

Advanced Scout

Advanced Scouts have the following game statistics.

Abilities: Intelligence determines how powerful a spell an Advanced Scout can cast, how many spells the Advanced Scout can cast per day, and how hard those spells are to resist.

Alignment: Any lawful

Hit die: d6

Class Skills Bluff, Climb, Concentration, Craft, Disable Device, Disguise, Escape Artist, Gather Information, Heal, Hide, Intuit Direction, Jump, Knowledge (all skills, learned separately), Listen, Move Silently, Open Lock, Profession, Read Lips, Ride, Scry, Search, Sense Motive, Speak Language, Spellcraft, Spot, Swim, Tumble, Wilderness Lore.

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

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

Table: The Advanced Scout

	Level	BAB	Fort	Refl	Will	Special
Weapon and Armor Proficiency: An Advanced Scout's weapon training is fairly limited, since he favors teamwork rather than lone combat. The Advanced Scout is proficient with all simple weapons. Additionally, the Advanced Scout is proficient with one of the following weapons: longbow, composite longbow, longsword, rapier, sap, short composite bow, short sword, shortbow, or throwing axe. Scouts are proficient with light armor and medium armor, but they avoid the use of helmets that hamper some of their skills. Shields get in the way of stealth, healing comrades and some spell casting so they don't use them.	1	0	0	2	0	Alertness, Scent, Find Traps 1/Day
	2	1	0	3	0	
	3	2	1	3	1	Advanced Tactics + 1,
	4	3	1	4	1	Find Traps 2/Day
	5	3	1	4	1	
	6	4	2	5	2	Evasion
	7	5	2	5	2	
	8	6/1	2	6	2	Find Traps 3/Day
	9	6/1	3	6	3	Advanced tactics + 2
	10	7/2	3	7	3	
	11	8/3	3	7	3	
	12	9/4	4	8	4	Improved Evasion, Find Traps 4/Day
Spells: An Advanced Scout must carry a spellbook in order to memorize his arcane spells (not his cleric spells). All spells that are not arcane don't need to be in the Advanced Scout's spellbook, but they must be specifically chosen to fill in the allotted spell slots per day. Each time he advances in spell level beyond 2nd level he must retrieve new arcane spells either from a Mage Guild, higher level mage, or from the war troupe he learned his scouting from. His clerical spells come naturally and suffer no arcane spell failure. The Advanced Scout must take 1 hour of the day to meditate and memorize spells. The Advanced Scout creates magical items at the same cost as a Bard.	13	9/4	4	8	4	
	14	10/5	4	9	4	
	15	11/6/1	5	9	5	Advanced Tactics + 3
	16	12/7/2	5	10	5	Find Traps 5/Day
	17	12/7/2	5	10	5	
	18	13/8/3	6	11	6	
	19	14/9/4	6	11	6	
	20	15/10/5	6	12	6	Find Traps 6/Day

Bonus Feats: Alertness, Scent (DMG page 81).

Required at first level: Track

Advanced Scouts go through intense training in order to become more aware of their surroundings. They are trained to be alert and they use Scent as a supernatural ability. At first level they are required to take Track and to put 4 ranks into Listen, Spot, Search, and Wilderness Lore. You must have these abilities before you can multiclass to an Advanced Scout.

At 1st level the Advanced Scout may cast the spell find traps 1/day as a spell-like ability. At every four levels thereafter (4th, 8th, 12th, 16th, 20th) he may cast this spell one additional time per day to a total of 6/day at 20th level. Read the spell before determining the strength of this ability. At 6th level the Advanced Scout gains Evasion (see description under Rogue class, page 48 in PHB) and at 12th level gains Improved Evasion.

Advanced Tactics: A party may gain a morale bonus on any grounds previously explored by the Advanced Scout. If a territory is scanned and observed for five rounds or more (30 seconds) by the scout and then he reports tactical strategies to his comrades they receive a +1 morale bonus that applies to attack rolls and saving throws. This bonus is increased to +2 at 9th level and +3 at 15th level. This ability only lasts for the surprise round (if the characters surprise their opponents) and the first round of an encounter with enemies. At 9th level it lasts one additional round and at 15th level it lasts another round for a total of three rounds plus the surprise round if the party surprised their opponents. The Advanced Scout may only grant this morale bonus to 1 person /2 levels (rounded up) plus his Intelligence modifier reflecting his increasing ability to explain tactics quickly. After reporting his observations, the party must act upon their information within 3 minutes plus 1 minute/level of the Advanced Scout or the morale penalty is lost.

Along with the morale bonus provided by an area that has been scouted, at 3rd level the Advanced Scout may ask the DM one tactical question about the situation ahead. This question is similar to the spell augury, but it may only focus on physical tactics. The question could be, "Should we split up before attacking the group of orcs ahead and possibly hit them from the side?" or, "Would taking the higher ground on that hill allow us a better shot at the frost giant?" Questions like, "If we split up before attacking the group of orcs will they see us?" or, "Are there any reinforcements of the enemy orcs that we don't see?" are questions that Advanced Tactics can't answer. The base chance for receiving a meaningful reply is 80% + 1% per level; the DM makes the roll secretly. The DM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the Advanced Tactics question succeeds, you get one of five results: Yes, Most Likely, Probably Not, No, or Unsure. If the spell fails, you get the "unsure" result. An Advanced Scout who gets the "unsure" result has no way to tell whether it resulted from a failed or successful guess. This question can only concern the tactical strategies of the area immediately ahead that has been scouted for 5 rounds.

Example: Rowan, the 9th level Advanced Scout, decides to scout ahead for his party down into the depths of the catacombs that have been used for burial. He is able to spot a group of ghouls down the corridor ahead, gathered in a small opening. He surveys the area for 30 seconds unnoticed and sees a ledge above that could provide a tactical advantage. A rickety ladder leads up to the ledge, which is probably a loft for some sort of tomb. He gets back to his party and explains the situation. This allows Rowan to give a +2 morale bonus for attack rolls and saving throws to seven people (9th level divided by two rounded up is five plus two for Rowan's high intelligence). The party must engage the ghouls within 12 minutes (3 + Rowan's level) before the morale bonus wears off. Once engaged, the moral bonus will last two rounds plus the surprise round if the players surprise the ghouls. Rowan is also able to ask a tactical question of the DM. He asks, "Would it be wise to climb the ladder up to that loft, knock the ladder down, and fire arrows down upon the ghouls?" The DM could respond "most likely" knowing that it is usually good to have higher ground in combat. What the players don't know is that the ladder has a chance of breaking when climbed on and that the loft above rooms the coffin of a vampire just about to wake up for the night.

Level	0	1	2	3	4	5	6
1	2	-	-	-	-	-	-

Table:
Advanced
Scout
Spell List

2	3	0	-	-	-	-
3	3	1	-	-	-	-
4	3	2	0	-	-	-
5	3	3	1	-	-	-
6	3	3	2	-	-	-
7	3	3	2	0	-	-
8	3	3	3	1	-	-
9	3	3	3	2	-	-
10	3	3	3	2	0	-
11	3	3	3	3	1	-
12	3	3	3	3	2	-
13	3	3	3	3	2	0
14	4	3	3	3	2	1
15	4	4	3	3	3	2
16	4	4	4	3	3	2
17	4	4	4	4	3	3
18	4	4	4	4	4	3
19	4	4	4	4	4	4
20	4	4	4	4	4	4

Spell List

0 Level: dancing lights, detect magic, detect poison, light, cure minor wounds, know direction, mage hand, mending, open/close, read magic.

1st Level: alarm, animal friendship, change self, comprehend languages, cure light wounds, delay poison, detect secret doors, detect snares and pits, entropic shield, expeditious retreat, jump, mage armor, magic weapon, message, mount, obscuring mist, pass without trace, protection from chaos/evil, shield, silent image, spider climb.

2nd Level: alter self, animal messenger, augury, cat's grace, continual flame, cure moderate wounds, darkness, daylight, find traps, fog cloud, invisibility, locate object, melf's acid arrow, minor image, protection from arrows, see invisibility, tongues, tree shape, whispering wind, zone of truth.

3rd Level:

blink, clairaudience/clairvoyance, cure serious wounds, discern lies, dispel magic, displacement, flame arrow, gaseous form, glyph of warding, greater magic weapon, haste, invisibility purge, invisibility sphere, major image, phantom steed, sculpt sound, shrink item, water breathing.

4th Level: arcane eye, commune with nature, cure critical wounds, dimension door, divination, fly, hallucinatory terrain, improved invisibility, locate creature, neutralize poison, scrying, status, sending, solid fog.

5th Level: healing circle, find the path, mirage arcana, mislead, mordenkainen's faithful hound, passwall, persistent image, prying eyes, polymorph self, rary's telepathic bond, seeming, spell resistance, teleport, true seeing.

6th Level: control weather, discern location, greater glyph of warding, greater scrying, mass haste, mass invisibility, permanent image, programmed image, raise dead, veil.

Author's Note: The spell raise dead was questionable to put in as a 6th level spell (normally 5th level for a cleric). The Advanced Scout would be able to cast it at 16th level if he had a high enough Intelligence. Ask your DM if you think this fits this class. It was put in because the Advanced Scout is supposed to be a healer as well as a scout. Also, his two attack spells (melf's acid arrow and flame arrow) could be taken out as well but were put in to give the scout a little kick.

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