

SCOUT

The scout class is presented for players and DMs who dislike using thieves or assassins in an AD&D 1st Edition game campaign. It either takes the place of the thief class or stands on its own if the DM still allows thieves. Scouts are, technically, a sub-class of the thief class, although a purist would not agree.

Scouts have been called "rangers of the dark" because their functions and abilities lend themselves to leading parties through underground caves, dungeons and so on. Scouts tend to be quiet and intense, well knowing the amplifying effect of caverns and hallway echoes. They love to explore underground realms, though some have been known to operate above-ground, usually in wilderness areas having canyons, mountains and other rocky areas with climbable surfaces.

Parties prefer to travel with scouts as opposed to thieves or assassins whose ways are usually misunderstood (or are understood all too clearly). Good-aligned characters such as paladins, cavaliers and clerics are wary of thieves and assassins, so the former usually employ scouts for their adventuring needs.

Scouts are often mistaken for thieves at first glance, as most of them wear the same type of armor and are of the same stature and build (often short, wiry, thin and not very muscular but still in good shape). However, a character's eyes usually give him or her away. Thieves have shifty eyes that examine other people and their purses and valuables. Scouts evaluate their surroundings, not people, always searching for deadfalls, traps and places to which they can safely climb.

There are no scout guilds or scouting organizations. But a scout can usually be found near any civilized area, as most make their living from guiding adventurers or sightseers underground. The only people scouts abhor are assassins, a cowardly lot who often lurk in the dark waiting for the advance members of adventuring parties (which often are scouts).

Abilities and Skills

A character must have at least a 9 dexterity to become a scout (a scout with a dexterity of 16 or better gains a 10% bonus to his or her experience points). A scout can be of any alignment, as all alignments make use of them. Any character race that can be thieves can also be scouts with approximately the same level limits.

Scouts are not restricted in their use of poison, oil or magical items (other than restrictions defined by the magical item itself or those laid down in this article). They never use shields and may wear only leather, padded, studded leather or elfin chain mail armor, opting for maximum maneuverability. Their weapon choices are limited in much the same way as thieves, with the inclusion of short bows, lassos and the like. Scouts prefer short swords, hand axes, daggers and hammers (doubling as tools). Scouts can use slings and hurled weapons such as javelins and throwing axes, daggers and so forth. Scouts attack once per round and receive two initial weapons proficiencies. Scouts gains one weapon proficiency every four levels. The non-proficiency penalty of a scout is -3 to hit.

Scouts use the to-hit and saving throw tables for thieves and have six-sided hit dice (as stealth is preferred over direct combat). Scouts advance in experience as thieves, with the only difference being that scout gain 3 hit points per level beyond the 10th, not 2 hp like a thief.

Unlike a thief, a scout gains no bonuses for back stabbing, though he has normal bonuses for attacking from behind or with surprise. Scouts also cannot pick pockets or set traps and stealing is neither their specialty nor purpose. They usually avoid doing anything that might allow someone to track them, leaving everything just as they found it (doing otherwise only in rare cases).

The scout's functions of opening locks, finding and removing traps, moving silently, hearing noises and climbing walls are as per the thief abilities described on page 27 of the Player's Handbook, but their progression is slightly different and detailed on Table 2, below. Scouts also have functions similar to the acrobat's tightrope walking and tumbling-falling, as described on pages 23-24 of *Unearthed Arcana*. The maximum distance safely fallen is grouped by level and listed in Table 6. Scouts do not have a separate language like thieves' cant and have no extraordinary ability to read languages or magic scrolls. Scouts start with three non-weapons of proficiency, then gain one every four levels thereafter.

The scout class can be combined with any other class in a multi-classed or dual-classed role that a thief can. A scout never takes on followers, henchmen or hirelings although he or she may build an abode anywhere he or she chooses.

Scouts have certain other special abilities, as follows;

Surprise: A scout's surprise function operates under the following conditions: If operating by him- or her-self, or 30' away from a party, or in a party composed entirely of scouts and/or rangers, a scout surprises foes on a 1-3 on a d6, and is surprised on a 1 in 6, just as a ranger.

Tracking: Scouts track opponents as a ranger of the same level.

Back Protection: At 4th level, a scout gains the back-protection ability, similar to that of the barbarian (UA, page 19). Back protection allows the scout to sense an attack from behind, as from a thief or assassin, and the back attack then loses all bonuses to hit and damage. Unlike the barbarian, however, the scout is not allowed to strike back if he or she has completed normal melee for that round. The scout gains a 20% chance to detect back attacks at 4th level, then gains 5% per level thereafter.

Detect secret doors: At 6th level, the scout can detect secret doors. The scout can detect concealed or secret doors by merely passing within 10' of them and rolling a 1 on a d6. If he or she is actively searching for such doors, the chances are raised to a 1 or 2 on a d6 for secret doors and a 1-3 on a d6 for concealed doors.

Detect illusions: At 8th level, the scout can detect illusions. They begin at 8th level with a 20% chance to determine that some sight, sound, or other sensory phenomenon is actually an illusion/phantasm. This ability gets better at a rate of 7% per level. The detection requires one segment of thought on the illusion. Regardless of level, the chance to detect such phenomenon may never exceed 75%.

Scouts offer an option that has long been lacking for adventuring parties: a "thief" who won't pick your pocket and an "assassin" who won't stab you in the back. The scout offers excellent investigative abilities and survival skills useful to everyone. Even thieves might like to have a scout around to check the corridor ahead for monsters!

Table I
Scout Experience Points and Levels

Experience Points	Level	6-sided dice	Level title
0 1250	1	1	Observer
1251 2500	2	2	Spotter
2501 5000	3	3	Point Man
5001 10,000	4	4	Outrider
10,001 20,000	5	5	Vanguard
20,001 42,500	6	6	Forerunner
42,501 70,000	7	7	Huntsman
70,001 110,000	8	8	Spy
110,001 160,000	9	9	Scout
160,001 220,000	10	10	Master Scout
220,001 440,000	11	10+3	Master Scout
440,001 660,000	12	10+6	Master Scout

+220,000 xp per level for each additional level beyond 12th,
Scouts gain 3 hp per level after the 10th.

Table II
Scout Skills and Abilities

level	Open locks	F/R traps	Move silently	Hide in shadows	Hear noise	Climb walls	Rope walk	Tumble fall	Back protect	Detect illusion
1	25	10	15	10	10	80	50	25	-	-
2	29	17	21	15	10	81	55	50	-	-
3	33	24	27	20	15	82	60	75	-	-
4	37	31	33	25	15	83	65	25	20	-
5	41	38	39	31	20	84	70	50	25	-
6	45	45	45	37	20	85	75	75	30	-
7	49	52	51	43	25	86	80	25	35	-
8	53	59	57	49	25	87	85	50	40	20
9	57	66	63	56	30	88	90	75	45	27
10	61	73	69	63	30	89	95	25	50	34
11	65	80	75	70	35	90	100	50	55	41
12	69	87	81	77	35	91	100	75	60	48
13	73	94	87	85	40	92	100 ¹	25	65	55
14	77	99	93	93	40	93	100 ¹	50	70	62
15	81	100	99	99	45	94	100 ²	75	75	69
16	85	100	99	99	45	95	100 ²	25	80	75
17	89	100	99	99	50	96	100 ³	50	85	75

- 1 This includes the ability to carry up to 1,000gp of additional encumbrance with no wind present, or to carry a normal load in moderate wind with no penalty to the chance of success.
- 2 This includes the ability to carry upto 2,000gp of additional encumbrance with no wind present, to carry an additional 1,000gp of encumbrance in a moderate wind, or to handle a strong wind while unencumbered.
- 3 This includes the ability to carry up to 3,000gp of additional encumbrance with no wind present, to carry an additional 2,000gp of encumbrance in a moderate wind, or to carry an additional 1,000gp of encumbrance in a strong wind.

**Table III
Racial Adjustments to Scout Abilities**

Race	Open locks	F/R traps	Move silently	Hide in shadows	Hear noise	Climb walls	Rope walk	Tumble fall	Back protect
Dwarf	+10	+15	-	-	+5	-10	-5	-	-10
Elf	-5	-	+5	+10	+5	-	+10	+5	+5
Gnome	+5	+10	+5	+5	+10	-15	-	-	-
Half elf	-	-	-	+5	-	-	+5	-	-
Hobbit	+5	+5	+10	+15	+5	-15	-	+5	+10
Half orc	+5	+5	-	-	+5	+5	-	+10	-10

**Table VI
Scout's Tumbling-Falling Table**

Scout's level	height fallen
1-3	10'
4-6	20'
7-9	30'
10-13	40'
14-17	50'
18+	60'

Scouts who wear armor heavier than leather have a -10% penalty to their back protection as well as their other thief & acrobat-like functions.