

# Scouts

## A Basic Fantasy RPG Supplement

### Release 4

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Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

## INTRODUCTION

This supplement provides rules for playing Scouts under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

## NEW CHARACTER CLASS

The new class described in this supplement is a subclass of the Thief. As such, they have the same attack bonus and saving throws as Thieves of the same level. Scouts have been toughened by self-sufficiency and isolation from the supplies and comforts of civilized lands, and therefore use a d6 for hit dice. It also takes more training to be a Scout, and therefore Scouts advance at the same rate as Clerics. Scouts should be treated as Thieves for all purposes, except as described herein.

### Scout

Level	Exp. Points	Hit Dice
1	0	1d6
2	1,500	2d6
3	3,000	3d6
4	6,000	4d6
5	12,000	5d6
6	24,000	6d6
7	48,000	7d6
8	90,000	8d6
9	180,000	9d6
10	270,000	9d6+2
11	360,000	9d6+4
12	450,000	9d6+6
13	540,000	9d6+8
14	630,000	9d6+10
15	720,000	9d6+12
16	810,000	9d6+14
17	900,000	9d6+16
18	990,000	9d6+18
19	1,080,000	9d6+20
20	1,170,000	9d6+22

Scouts specialize in stealth operations in the wilderness. They are similar to Rangers in some ways, having similar functions and abilities.

**Requirements:** To become a Scout, a character must have a Strength score of 9 or higher, a Wisdom of 11 or higher, and a Dexterity of 11 or higher. They may not wear metal

armor as it interferes with stealthy activities, nor may they use shields of any sort. Leather armor is acceptable, however. They may only use small melee weapons, the shortbow, and the longbow. Humans, Elves, and Halflings may become Scouts. If the Half-Humans supplement is used, Half-Elves and Half-Orcs may also become Scouts.

**Special Abilities:** Scouts can Move Silently, Hide, Listen, Open Locks, Detect Traps, Climb Walls, and Track using the table below.

When tracking, the Scout must roll once per hour traveled or lose the trail.

Scouts are able to detect traps, but unlike Thieves they have no special ability to remove them.

Scouts cannot pick pockets, as stealing is neither their specialty nor purpose. They usually avoid doing anything that might allow or encourage someone to track them.

Unlike a Thief, a scout gains no bonuses for back stabbing, though normal bonuses for attacking from behind or with surprise are applied.

Scouts are always expert bowmen. When using any regular bow (shortbow or longbow, but not crossbow), a Scout adds +2 to his or her Attack Bonus. At 5<sup>th</sup> level, a Scout may fire three arrows every two rounds (a 3/2 rate of fire). This means one attack on every odd round, two on every even round, with the second attack coming at the end of the round. At 9<sup>th</sup> level, the Scout may fire two arrows every round, with the second attack coming at the end of the round.

Scouts prefer to stay out of direct combat, and therefore practice only with small weapons as they are lighter and easier to carry. They specialize in dual wielding, however prefer to utilize their off-handed weapon as a defensive item, similar to a buckler shield. This must be declared at the start of the round, and in this case no special penalty is applied to the primary weapon, and the off-handed weapon adds an additional +1 to the wielder's AC value against a single melee attacker per round. If the weapon has a magical weapon bonus, it may be applied, but only the base bonus for those weapons with multiple values. If chosen, Scouts may attack with both weapons. In this case, they may attack with their primary weapon with a -2 penalty and their secondary with a

-5 penalty to hit. Subtract from this penalty the character's Dexterity bonus, with a minimum penalty of +0 (so a character with 18 Dexterity does not get a +1 bonus to hit this way).

If a scout is operating alone or greater than 30' away from a party (or in a party composed entirely of scouts), he or she surprises foes on a 1-3 on 1d6.

**Scout Abilities**

Thief Level	Open Locks	Detect Traps	Move Silently	Climb Walls	Hide	Listen	Tracking
1	10	10	25	50	10	30	40
2	15	15	30	52	15	34	44
3	20	20	35	54	20	38	48
4	25	25	40	56	25	42	52
5	30	30	45	58	30	46	56
6	35	35	50	60	35	50	60
7	40	40	55	62	40	54	64
8	45	45	60	64	45	58	68
9	50	50	65	66	50	62	72
10	53	53	68	68	53	65	75
11	56	56	71	70	56	68	78
12	59	59	74	72	59	71	81
13	62	62	77	74	62	74	84
14	65	65	80	76	65	77	87
15	68	68	83	78	68	80	90
16	69	69	85	79	69	83	91
17	70	70	87	80	70	86	92
18	71	71	89	81	71	89	93
19	72	72	91	82	72	92	94
20	73	73	93	83	73	95	95

**Note:** If the GM allows Thief characters to allocate their ability percentages, as given on page 153 of the **Basic Fantasy RPG Core Rules**, then the Scout may also be allowed to do so. Scouts gain 30 points per level from 2<sup>nd</sup> to 9<sup>th</sup> levels, 20 points per level from 10<sup>th</sup> to 15<sup>th</sup> levels, and 10 points per level thereafter.

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