



IMPERIAL SCOUT PRESTIGE CLASS:

The Imperial Scouts, are the trackers, explorers, lone Operatives and those who make up the small reconnaissance squads that fill the ranks of the Dragon Empires armies as needed. They go where ordered usually alone or in small squads in advance of a main force, to discover the lay of the land, location of an enemy and their facilities, catalogue any natural threats and so forth. They are also used from time to time as bounty hunters and those who track down criminals..

The Imperial Scouts are trained at the Praxia military base, where the candidates are put through there paces, while being taught the valuable skills that will eventually turn those few who pass into the scouts of the Imperial army. The Scouts are not really viewed as part of the army, by the grunts, being considered more of a rogue element, as they tend to be given more free reign having fewer restrictions than the common rank and file trooper, also their personality quirks are tolerated and the uniform rules relaxed, as they often need to appear relaxed out of uniform while infiltrating a society on a hostile or outlands world.

Hit Die: d6

Requirements

To qualify to become an Imperial Scout, a character must fulfill all of the following criteria:

- **Feats:** Alertness, Toughness
- **Skills:** Bluff 4 ranks, Diplomacy 2 ranks, Spot 2 ranks, Knowledge (Any one) 4 ranks, Sense Motive 2 ranks, Wilderness Lore 5 ranks.
- **Special:** Must have been accepted to the Praxia Training Academy, Dex 13+
- **Alignment:** Any non Lawful

Class Skills

The Imperial Scouts class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Planetary, customs etc.. to be taken individually) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Spot (Wis), Search (Int), Swim (Str), Urban Lore (Wis), and Wilderness lore (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All the following are class features of the Imperial Scout prestige class:

- **Weapon and Armor Proficiency:** An Imperial Scout is proficient with all simple and martial high tech weapons and light armor.
- **Scout Training:** The Scout at 1st level has graduated from the Praxia Training Academy and as a result now receives a +2 insight bonus to Listen, Spot, Urban lore, and Wilderness lore.
- **Evasion(Ex):** Also at 1st a Scout gains the Evasion ability, being quick on their feet and trained to react quickly to trouble.





- **Danger Sense(Ex):** A 2nd level Imperial Scout gains a +2 bonus on Reflex saves to avoid traps, a +2 dodge bonus to AC versus attacks made by traps, and a +4 insight bonus to Spot checks to spot creatures at the beginning of an encounter. Note these bonuses at 6th level increase to +4/+4/+6 respectively.
- **Ambush(Ex):** Upon reaching 2nd level a Scout can during the surprise round, make an attack against any target who has not yet acted. If successful the attack deals +1d6 points of extra damage, this increases by a further +1d6 damage at 4th, 6th, 8th, and 10th. Creatures immune to sneak attacks are immune to this. Ranged attacks only deal this extra damage if the attacker is within 30 feet of the target. Note if the Scout has a sneak attack, this damage stacks with it.
- **Track:** The 3rd level Scout gains the Track FEAT as a Bonus.
- **Fast Tracking(Ex):** At 4th level the Scout no longer suffers the -5 penalty on Wilderness lore checks for Tracking at normal speed.
- **Improved Evasion(Ex):** The Scout at 5th level receives Improved Evasion
- **Pass without Trace (Sp):** At 7th level the Scout moves through natural surroundings as if they were under the affect of the *Pass without Trace* spell of the same name continually.
- **Fearless(Ex):** A 9th level Scout is immune to all *Fear* and fear-like effects, having become resilient and used to facing the unknown on his own and with little support.

The Imperial Scout

Level	Attack	Fort	Ref	Will	Special
1 st	+0	+2	+2	+0	Scout Training, Evasion
2 nd	+1	+3	+3	+0	Danger Sense 1, Ambush 1
3 rd	+2	+3	+3	+1	Track
4 th	+3	+4	+4	+1	Ambush 2, Fast Tracking
5 th	+3	+4	+4	+1	Improved Evasion
6 th	+4	+5	+5	+2	Danger Sense 2, Ambush 3
7 th	+5	+5	+5	+2	Pass without Trace
8 th	+6	+6	+6	+2	Ambush 4
9 th	+6	+6	+6	+3	Fearless
10 th	+7	+7	+7	+3	Ambush 5

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