then they will only suffer 1LP bruising damage regardless of the damage called. This will include absolute effects such as crushing blow/ location out, poleaxe, decapitation/location off and cut to bleed.

**Full Reflexive Defence** - this skill allows the user for 1 encounter per 6 levels to achieve a state of supreme reflexive capability. This state gives the user one FRD Dodge per point of Natural dexterity they have. (Gods charms, Elven cloaks, Blesses or standard potions do not add to NATURAL dexterity.) FRD Dodges may be used whenever a normal Dodge could be used. (Note that if the user has something that would enhanced their normal Dodges that does not apply to FRD Dodges and vice-versa.) This ability lasts for 5 minutes / 1 encounter, and any unused FRD Dodges at the end of this period are lost.



**Hidden Strike** – this allows the Scout to do double their damage with a back stab. This skill is usable at will and requires the Scout to have Back Stab Mastery 1.

**Master Alchemist** - this further enhances the Scouts potion making skills - Refer to Makes rules handbook.

**Master Black Arts** - this further enhances the Scout's poison / acid etc making skills - Refer to Makes rules handbook.

**Perceive Lie** – this skill allows the Scout by reading body language and general posture while they talk to someone to tell if they are being lied too. The conceal lie skill of the likes of Anti- paladins, spies etc will foil this skill.

**Reflex 4** – this gives the Scout 4 points of dexterity AC- must buy Reflex 3 first (gives a total of 10 dexterity).

**Shin Parry** – this allows the Scout to turn a physical blow aside and take only 1LP bruising damage, the area of parrying is knee cap to toe and an attempt must be made to parry the blow. This does not work on any mystical blows. The Scout can parry a trip from a weapon skill, but not from hands etc grabbing the Scout's legs. This will include absolute effects such as crushing blow/ location out, poleaxe, decapitation/location off and cut to bleed.

**Stamina 1** – this skill permanently raises the Scout's total body by 3LPs.

**Strength 1** – this skill permanently grants the Scout +3 points of strength.

**Sure Footed** – this allows the Scout who has already bought the skill Resist Knockdown to now be immune to the effects of trip, strike down, and knock down from gun or bow (referees discretion).

**Sure Handed** – this allows the Scout who has already bought the skill Resist Disarm, to be immune to disarm parry, fumble spells or practically anything else including a slippery object being dropped by the Scout. (Referees discretion).

**Weapon Mastery 2** - this skill gives the Scout +6LPs damage with a type of weapon e.g. Daggers, Long swords etc for a total of +12LPs with the chosen weapon type. Requires the Scout to have weapon mastery one in the same weapon type.

## Table 4

**Body Weaponry 2** – this allows the Scout to deal an additional 6LPs damage with body weaponry for a total of +12LPs. Must have Body Weaponry 1.

**Enhanced Natural Healing** – this skill doubles the amount of natural healing the Scout has.

**Frenzy** – this skill allows the Scout for 1 encounter per 4 levels to enter a frenzied combat state. In this state, the Scout takes only 2/3 of all physical damage. When in this raged state the Scouts Weapon masteries and weapon skills can be used. This allows the Scout to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through) until all enemies have been killed, or escaped, or a period of 15 minutes has passed. There is a 15 second wind down period to this skill. 1 Sanity is lost per use of this skill.

**General Weapon Mastery 1** – this skill gives the Scout +6LPs damage with any weapon type (does not stack with weapon masteries)

**Shadow Strike** – this allows the Scout to do triple their damage with a back stab, this skill is usable at will, must have Hidden Strike.

**Stamina 2** – this gives the Scout an additional 6LPs total body, must have Stamina 1.

**Strength 2** – this skill permanently gives the Scout an additional 6 points strength. Requires Strength 1.

**Weapon Mastery 3** – this skill gives the Scout +6LPs damage with a type of weapon e.g. Daggers, Long swords etc for a total of +18LPs with the chosen weapon type. Requires the Scout to have weapon mastery one in the same weapon type.