

Elven Scout

Relying upon stealth, speed, and skill elven scouts are highly trained warriors who scout ahead of elven patrols or even on their own looking for any threat to their people. All elven sub-races have among the ranks of their forces scouts, whether dark elven or high elven they all have many of the same traits being courageous self-reliant individualists unafraid to walk in the dark and lonely places where even fools and heroes fear to tread. Surface elven scouts use their abilities and skills to defend their settlements, realms, or tribes and to avenge crimes committed against their people. Drow scouts on the other hand are divided by their different faiths, houses, and bands. Evil drow scouts use their talents to spread fear and terror among their foes, while good-aligned drow scouts use them to aid goodly folk threatened by evil. Because of their skills and abilities elven scouts are able to act as spies, infiltrators, and guerrilla fighters. Evil drow and outcast surface elven scouts often use their abilities to work as assassins, all elven scouts are well suited to thwarting the attacks of assassins for this reason most elven monarchs both good and evil retain the services of at least a dozen elven scouts to protect them. As a ranger sub-class elven scouts are warriors with a warrior's sense of duty and honor, thus making them much more reliable and trustworthy than rogues. As warriors elven scouts are better trained for combat and wilderness survival than rogues. Regardless of their sub-race all elven scouts prefer to travel light, hit hard, and disappear only to attack again when their foes are least expecting them.

Adventures: Elven scouts often adventure to gain knowledge of the world outside of their homelands in order to be better able to combat non-elven foes if they should ever prove a threat to the elven people. Dark elven scouts also adventure to either further the goals of their faction or because they have become outcasts from one of the evil drow cities or settlements. All adventuring elven scouts also adventure out of a sense of curiosity and wanderlust.

Alignment: Most elven scouts are good-aligned. Evil elven scouts are extremely rare and only found among the drow followers of Lolth, Vhaerun, or Ghaunadar and the rogue elves of Eldreth Veluuthra. Good-aligned drow scouts can be found nearly anywhere in the realms and tend to specialize in underdark explorations, aiding surface dwellers and good-aligned underdark races in their clashes with evil drow. While fiercely independent and self-reliant in nature most elven scouts have a strong sense of duty to their people and homes as well as a warrior's sense of honor in regards to theft and betrayal of friends. Most elven scouts are either neutral or chaotic good.

Religion: Elven scouts gain their divine spells directly from a patron power, surface elves from the Seldarine and drow from a drow

Level	BAB	Fort	Refl	Will	Special
1	1	4	1	2	Sneak Attack + 1d6, 1st favored enemy, weapon of choice + 1, Bonus Feats: Treetopper, Survivor*, Strong Soul*, Track
2	2	5	1	1	+2 Evasion, Uncanny dodge (Dex bonus to AC), Woodland stride
3	3	5	2	3	Sneak attack + 2d6, Trackless step
4	4	6	2	3	Weapon of Choice + 2
5	5	6	3	4	2nd favored enemy, Uncanny dodge (can't be flanked), Sneak attack + 3d6
6	6/1	7	3	4	Never Lost
7	7/2	7	4	5	Sneak attack + 4d6
8	8/3	8	4	5	Weapon of choice + 3
9	9/4	8	5	6	Sneak attack + 5d6, Improved two-weapon fighting
10	10/5	9	5	6	Uncanny dodge (+1 against traps), 3rd favored enemy
11	11/6/1	9	6	7	Sneak attack + 6d6
12	12/7/2	10	6	7	Weapon of choice + 4
13	13/8/3	10	7	8	Sneak attack + 7d6, Uncanny dodge (+2 against traps)

power. Good-aligned drow scouts mostly worship the drow goddess	14	14/9/4	11	7	8	Sneak attack +8d6, 4th favored enemy
Eilistraee. Regardless of alignment or sub-race all elven scouts are devoutly religious.	15	15/10/5	11	8	9	+9 Uncanny dodge (+3 against traps), Weapon of choice +5
Background: All elven scouts learn their trade from older more experienced scouts. Most are taught by elders from their settlement, city or tribe. Those from the same homeland often work together as small military groups.	16	16/11/6/1	12	8	9	Sneak attack +9d6
	17	17/12/7/2	12	9	10	+11 Sneak attack +10d6, Uncanny dodge (+4 against traps)
Races: Only elves or half-elves raised by elves can become elven scouts. Elven scouts of every land dwelling sub-race can be found somewhere in the world.	18	18/13/8/3	13	9	10	
	19	19/14/9/4	13	10	11	Sneak attack +10d6, Uncanny dodge (+4 against traps)
	20	20/15/10/5	14	10	11	5th favored enemy, Weapon of choice +6

Classes: Elven scouts get along well with clerics, druids, and other rangers, but often mistrust rogues regardless of their race. Due to the length and intensity of the training needed to become an elven scout those who wish to take this class must do so at first level. Even after gaining enough experience to advance in level or take another class elven scouts are limited to either the sorcerer or cleric classes for multi-class options.

*The fortitude and will saving throw bonuses gained by these feats are already figured into the table above.

Abilities: Dexterity is vital to elven scouts because many of their skills are based upon it and because they are limited to light armor. Strength and Wisdom are important for combat and spellcasting, elven scouts have the same requirements as normal rangers for the casting of divine spells.

Hit Die: d10

Skill points at first level : (6+Int modifier) x4

Skill points per level: 6+Int modifier

Class Skills: Same as ranger plus Balance (Dex)

Class Features:

Armor and Weapon Proficiencies: Elven scouts are proficient in all simple and martial weapons as well as in all light armor, they may never use shields or wear medium or heavy armor.

Sneak Attack and Evasion: as the Rogues abilities. *

Uncanny Dodge: as the barbarians ability. *

Woodland Stride and Trackless Step: As the druids abilities. *

Spells, Track, and Favored Enemies: As the rangers abilities. *

Weapon of Choice: Elven scouts may choose one melee or missile weapon as their weapon of choice. They gain a +1 bonus to attack rolls with that weapon, as they gain experience this bonus increases to +2 at 4th-level, +3 at 8th-level, +4 at 12th-level, +5 at 16th-level, and +6 at 20th-level.

Bonus Feats: Due to their heritage, training, and nature Elven Scouts gain the feats

Treetopper, Survivor, and Strong Soul free at first level

Never Lost: At 6th level Elven Scouts gain the extraordinary power of never getting lost in wilderness settings.

Two-Weapon Fighting: Elven Scouts can fight with two-weapons with no penalty. In effect they

gain the feats Ambidexterity, Two-weapon Fighting, and Two-weapon Fighting Specialization free. Improved Two-weapon Fighting: At 9th-level Elven Scouts gain the Improved Two-weapon Fighting feat. * see Players Handbook

* see Players Handbook

Class Restrictions:

Elven Scouts may never wear armor heavier than elven chain or use shields. They may only keep as much treasure as they can carry.

..