

MERCENARY SCOUT

The mercenary scout is a man of the wilderness, a tracker with abilities beyond those of most trackers. The mercenary scout acts as a guide through the wilderness for travellers and war parties alike. Sometimes his job is to find safe a passage, other times it is to find the enemy and their camp, it doesn't matter, the mercenary scout gets the job done, and done well.



Hit Die: d10

REQUIREMENTS

To qualify to become a Mercenary Scout, a character must fulfill all the following criteria.

Alignment: Any

Base Attack Bonus: +6

Skills: Survival 10 ranks, Hide 10 ranks, Move Silently 10 ranks, Listen 10 ranks, Spot 10 ranks

Feats: Track, Alertness, Skill Focus (Hide)

CLASS SKILLS

The Mercenary Scout's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge Nature (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex) and Survival (Wis).

Skill Points at Each Level: 6 + Int modifier

CLASS FEATURES

All of the following are class features of the Mercenary Scout prestige class.

Weapon and Armor proficiency: A Mercenary Scout is proficient with all simple and martial weapons, light armor, medium armor and shields.

Woodland Stride (Ex): The Mercenary Scout can move through even the thickest underbrush at his full land speed. If you are a Ranger or a Druid and already have this ability you can even move through enchanted underbrush unhindered.

Trailblazing (Ex): When travelling in a wilderness area the Mercenary Scout and his companions can improve the Terrain and Overland Movement category by one, thereby reducing their travel time.

Scouting (Ex): If the Mercenary Scout spends a fullround action scouting an area he can take 10 on the Spot check.

Fast Track (Ex): The Mercenary Scout can track at his normal land speed without penalties, e.g. while taking a

double move. You count as having the Swift Tracker Ranger ability. If you already have this ability you take no penalty while tracking at your normal speed, and only a -5 penalty when moving at twice your normal speed.

Woodland Camouflage (Ex): A Mercenary Scout is an expert at blending in with his surroundings. He can hide in any natural terrain, even if the terrain doesn't grant cover or concealment. The Mercenary Scout can move at his full land speed when using this ability. He can even run, but he still suffer the normal penalties for doing so (-20).

Master Tracker (Ex): The Mercenary Scout can always take 10 on Track checks, even in stressful situations.

Traceless Step (Ex): The Mercenary Scout leaves no traces. He gets the druid ability with the same name.

Legendary Tracker (Ex): The Mercenary Scout can track creatures with the Traceless Step ability or creatures under similar effects. In addition, the Mercenary Scout get a +4 competence bonus to Track checks.

Hide in Plain Sight (Ex): This ability is the same as the Ranger ability that is described in the Player's Handbook.

Scent (Ex): This is the ability described in the Dungeon Master's Guide. If you already have the Scent ability, your scent range is increased to 60 feet.

Find the Path (Spell-like): This ability functions like the spell with the same name. The ability is usable ones per day.

Improved Scouting (Ex): The Mercenary Scout get a +10 competence bonus on all Spot checks.

Class Level	Base Attack bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Woodland Stride
2nd	+2	+3	+0	+0	Trailblazing, Scouting
3rd	+3	+3	+1	+1	Fast Track
4th	+4	+4	+1	+1	Woodland Camouflage
5th	+5	+4	+1	+1	Master Tracker
6th	+6	+5	+2	+2	Traceless Step
7th	+7	+5	+2	+2	Legendary Tracker
8th	+8	+6	+2	+2	Hide in Plain Sight
9th	+9	+6	+3	+3	Scent, Find the Path 1/day
10th	+10	+7	+3	+3	Improved Scouting