



HEROIC CLASS VOCATION

Scout Vocation

The **House Rules** below present a modified version of the Scout vocation found in the Mongoose Publishing's™ OGL: WILD WEST Campaign Setting (pp. 34-35). It also contains features of the Explorer vocation found within in Mongoose Publishing's™ OGL: STEAMPUNK Campaign Setting (pp. 35-36). It has been modified to provide a more "base-line" vocation for scout-type advanced classes and fit within Wizards of the Coast's™ d20: MODERN RPG System.

The trails were blazed by scouts; they move through the wilderness like ghosts, appearing when needed or when they find their quarry. Their paths crisscross the country from sea to shining sea. Many of the best scouts are Indians or mixed-blood, traveling paths now lost to their people. The army employs many scouts, while others can be found on what frontier is left.

Prerequisites: Survival 3 ranks, and the Guide feat;

Bonus Starting Feat: Select two of the following:

Animal Affinity, Endurance, Stealthy, Track, or Weapon Group Proficiency (pistol firearms);

Vocation Skills: Handle Animal (Cha), Hide (Dex), Knowledge [geography] (Int), Navigate (Int), Spot (Wis), and Survival (Wis);

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

Additional Bonus Feats: Alertness, Endurance, Exotic Weapon Proficiency, Iron Will, Renown, Self-Sufficient, Stealthy, Track, and Weapon Group Proficiency (pistol firearms, rifle firearms);

Wealth: +1;

Scout Talent Tree

Unerring Direction (Ex): The Scout has an innate sense of direction. By concentrating for one minute they can determine where true north lies in relation to their current position. This talent may be used a number of times per day equal to the character's Wisdom modifier.

Trailblazer (Ex): A Scout may identify the best path through any terrain. Anyone following a scout gains a +2 morale bonus to any Fortitude saves, Drive or Ride checks used to navigate or endure hardships on the trail.

Sweep (Ex): A Scout knows how to size up an area and get the lay of the land in a single sweep of their eyes that often isn't perceptible to those around them. This sweep provides a +4 circumstance bonus on Spot checks and covers an area out to 30 feet away from the scout (but not behind him). A Scout can use this bonus at the start of an encounter to look for obvious enemies, alarms, traps, escape routes, and any sites of historical or anthropological interest.

Anything not concealed can be spotted in a sweep with a successful Spot check (DC 10). The DC for concealed or less obvious threats is equal to their Hide check result.

Prerequisite: Unerring Direction and Trailblazer talents.

Favored Mount Talent Tree

Animal Companion (Ex): To take this talent, the scout must have a suitable horse. He gains a +4 insight bonus to all Handle Animal or Ride checks made with the horse. He may also handle the horse as a free action or push it as a move action. However, if the animal companion is slain, the scout loses all his luck and suffers a -2 morale penalty to all rolls until he obtains a replacement companion by retaking the talent.

Enhance Companion (Ex): The horse gains an animal level. This feat may be taken multiple times.

Prerequisite: Animal Companion talent.

Faithful Friend (Ex): The horse has an eerie affinity with the character. It is always able to find them, and tends to turn up in the nick of time. The character may spend a luck point to have his companion appear nearby.

Prerequisite: Animal Companion talent.

Improved Mount (Ex): The Scout's companion gains an extra mount feat. This talent may be taken multiple times; each time it is selected the player selects another feat.