Scout

Scouts are mortal assaulters who have frequently served as professional soldiers, though they may have developed their skills off the battlefield through the time-honored practices of hunting and traveling. In combat, they favor hurled weapons, always preferring to strike from a safe distance and then retreat using their speed.

- Seeker scouts wear common armor, bear inferior shields and carry common weapons—featured specimen: cloth armor, no shield, single great hurled (missile) weapon, single heavy held weapon.
- Harrier scouts wear superior armor, bear common shields and carry common weapons—featured specimen: cloth armor, small shield, single heavy hurled (missile) weapon, single medium heaved weapon.
- Tracker scouts wear exceptional armor, bear superior shields and carry superior weapons (+1 d-step)—featured specimen: pad armor, light shield, single heavy hurled (missile) weapon, single heavy heaved weapon.
- Archer scouts wear exceptional armor, bear exceptional shields and carry superior weapons (+2 d-steps)—featured specimen: leather armor, no shield, single great hurled (missile) weapon, single great held weapon.
  - No entwined magic objects are assigned to featured specimens, but available entwinement slots are listed.

Scout Traits

Class: Mortal
Origin: Midgard

Sapience: Moral-Agent
Lifeviews: Any

Vessel: Corporeal (Zoetic-Organic)
Tier/Shape Range: Dawning 1×1×1 to Crowning 1×1×1

Role: Warrior
Creature Knowledge:
- ***General*:** *nighlore* (sta) DR 3
- ***Specific*:** *nighlore* (imp) DR 8

Roottrait Points: Per mortal level progression
Attack Roottraits:
- ***Physical Strikes/Harm*:** Lth/Wis
- ***Magical Strikes/Harm*: —**

Augmentations/Lifeskills: Nml +3, Ftl +1, Mfl +2 [aelf]; Nml +2, Ftl +3, Mfl +1 [dweorg]; Nml +4, Ftl +2 [faun]; Nml +3, Ftl +3 [oerc]; Nml +3, Ftl +2, Mfl +1 [scealc]; hasten, physical strikes, physical harm, magical strikes, magical harm—per powers; lifeskills—per folk, kall and powers + Smt

Carcass Harvest:
- ***Food*:** [(1d2)×cubes] meals; *cook* (sta) DR 5
- ***Water*:** [(1d2)×cubes] meals; *mash* (imp) DR 15

Lair Treasure:
- ***Mundane*:** modest
- ***Magical*:** sparse

Seeker Scout

Tier: Beginning (5th Level)
Languages: Common, Folk + Smt

Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 8 [aelf]; walk 5 [dweorg]; walk 9 [faun]; walk 6 [oerc]; walk 7 [scealc]

Roottraits: Brw 1; Lth 3; Smt 1; Wis 3; Glt 1
Hasten: +3
Defenses:
- ***Aelf*:** Nml 23; Ftl 17; Mfl 18
- ***Dweorg*:** Nml 22; Ftl 19; Mfl 17
- ***Faun*:** Nml 24; Ftl 18; Mfl 16
- ***Oerc*:** Nml 23; Ftl 19; Mfl 16
- ***Scealc*** Nml 23; Ftl 18; Mfl 17

Grit: 25 [aelf]; 28 [dweorg]; 24 [faun]; 27 [oerc]; 26 [scealc]
Pneuma: 8
Entwine: 10

Harm Yields: per folk/kindred plus resistant *wreck* 1 (armor/shield +1)

Condition Adaptations: none

Lifeskills: *chip* +2 (sta); *clout* +1 (sta); *cook* +2 (sta); *dive* +2 (sta); *heed* +3 (sta); *landfare* +3 (sta); *look* +5 (imp); *lurk* +5 (sta); *mingle* +1 (sta); *search* +4 (imp); *taw* +3 (sta); *toil* +1 (sta); *tumble* +3 (sta); *weave* +4 (sta); *wile* +2 (sta); *writ* +2 (sta)
- ***Aelf*:** *farm* +3 (sta), *nighlore* +3 (sta); +1 bonus to *look*, *nighlore*
- ***Dweorg*:** *deepfare* +3 (sta), *smith* +1 (sta); +1 bonus to *heed*, *search*
- ***Faun*:** *flaunt* +2 (sta), *mend* +2 (sta); +1 bonus to *landfare*, *lurk*
- ***Oerc*:** *brew* +2 (sta), *trick* +3 (sta); +1 bonus to *toil*, *wile*
- ***Scealc*:** *herd* +1 (sta), *seafare* +1 (sta); +1 bonus to *dive*, *writ*

Attacks and Powers

***1 Swiftbow (Offensive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted barrage 20/40/60; strike +5; *wreck (stab)* harm 1d8+1d6+3

***1 Longsword (Offensive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted melee 1; strike +3; *wreck (rend-stab)* harm 1d8+1d6+3

Monster and Mortal Powers: *grappling – standard*; *close ranks*; *great spring*; *honed anticipation*; *masterful efficiency*; *stabbing gore*; *way of the bombardier* [+2 to strike barrage; +1 to max walking speed]; *weapon finesse* [Lth/Wis; +1 to *look*, *lurk*, *search*]; *yoked musculature*
- ***Aelf*:** *ancient grace*
- ***Dweorg*:** *hardy fortitude*
- ***Faun*:** *leaps and bounds*
- ***Oerc*:** *tough chassis*
- ***Scealc*:** *heightened awareness*

Ascension-Point Value: 13

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Harrier Scout

Tier: Surging (11th Level)
Languages: Common, Folk + Smt

Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 10 [aelf]; walk 7 [dweorg]; walk 11 [faun]; walk 8 [oerc]; walk 9 [scealc]

Roottraits: Brw 2; Lth 5; Smt 2; Wis 5; Glt 2
Hasten: +5
Defenses:
- ***Aelf*:** Nml 29; Ftl 22; Mfl 23
- ***Dweorg*:** Nml 28; Ftl 24; Mfl 22
- ***Faun*:** Nml 30; Ftl 23; Mfl 21
- ***Oerc*:** Nml 29; Ftl 24; Mfl 21
- ***Scealc*** Nml 29; Ftl 23; Mfl 22

Grit: 34 [aelf]; 37 [dweorg]; 33 [faun]; 36 [oerc]; 35 [scealc]
Pneuma: 17
Entwine: 15

Harm Yields: per folk/kindred plus resistant *wreck* 0 (armor/shield +2), *whelm* 0 (armor +1)

Condition Adaptations: none

Lifeskills: *brew* +4 (sta); *chip* +4 (sta); *clout* +3 (sta); *cook* +4 (sta); *dive* +4 (sta); *heed* +6 (sta); *hew* +3 (sta); *landfare* +7 (imp); *look* +8 (imp); *lurk* +9 (imp); *mingle* +3 (sta); *nighlore* +4 (sta); *search* +6 (imp); *smith* +3 (sta); *taw* +6 (sta); *toil* +3 (sta); *trick* +6 (sta); *tumble* +6 (sta); *weave* +7 (sta); *wile* +4 (sta); *writ* +4 (sta)
- ***Aelf*:** *farm* +6 (sta), *nighlore* +5 (imp); +1 bonus to *look*, *nighlore*
- ***Dweorg*:** *deepfare* +6 (sta), *smith* +4 (imp); +1 bonus to *heed*, *search*
- ***Faun*:** *flaunt* +4 (sta), *mend* +4 (sta); +1 bonus to *landfare*, *lurk*
- ***Oerc*:** *brew* +5 (imp), *trick* +7 (imp); +1 bonus to *toil*, *wile*
- ***Scealc*:** *herd* +3 (sta), *seafare* +3 (sta); +1 bonus to *dive*, *writ*

Attacks and Powers

***1 Fastsling (Transitive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted barrage 15/30/45; strike +8; *wreck (stab)* harm 1d12+6
***Bonus 1 strike (*weapon cyclone*):** inflict ½×[harm] (↑)

***1 Spikepick (Transitive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted melee 1; strike +5; *wreck (stab)* harm 1d12+5
***Bonus 1 strike (*weapon cyclone*):** inflict ½×[harm] (↑)

***1 Spikepick (Defensive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted melee 1; strike +5; *wreck (stab)* harm 1d10+5
***Bonus 1 strike (*weapon cyclone*):** inflict ½×[harm] (↑)

Monster and Mortal Powers: *grappling – standard; close ranks; great spring; honed anticipation; masterful efficiency; press the attack; skill surge; stabbing gore; stabbing poke and pierce; way of the bombardier* [+2 to strike barrage; +1 to max walking speed]; *weapon acumen* [+1 to strike barrage]; *weapon cyclone*; *weapon finesse* [Lth/Wis; +1 to *look*, *lurk*, *search*]; *weapon savvy* [+1 to harm barrage]; *yoked musculature*
- ***Aelf*:** *ancient grace*
- ***Dweorg*:** *hardy fortitude*
- ***Faun*:** *leaps and bounds*
- ***Oerc*:** *tough chassis*
- ***Scealc*:** *heightened awareness*

Ascension-Point Value: 18

Tracker Scout

Tier: Helming (17th Level)
Languages: Common, Folk + Smt

Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 12 [aelf]; walk 9 [dweorg]; walk 13 [faun]; walk 10 [oerc]; walk 11 [scealc]

Roottraits: Brw 2; Lth 7; Smt 3; Wis 6; Glt 4
Hasten: +6
Defenses:
- ***Aelf*:** Nml 35; Ftl 26; Mfl 28
- ***Dweorg*:** Nml 34; Ftl 28; Mfl 27
- ***Faun*:** Nml 36; Ftl 27; Mfl 26
- ***Oerc*:** Nml 35; Ftl 28; Mfl 26
- ***Scealc*** Nml 35; Ftl 27; Mfl 27

Grit: 42 [aelf]; 45 [dweorg]; 41 [faun]; 44 [oerc]; 43 [scealc]
Pneuma: 27
Entwine: 20

Harm Yields: per folk/kindred plus resistant *wreck* 0 (armor/shield +6), *whelm* 0 (armor/shield +2)

Condition Adaptations: none

Lifeskills: *brew* +6 (sta); *chip* +6 (sta); *clout* +5 (sta); *cook* +7 (sta); *deepfare* +7 (sta); *dive* +3 (sta); *heed* +8 (sta); *herd* +4 (sta); *hew* +4 (sta); *landfare* +8 (imp); *look* +11 (adv); *lurk* +11 (adv); *mingle* +5 (sta); *nighlore* +6 (sta); *seafare* +5 (sta); *search* +9 (adv); *smith* +4 (sta); *taw* +7 (sta); *toil* +2 (sta); *trick* +9 (sta); *tumble* +6 (sta); *weave* +9 (sta); *wile* +5 (sta); *writ* +6 (sta)
- ***Aelf*:** *farm* +7 (sta), *nighlore* +7 (imp); +1 bonus to *look*, *nighlore*
- ***Dweorg*:** *deepfare* +8 (imp), *smith* +5 (imp); +1 bonus to *heed*, *search*
- ***Faun*:** *flaunt* +7 (sta), *mend* +6 (sta); +1 bonus to *landfare*, *lurk*
- ***Oerc*:** *brew* +7 (imp), *trick* +10 (imp); +1 bonus to *toil*, *wile*
- ***Scealc*:** *herd* +5 (imp), *seafare* +6 (imp); +1 bonus to *dive*, *writ*

Attacks and Powers

***1 Fastsling (Transitive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted barrage 15/30/45; strike +10; *wreck (stab)* harm 1d8+1d6+7
***Bonus 2 strikes (*weapon cyclone*; *weapon tornado*):** inflict ½×[harm] (↑)

***1 Spear (Transitive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted melee 1 or barrage 5/10/15; strike +7; *wreck (chop)* harm 1d8+1d6+6
***Bonus 2 strikes (*weapon cyclone*; *weapon tornado*):** inflict ½×[harm] (↑)

***1 Spear (Defensive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted melee 1 or barrage 5/10/15; strike +7; *wreck (stab)* harm 1d12+6
***Bonus 2 strikes (*weapon cyclone*; *weapon tornado*):** inflict ½×[harm] (↑)

Monster and Mortal Powers: *grappling – standard; bloodfoe; bloodrival; close ranks; deft unpredictability; great spring; honed anticipation; masterful efficiency; press the attack; quarryhunt; quickdraw; skill surge; stabbing gore; stabbing poke and pierce; way of the bombardier* [+2 to strike barrage; +1 to max walking speed]; *weapon acumen* [+1 to strike barrage]; *weapon cyclone*; *weapon finesse* [Lth/Wis; +1 to *look*, *lurk*, *search*]; *weapon savvy* [+1 to harm barrage]; *weapon tornado*; *yoked musculature*
- ***Aelf*:** *ancient grace, leaf on the wind*
- ***Dweorg*:** *hardy fortitude, sustenance of the earth*
- ***Faun*:** *leaps and bounds, trackless wilds*
- ***Oerc*:** *tough chassis, wakeful slumber*
- ***Scealc*:** *heightened awareness, vigorous health*

Ascension-Point Value: 24

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Archer Scout

Tier: Mastering (23rd Level)
Languages: Common, Folk + Smt

Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 14 [aelf]; walk 11 [dweorg]; walk 15 [faun]; walk 12 [oerc]; walk 13 [scealc]

Roottraits: Brw 2; Lth 9; Smt 4; Wis 8; Glt 5
Hasten: +8
Defenses:
- ***Aelf*:** Nml 41; Ftl 30; Mfl 33
- ***Dweorg*:** Nml 40; Ftl 32; Mfl 32
- ***Faun*:** Nml 42; Ftl 31; Mfl 31
- ***Oerc*:** Nml 41; Ftl 32; Mfl 31
- ***Scealc*** Nml 41; Ftl 31; Mfl 32

Grit: 50 [aelf]; 53 [dweorg]; 49 [faun]; 52 [oerc]; 51 [scealc]
Pneuma: 36
Entwine: 25

Harm Yields: per folk/kindred plus resistant *wreck* 0 (armor/shield +6), *whelm* 0 (armor/shield +2)

Condition Adaptations: none

Lifeskills: *brew* +9 (imp); *chip* +8 (sta); *clout* +7 (sta); *cook* +9 (sta); *deepfare* +9 (sta); *dive* +4 (sta); *heed* +10 (sta); *herd* +4 (sta); *hew* +5 (sta); *landfare* +10 (imp); *look* +13 (adv); *lurk* +11 (adv); *mash* +7 (sta); *mend* +8 (sta); *mingle* +7 (sta); *nighlore* +9 (imp); *seafare* +6 (sta); *search* +11 (adv); *smith* +5 (sta); *taw* +9 (sta); *toil* +2 (sta); *trick* +10 (sta); *tumble* +8 (sta); *weave* +10 (sta); *wile* +7 (sta); *writ* +9 (imp)
- ***Aelf*:** *farm* +10 (sta), *nighlore* +10 (adv); +1 bonus to *look*, *nighlore*
- ***Dweorg*:** *deepfare* +10 (imp), *smith* +6 (imp); +1 bonus to *heed*, *search*
- ***Faun*:** *flaunt* +9 (sta), *mend* +9 (imp); +1 bonus to *landfare*, *lurk*
- ***Oerc*:** *brew* +10 (adv), *trick* +11 (imp); +1 bonus to *toil*, *wile*
- ***Scealc*:** *herd* +5 (imp), *seafare* +7 (imp); +1 bonus to *dive*, *writ*

Attacks and Powers

***1 Swiftbow (Offensive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted barrage 20/40/60; strike +13; *wreck (stab)* harm 1d10+1d8+10
***Bonus 2 strikes (*weapon cyclone*; *weapon tornado*):** inflict ½×[harm] (↑)

***1 Scythe (Aggressive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted melee 1; strike +9; *wreck (rend-stab)* harm 2d10+8
***Bonus 2 strikes (*weapon cyclone*; *weapon tornado*):** inflict ½×[harm] (↑)

***1 Scythe (Offensive Stance)*—1 strike; assail *Nml* [utilization; 0 pneuma]:** targeted melee 1; strike +9; *wreck (rend-stab)* harm 1d10+1d8+8
***Bonus 2 strikes (*weapon cyclone*; *weapon tornado*):** inflict ½×[harm] (↑)

Monster and Mortal Powers: *grappling – improved*; *bloodfoe*; *bloodrival*; *close ranks*; *deft unpredictability*; *great spring*; *honed anticipation*; *masterful efficiency*; *press the attack*; *quarryhunt*; *quarryslay*; *quickdraw*; *skill surge*; *stabbing gore*; *stabbing poke and pierce*; *way of the bombardier* [+2 to strike barrage; +1 to max walking speed]; *weapon acumen* [+1 to strike barrage]; *weapon cyclone*; *weapon finesse* [Lth/Wis; +1 to *look*, *lurk*, *search*]; *weapon mastery* [+1 to strike barrage]; *weapon savvy* [+1 to harm barrage]; *weapon supremacy* [+1 to harm barrage]; *weapon tornado*; *yoked musculature*
- ***Aelf*:** *ancient grace*, *leaf on the wind*
- ***Dweorg*:** *hardy fortitude*, *sustenance of the earth*
- ***Faun*:** *leaps and bounds*, *trackless wilds*
- ***Oerc*:** *tough chassis*, *wakeful slumber*
- ***Scealc*:** *heightened awareness*, *vigorous health*

Ascension-Point Value: 31

Clerical-Assaulter Scout Template

Movement Alterations: none

Harm Yields Alterations: none

Condition Adaptations Alterations: none

Lifeskills Alterations: none

Attacks and Powers Alterations: replace *great spring* with *aspect of assassin*, *aspect of bard*, *aspect of paladin*, *aspect of ranger* or *aspect of sentinel* and adjust statistics accordingly, including power bonuses to lifeskills; replace *close ranks* with one usage of *aspect procurement* to access *arcane ray* (choose one attack energy type)

Ascension-Point-Value Alterations: +2

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