

First Edition Scout



The Scout Character Class for OSR Campaigns

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What is a Scout?

The scout is an expert for dungeon exploration. He leads others through the underground, knows where to find traps and how to cope with a hostile environment. Scouts share some similarities with thieves, but unlike thieves do not fancy larceny.

Class Basics

Attribute Requirements	DEX 9
Prime Requisite	Dexterity
Races	Any
Hit Die	d6 (max 10)
Alignment	Any
Weapons	Hand axe, club, dagger, dart, light flail, javelin, light mace, sling, broad sword, long sword, short sword, scimitar, light warhammer
Armour	Leather, studded leather, padded and elven chain only
Attack Progression	As Thief
Saving Throws	As Thief
Weapons Proficiencies	2+1 every 4 levels
Non-Proficiency Penalty	-3
Weapon Specialisation	N/A

Attribute Requirements

Clumsiness does not suit a scout. To become a scout, a Dexterity score of 9 or more is required.

Prime Requisite

Dexterity is the scout's prime requisite. A scout with a Dexterity of 16 or more receives a 10% XP bonus.

Races

Members of all races are eligible

Hit Die

The scout uses the d6 to determine his hit points and can gain a maximum of ten hit dice at level ten. Every level thereafter, he gains a additional three hit points.

Alignment

Scots can be of any alignment.

Weapons and Armour

A scout can use the hand axe, club, dagger, dart, light flail, javelin, light mace, sling, broad sword, long sword, short sword, scimitar and light warhammer. They never use two-handed weapons. Swords and hammers (which double as a tool) are preferred weapons of the scout. Scouts can freely use burning oil or poison.

Attack Progression

Scouts have the same attack progression as thieves (see **Table 2**).

Saving Throws

A scout's saving throws progress as those of a thief do (see **Table 3**).

Weapon Proficiencies

Scouts start with two weapon proficiency slots and gain a new one every four levels starting with the fourth. If scouts use a weapon they are not proficient in, they suffer a -3 penalty to their attack roll.

Dual- and Multiclassing

Provided he meets the usual requirements, a scout can dual- or multiclass with any other class except for assassins, barbarians, knights, monks, paladins and thieves.

Table 1: Scout Experience Progression

Level	XP	Hit Dice	Title
1	0	1	Searcher
2	1,250	2	Spotter
3	2,500	3	Lookout
4	5,000	4	Vanguard
5	10,000	5	Observateur
6	20,000	6	Guide
7	40,000	7	Discoverer
8	70,000	8	Explorer
9	110,000	9	Scout
10	160,000	10	Expert Scout
11	220,000	10+3	Expert Scout
12	440,000	10+6	Expert Scout

Special Abilities

Scout Skills

The scout share a number of skills with the thief, even though his advancement in these skills is slightly different (see **Table 4**). These abilities function just like the ones of the thief and are adjusted for the scout's race (see **Table 6**), the armour he wears (see **Table 7**) and his Dexterity score (see **Table 8**). In addition to these thief skills, the scout also has the thief-acrobat's *Rope Walk* and *Breakfall* skills. While wearing armour other than leather, no Dexterity bonuses apply.

Rope Walk

This ability allows the scout to balance across a rope, provided the distance is no greater than 60'. On the rope, his movement speed is half his usual speed. At maximum, the rope's angle can be around 45°. The scout has to move upright with both his hand being free. A balance pole grants a 10% bonus to rope walking, whereas winds makes it more difficult (see **Table 9**). In strong wind conditions, the scout's success chance cannot exceed 95%. From level 13 on, the scout can carry an additional load while walking across a rope while suffering the general penalties for carrying too much weight. This load increases while he gains additional levels and allows him to carry additional weight while exposed to winds (see **Table 5**).

Table 2: Scout Attack Progression

Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1 - 4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
5 - 8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
9 - 12	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
13 - 16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
17 - 20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Table 3: Scout Saving Throw Progression

Level	Rod, Staff, Wand	Breath Weapon	Death, Paralysis, Poison	Petrification, Polymorph	Spell
1 - 4	14	16	13	12	15
5 - 8	12	15	12	11	13
9 - 12	10	14	11	19	11
13 - 16	8	13	10	9	9
17 - 20	6	12	9	8	7
21+	4	11	8	7	5

Table 4: Scout Skills

Level	Open Locks	Find Traps	Move Quietly	Hide in Shadows	Hear Noise	Climb Walls	Rope Walk	Breakfall	Avoid Back-stabbing	Detect Illusion
1	25%	10%	15%	10%	10%	80%	50%	25%	-	-
2	29%	17%	21%	15%	10%	81%	55%	50%	-	-
3	33%	24%	27%	20%	15%	82%	60%	75%	-	-
4	37%	31%	33%	25%	15%	83%	65%	25%	20%	-
5	41%	38%	39%	31%	20%	84%	70%	50%	25%	-
6	45%	45%	45%	37%	20%	85%	75%	75%	30%	-
7	49%	52%	51%	43%	25%	86%	80%	25%	35%	-
8	53%	59%	57%	49%	25%	87%	85%	50%	40%	20%
9	57%	66%	63%	56%	30%	88%	90%	75%	45%	27%
10	61%	73%	69%	63%	30%	89%	95%	25%	50%	34%
11	65%	80%	75%	70%	35%	90%	100%	50%	55%	41%
12	69%	87%	81%	77%	35%	91%	100%	75%	60%	48%
13	73%	94%	87%	85%	40%	92%	100%	25%	65%	55%
14	77%	99%	93%	93%	40%	93%	100%	50%	70%	62%
15	81%	100%	99%	99%	45%	94%	100%	75%	75%	69%
16	85%	100%	99%	99%	45%	95%	100%	25%	80%	75%
17	89%	100%	99%	99%	50%	96%	100%	50%	85%	75%
18	93%	100%	99%	99%	55%	97%	100%	75%	90%	75%
19	97%	100%	99%	99%	60%	98%	100%	25%	95%	75%
20	100%	100%	99%	99%	65%	99%	100%	50%	100%	75%
21	100%	100%	99%	99%	70%	99%	100%	75%	100%	75%

Table 5: Scout Rope Walk Encumbrance Limits

Level	No Wind	Moderate Wind	Strong Wind
13 - 14	+1,000 GP, no penalties	Normal load, no penalties	Normal load, penalties
15 - 16	+2,000 GP, no penalties	+1,000 GP, no penalties	Normal load, no penalties
17 - 18	+3,000 GP, no penalties	+2,000 GP, no penalties	+1,000 GP, no penalties
19+	+4,000 GP, no penalties	+3,000 GP, no penalties	+2,000 GP, no penalties

Table 6: Scout Skills Racial Adjustments

Race	Open Locks	Find Traps	Move Quietly	Hide in Shadows	Climb Walls	Rope Walk	Breakfall	Avoid Backstabbing
Dwarf	+10%	+15%	-	-	-10%	-5%	-	-10%
Elf	-5%	-	+5%	+10%	-	+10%	+5%	+5%
Gnome	+5%	+10%	+5%	+5%	-15%	-	-	-
Half-Elf	-	-	-	+5%	-	+5%	-	-
Halfling	+5%	+5%	+10%	+15%	-15%	-	+5%	+10%
Half-Orc	+5%	+5%	-	-	+5%	-	+10%	-10%
Human	-	-	-	-	-	-	-	-

Table 7: Scout Skill Armour Adjustments

Armour	Open Locks	Find Traps	Move Quietly	Hide in Shadows	Climb Walls	Rope Walk	Breakfall	Avoid Backstabbing
None	-	-	+10%	+5%	+10%	+10%	-	+10%
Leather	-	-	-	-	-	-	-	-
Studded Leather	-10%	-10%	-20%	-20%	-30%	-20%	-10%	-10%
Padded	-10%	-10%	-20%	-20%	-30%	-20%	-10%	-10%
Elven Chain	-5%	-5%	-10%	-10%	-20%	-10%	-5%	-

Table 8: Scout Skills Dexterity Adjustments

Dexterity	Open Locks	Find Traps	Move Quietly	Hide in Shadows	Rope Walk	Breakfall	Avoid Backstabbing
9	-10%	-10%	-20%	-10%	-	-	-15%
10	-5%	-10%	-15%	-5%	-	-	-10%
11	-	-5%	-10%	-	-	-	-5%
12	-	-	-5%	-	-	-	-
13 - 15	-	-	-	-	-	-	-
16	+5%	-	+5%	-	+5%	-	-
17	+10%	+5%	+10%	+5%	+10%	-	+5%
18	+15%	+10%	+15%	+10%	+15%	+5%	+10%
19	+20%	+15%	+20%	+15%	+20%	+10%	+15%

Table 9: Scout Rope Walk Adjustments

Condition	Adjustment
No winds, balance pole	+10%
No winds	-
Moderate winds	-10%
Strong winds	-20%

Table 11: Scout Breakfall Maximum Height

Level	Maximum Height
1 - 3	10'
4 - 6	20'
5 - 9	30'
10 - 13	40'
14 - 17	50'
18+	60'

Breakfall

When the scouts falls from great height, he has a certain chance of not taking an damage, provided he makes a successful *Breakfall* check. The max-

imum height a scout can fall from while he still has a chance to not take damage increase while he gains experience (see **Table 11**).

Avoid Backstabbing

From level 4 on, when an enemy attempts to attack a scout from behind, the scout has a chance per level of sensing the attack and turning it into a normal attack (see **Table 4**). This includes backstab attacks from thieves and assassins.

Detect Illusion

From level 8 on, scouts have the ability to sense illusions. This ability will never exceed 75%.

Detect Secret Doors

From level 6 on, a scout can detect secret doors. If he walks within 10' of one, his chance of discovering it is 1 on 1d8. If the scout actively searches for secret doors, the chance is 1 - 2 on 1d8 for doors and 1 - 3 on 1d8 for hidden portals.

Surprise

When the scout is alone, 30' away from his party or in a party that consist exclusively of scouts, he is surprised on a roll of 1 on 1d6 and surprised enemies on a roll of 1 - 3 on 1d6. In a mixed party of scouts and rangers, the chance to surprise increases to 1 - 4 on 1d6 if the ranger is familiar with the terrain. The chance of the mixed party being surprised is 1 - 2 on 1d20 in unfamiliar terrain and 1 on 1d20 in familiar terrain.

Tracking

A scout can track creatures like a ranger. The base chance for tracking is 30% plus 10% per level for tracking someone indoors and 5% plus 5% per level for tracking someone outdoors. The base chance cannot exceed 110%. In addition to that, the tracking chance is modified under certain conditions (see **Table 12** and **Table 13**). Indoors, scouts can only track creatures they are roughly familiar with and that haven't passed through the area more than one to three turns ago.

Table 12: Scout Indoor Tracking

Condition	Modifier
Soft floor	+20%
Moderately hard floor	-
Hard floor	
Per additional creature after the first	+2%
Overtracked trail	-50%
Creature attempted to hide its trail	One ground category lower, impossible if already very hard ground

Table 13: Scout Outdoor Tracking

Condition	Modifier
Soft ground	+20%
Moderately hard ground	+10%
Hard ground	-
Very hard ground	-50%
Per additional creature after the first	+2%
For every 12 hours passed	-5%
For every hour of precipitation	-25%
Creature attempted to hide its trail	One ground category lower, impossible if already very hard ground

For indoor tracking, dual- or multiclassed ranger-scouts receive a 20% bonus. For outdoor tracking, ranger-scouts have a success chance as determined by their ranger level except when their scout level grants them a greater bonus,

Item Restrictions

Scouts can use all magical items thieves have access to with the exception of magic weapons and armour they cannot use.

Henchmen and Followers

A scout never has henchmen, hirelings or followers with the exception of member of his household.

A Scout's Stronghold

Scouts can build a headquarters in or in sight of a town and may hire workers to construct it. This stronghold will not attract followers, though.

Name:	Alignment:	Level:
Class:	Sex:	XP:

Abilities

Str:	To Hit:	Damage:	Encumbrance :	Major Test :	Minor Test:
Dex:	Missile To Hit:	Surprise:			
Con:	Hit Points:	Minor Test:	Major Test:		
Int:	# Languages:				
Wis:	Mental Save:				
Cha:	# Henchmen:	Loyalty:	Reaction:		

Saving Throws

Paralysis, Poison, Death	Rod, Staff, Wand	Petrification, Polymorph	Breath Weapon	Spell

Equipment

Armour	Gloves	Boots
Helmet	Bracers	Cloak
Shield	Ring #1	Ring #2
Other	Other	Other

Target AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
# To Hit																					

Weapon	Type	Rate of Fire	Damage	Range	Special

Scout Skills

Hear Noise	Detect Illusion	Open Lock	Find Trap	Move Quietly	Hide in Shadows	Climb Walls	Rope Walk	Breakfall	Avoid Backstabbing
Leather									
Studded Leather/Padded									
Elven Chain									

Treasure, Gear & Special Abilities

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