

Scout

Non - Spell User

The Scout is a non-user who specialises in surveillance, spying and, in times of need, combat. They are also proficient in survival techniques. They can be found in a variety of situations, including military duties and espionage operations.

Prime Stats: Intuition and Agility

Base List Selection

Non spell users do not gain access to base lists, though they can learn limited magic from their chosen realm with some difficulty.

Level Bonuses

Academic:	-	General:	-
Athletic:	+1	Linguistic:	-
BAR:	-	Magical:	-
Body Dev.:	-	Medical:	-
Combat:	+2	Outdoor:	+2
Concentration:	-	Perception:	+3
Deadly:	-	Social:	-
Directed Spells:	-	Subterfuge:	+2

Notes

Like all Non Users, a Scout chooses his realm of power at zero level. His Magic Lore skill cost for his chosen realm is 5.

ACADEMIC SKILLS

Administration:	5	Elementalism Lore:	10
Advanced Maths	3/7	Arcane Lore	10
Alchemy:	3/7	Mapping:	2/6
Anthropology:	2/6	Mechination:	3/7
Architecture:	3/6	Metal Lore:	2/5
Astronomy:	3/5	Military	2/5
		Organization:	
Basic Maths:	2/6	Mining:	2/6
Biochemistry:	5	Monster Lore:	1/4
Boat Pilot:	1/4	Navigation:	1/4
Demon Lore:	2/5	Philosophy/	2
		Religion:	
Drafting:	3/7	Physics:	3/7
Dragon Lore:	3	Planetology:	5
Engineering:	3/7	Poison Lore:	1/3
Faerie Lore:	1/4	Research:	2
Fauna Lore:	1/4	Sanity Healing	2/5
		Lore:	
Flora Lore:	1/2	Siege Engineer:	1/4
Geomancy:	3/7	Smithing Lore:	2/7
Heraldry:	1/4	Special Knowledge	1/3
		Lores:	
Herb Lore:	1/3	Star-Gazing:	2/4
History:	2/4	Stone Lore:	2/5
Lock Lore:	3/7	Tactics:	1/4
Channeling Lore:	10	Teaching:	2/6
Essence Lore:	10	Trading Lore:	2/4
Mentalism Lore:	10	Weather Watching:	1/5
Hybrid Lore:	10	Xeno Lores:	4

ATHELETIC SKILLS

Acrobatics:	2/6	Rappelling:	3/7
Athletic Games:	1/4	Rowing:	1/4
Climbing:	3/6	Sailing:	2/6
Contortions:	2/6	Skating:	2/7
Dance:	2/6	Skiing:	2/7
Distance	2/4	Sprinting:	2/4
Running:			
Diving:	2/6	Stilt Walking:	3/6
Flying/Gliding:	3/6	Surfing:	2/7
Juggling:	2/7	Swimming:	2/6
Jumping:	1/3	Tightrope Walking:	2/6
Pole Vaulting:	2/6	Tumbling:	1/5

BODY DEVELOPMENT

Body Development:	1/4
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COMBAT SKILLS

Airborne Combat	2/6	Missile Artillery:	1/3
Blind Fighting –	2/6	Restricted Area	2/7
Hearing:		Combat:	
BF – Smell: ¹	3/9	Reverse Stroke:	2/7
BF – Touch	6	Stunned Maneuver:	2/6
BF – Intuition:	15	Subduing:	1/4
Brawling:	2/6	WOW-Pain: ²	2/7
Closing:	2/7	WOWUnconscious ³	2/7
Disarm, armed:	2/5	Weapon Shatter:	2/7
Disarm, unarmed	3/6	Weapon Category 1	2/5
D&DArmour,SL ⁴	1/*	Weapon Category 2	2/7
D&D Armour,RL	1/*	Weapon Category 3	3/8
D&D Armour,Ch	3/*	Weapon Category 4	4
D&D Armour,Pl	4/*	Weapon Category 5	6
Feinting:	2/5	Weapon Category 6	8
Grappling Hook:	2/6	Weapon Category 7	8
Increase Wounds:	3/9	Weapon Category 8	8
Lancing:	2/6	Weapon Category 9	8
MM in SL:	1/*	Weapon Cat. 10	8
MM in RL:	1/*	Weapon Snare:	2/5
MM in Chain:	3/*	We. Style Basic: ⁵	4/10
MM in Plate:	4/*	We. Style Ad.: ⁶	6/15
Martial Arts:	3/7	Weapon Trickery:	2/5
MA Style,Basic: ⁷	5	Yado:	2/6
MA Style, Ad.: ⁸	7		
Melee Scuffle:	1/4	Two Weapon	Var. ⁹
		Combo;	

¹ Blind-fighting – Smell etc.

² Way of the Warrior – Pain

³ Way of the Warrior – Unconscious

⁴ Donning & Doffing Armour – Soft Leather (SL), Rigid Leather (RL), Chain (Ch) or Plate (Pl)

⁵ Weapon Style - Basic

⁶ Weapon Style, Advanced

⁷ Martial Arts Style - Basic

⁸ Martial Arts Style - Advanced

⁹ The cost of TWC is the sum of the costs for the two weapons being used.

CONCENTRATION SKILLS

Adrenal Defense:	20	Control	2/6
		Lycanthropy:	
Adrenal Balance:	2/6	Dowsing:	2/4
Adrenal Landing:	2/6	Meditation Heal:	2/4
Adrenal Leaping:	2/6	Meditation Sleep:	2/4
Adr. Quick Draw	2/4	Mediation Trance:	2/4
Adrenal Speed:	2/6	Mnemonics:	2/5
Adrenal Strength:	2/6	SLA:	1/4
Body Rigidity:	20		

DEADLY SKILLS

Ambush:	2/5	Sniping:	2/5
Silent Kill:	2/6	Use/Remove Poison:	2/5

DIRECTED SPELLS

Directed Spells	20
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GENERAL SKILLS

Advertising:	3/6	Play Instrument 2:	3/7
Appraisal:	1/4	Play Instrument 3:	3
Armour Evaluation:	1/4	Poetry:	2/5
Cookery:	2/4	Rope Mastery:	1/3
Crafting:	2/4	Sculpting:	2/5
Fletching:	2/5	Skinning:	1/3
Forging:	2/7	Smithing:	2/7
Gimmickry:	2/7	Stone Crafts:	2/6
Honing:	2/5	Stone Evaluation:	2/5
Horticulture:	1/2	Tactical Games:	2/4
Leather Working:	2/5	We. & Arm. Maintenance: ¹⁰	2/7
Metal Evaluation:	2/5	Weapon Evaluation:	1/4
Painting:	1/4	Wood Crafts:	2/4
Play Instrument 1:	2/6		

LINGUISTIC SKILLS

Linguistics	2/*	Public Speaking	2/6
Lip Reading:	2/4	Signaling:	1/5
Mimicry:	2/6	Singing:	2/6
Music:	2/6	Tale Telling:	2/6
Poetic	2/6	Trading:	3/5
Improvisation:			
Propaganda:	3/6	Ventriloquism:	3/6

MAGICAL SKILLS

Airborne Magical	6	Runes:	8
Combat:			
Attunement:	7	Spell Artistry:	6
Channeling:	25	Spell List	15
		Acquisition:	
Circle Lore:	4	Spell Mastery:	6
Divination:	3/6	Spell Trickery:	6
Magical Research:	15	Summoning:	6
Magical Ritual:	8	Targeting:	7

MEDICAL SKILLS

Animal Healing:	2/6	Hypnosis:	4
Dentistry:	7	Midwifery:	4
Diagnostics:	3	Second Aid:	3/7
Drug Tolerance:	2/6	Surgery:	7
First Aid:	2/6		

OUTDOOR SKILLS

Animal Handling:	1/3	Hostile Environments:	2/4
Animal Training:	3/7	Hunting:	1/3
Caving:	2/6	Loading:	2/7
Driving:	2/7	Region Lore:	1/3
Familiar Mastery:	3/7	Riding:	2/6
Foraging:	1/3	Scrounge:	1/5
Herding:	2/7	Streetwise:	2/5

PERCEPTION SKILLS

Detect Traps:	1/3	Read Tracks:	1/3
Direction Sense:	1/2	Sense Ambush:	1/3
Perception:	1/3	Sense Reality Warp	3/6
Lie Perception:	2/6	Surveillance:	1/3
LSO: ¹¹	1/4	Time Sense:	1/3
Poison Perception:	1/5	Tracking:	1/2

SOCIAL SKILLS

Diplomacy:	3/6	Interrogation:	2/6
Duping:	2/6	Leadership:	3/6
Gambling:	2/6	Seduction:	2/6

SUBTERFUGE SKILLS

Acting:	2/6	Mimery:	2/6
Begging:	2/6	Pick Locks:	3/6
Bribery:	2/6	Pick Pockets:	2/5
Camouflage:	1/5	Set Traps:	1/3
Disarm Trap:	2/5	Stalk & Hide:	1/4
Disguise:	2/6	Trap Building:	1/3
Falsification:	3	Trickery:	2/5
Hide Item:	1/5		

¹⁰ Weapon & Armour Maintenance

¹¹ Locate Secret Opening