

SCOUT — 250 points

You're called "archer," "stalker," and "tracker," and you've filled all three roles in the past. Such labels don't do justice to your expertise, however. By taking the stealth of the thief into the great outdoors and mixing it with the mobility and skill at arms of the swashbuckler, you've become a master of guerrilla warfare. You track elusive prey of all descriptions – and when the trail leads down into the dungeon, you follow it without hesitation.

Attributes: ST 13 [30]; DX 14 [80]; IQ 11 [20]; HT 12 [20].

Secondary Characteristics: Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 11 [0]; Per 14 [15]; FP 12 [0]; Basic Speed 7.00 [10]; Basic Move 7 [0].

Advantages: Heroic Archer [20] and Outdoorsman 2 [20]. • 20 points chosen from among ST +1 or +2 [10 or 20], DX +1 [20], HT +1 or +2 [10 or 20], Per +1 to +4 [5/level], Basic Speed +1 [20], Basic Move +1 to +3 [5/level], Absolute Direction [5], Acute Vision [2/level], Combat Reflexes [15], Danger Sense [15], Fit [5] or Very Fit [15], High Pain Threshold [10], Luck [15], Night Vision 1-9 [1/level], Outdoorsman 3 or 4 [10 or 20], Peripheral Vision [15], Rapid Healing [5], Signature Gear [Varies], Weapon Bond [1], or Weapon Master (Bow) [20].

Disadvantages: -15 points chosen from among Bloodlust [-10*], Callous [-5], Greed [-15*], Honesty [-10*], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5]. • Another -35 points chosen from among the previous traits or Code of Honor (Pirate's or Soldier's) [-5 or -10], Intolerance (Urbanites) [-5], Loner [-5*], No Sense of Humor [-10], Odious Personal Habit ("Unwashed bushwhacker") [-5], Paranoia [-10], Phobia (Crowds) [-15*], Social Stigma (Disowned) [-5], Vow (Never sleep indoors) [-10], or Vow (Own no more than what can be carried) [-10].

Primary Skills: Bow (A) DX+4 [16]-18; Camouflage (E) IQ+3 [2]-14†; Fast-Draw (Arrow) (E) DX [1]-14; Observation (A) Per [2]-14; and Tracking (A) Per+2 [2]-16†. • One of these two melee skills packages:

1. One of Broadsword, Shortsword, or Spear, all (A) DX+2 [8]-16, and Shield (E) DX+2 [4]-16.
2. One of Broadsword, Shortsword, Spear, or Staff, all (A) DX+3 [12]-17.

Secondary Skills: Climbing and Stealth, both (A) DX-1 [1]-13; Gesture (E) IQ+1 [2]-12; Cartography, Shadowing, and Traps, all (A) IQ+1 [4]-12; Navigation (Land or Sea) (A) IQ+1 [1]-12†; Mimicry (Bird Calls) (H) IQ+1 [2]-12†; Hiking (A) HT [2]-12; and Survival (any) (A) Per+1 [1]-15†.

Background Skills: 8 points in improved primary or secondary skills, or Brawling, Fast-Draw (any other), Garrote, Jumping, Knife, or Knot-Tying, all (E) DX [1]-14; Boating (Unpowered), Riding (Horse), Throwing, or Wrestling, all (A) DX-1 [1]-13; First Aid or Seamanship, both (E) IQ [1]-11; Armoury (Missile Weapons), Prospecting, or Weather Sense, all (A) IQ-1 [1]-10; Swimming (E) HT [1]-12; Running (A) HT-1 [1]-11; Skiing (H) HT-2 [1]-10; or Search (A) Per-1 [1]-13.

* Multiplied for self-control number; see p. B120.

† Includes +2 for Outdoorsman.

Customization Notes

The scout has one of the more specialized templates. It's built around the Bow and Tracking skills, plus supporting abilities. Thus, a scout requires interesting choices of advantages, disadvantages, and skills to stand out. Classic archetypes include:

Bounty Hunter: You capture criminals – dead or alive – supplementing archery with traps and beatings. Danger Sense helps you avoid attempts to turn the tables on you, and high Per doesn't hurt, either. Especially suitable disadvantages include Callous, Code of Honor (Pirate's), Greed, Loner, No Sense of Humor, and Paranoia. A one-handed Melee Weapon skill and Shield are handy; not every hunt ends with a bowshot. Use background skill points to raise Stealth and Traps, and to buy Brawling, Knot-Tying, and Wrestling for subduing and restraining your quarry.

Ranger: You're an honor-bound protector of roads and wild places – part patrolman, part warden. Combat Reflexes is classic (*nobody* surprises a ranger), and the remaining points might raise Basic Move for covering ground quickly, or buy Absolute Direction. Disadvantages include several of Code of Honor, Honesty, Sense of Duty, and various Vows, plus Loner, Phobia, and/or Social Stigma to explain why you avoid others. Get sword and Shield skills, and spend background skill points to raise Navigation a couple of levels and buy Boating, Riding, Running, Skiing, and Swimming, all so that you can get anywhere at any time.

Sharpshooter: You're a dedicated bow sniper – basically, an assassin. You'll almost certainly want Weapon Master (Bow) for the damage bonus. Disadvantages ought to include a heavy dose of "negative" traits like Bloodlust, Callous, Intolerance, and No Sense of Humor. Since you use your bow whenever possible, you'll probably want only a sword skill for backup (no Shield). Background skill points might raise Bow *another* level, buy other assassination skills such as Garrote and Knife, and add Fast-Draw for your blades.

New Advantage: Heroic Archer — 20 points

You can draw and shoot a bow *quickly*. To do so, take a Ready maneuver to get an arrow. On your next turn, make a Bow roll at -3 to ready your bow in no time. Failure means you can *only* ready, but success lets you attack at -3 on the same turn! Both penalties are only -1 if you have Weapon Master (Bow). This trick shaves a second off the usual two-second ready time, letting you shoot every other turn. By making a Fast-Draw (Arrow) roll to ready an arrow instantly before either roll above, you can shoot *every* turn!

You're also a "natural" with the bow in general. Whenever you Attack or All-Out Attack, add your bow's Accuracy bonus *without* taking an Aim maneuver (if you Aim, add another +1 after one second, or +2 after two). When you Move and Attack or are in close combat, ignore your bow's Bulk penalty *instead* of adding Acc. Finally, ignore penalties for crazy positions or acrobatics while shooting, and *halve* similar penalties to Fast-Draw (Arrow).

New Perk: Weapon Bond — 1 point

You own a weapon that's uniquely suited to you, and get +1 to effective skill when using it. This has nothing to do with magic or quality – you're just *used* to your weapon. If you lose the weapon, you lose this perk! You may start play with a bond to any kind of weapon you've bought with cash or as Signature Gear.