

Scouts

A Basic Fantasy RPG Supplement

Release 5

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INTRODUCTION

This supplement provides rules for playing Scouts using the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit www.basicfantasy.org 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 both a Wisdom and Dexterity score of 9 or higher. As with the Thief, a Scout may not wear metal armor, nor may they use shields of any sort. They may use any

weapon. 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. The GM should make these rolls, and if the roll fails, roll it again; if the second roll is a success, the Scout knows he or she has lost the trail, while if it fails, the Scout begins following a false trail.

Scouts are able to detect traps, but unlike Thieves they have no special ability to remove them. However, their ability to detect traps applies equally well to snares and pits in the wilderness as well as to the more common form of dungeon or fortress traps.

Unlike a Thief, a scout gains no special bonuses for making any form of sneak attack, 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 gains one or more advantages based on his or her level, as follows:

At 1st level, a Scout adds +1 to all attack rolls with a bow.

At 5th level a Scout may do double damage on any successful attack with a bow against an opponent who is not aware of the Scout's impending attack, for whatever reason (i.e. distance, stealth, or any other rationale the GM finds acceptable).

At 9th level a Scout's ability with the bow becomes so great that he or she no longer suffers a penalty for attacking at long range.

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.

A scout (or a group consisting only of scouts) moving on foot through a wilderness area does so as if moving through terrain one category faster (generally adding 1/3 of his or her normal movement) as explained on page 38 of the Core Rules. This bonus never applies when moving on a road.

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 190 of the **Basic Fantasy RPG Core Rules**, then the Scout may also be allowed to do so. Scouts gain 30 points per level from 2nd to 9th levels, 20 points per level from 10th to 15th levels, and 10 points per level thereafter.

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