

Record of XP received from events & activities	Durham University Treasure Trap											Player Name	Version 2.5 21/09/2010
	Character Name												
	Character Sheet												
Scout													
Race: Human			Faith: [CHOOSE] Hits:3/loc				Damage Call: Single			Mana/Spirit: 0/0 Max. Armour: 6			
New character: 90	Level 1 (0XP)	Skill XP	Total XP	Level 2 Advancement (Over 60XP)	Skill XP	Total XP	Level 3 Advancement (Over 120XP)	Skill XP	Total XP	Level 4 Advancement (Over 180XP)	Skill XP	Total XP	
1 unspent	Scouting 1	15	15	Scouting 2	15	74							
	Streetfighter 1	5	20	Streetfighter 2	5	79							
	Hide and Sneak	15	35	Stealth 2	3	82							
	Stealth 1	3	38	Targeteer 2	4	86							
	Targeteer 1	4	42	Tracking 2	3	89							
	Pick Lock	3	45										
	Rec Scent:	3	48										
	[CHOICE 1]	-	-										
	[CHOICE 2]	-	-										
	[CHOICE 3]	-	-										
	[CHOICE 4]	-	-										
	[CHOICE 5]	-	-										
	Tracking 1	3	51										
	Knot Tying	3	54										
	Acute Hearing	5	59										
	Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		Signed by (Ref)	Date		

# Scout

You are a scout, adept at stealth and subterfuge, either in the city or in the wilds. You prefer careful observation and picking the right moment over simply wading into a fight, and with enough care you can be an essential tool for any party of adventurers. Alone, you should be wary of being outnumbered; having allies will open up the opportunities you require to be most effective in combat

## Skills

**Scouting 1 & 2:** this *root skill* represents your scouting prowess and ability to learn scouting skills.

**Streetfighter 1 & 2:** You are able to parry using a small weapon in your off-hand; or strike a blow doing a “**SINGLE**” with a small weapon (upto 24”)in off-hand.

**Hide and Sneak:** while wearing no armour you can move silently and cannot be seen from 10' assuming you're in appropriate cover.

**Stealth 1 & 2:** allows you to sneak in **2 point armour**, as per Hide and Sneak.

**Tracking 1 & 2:** you are able to recognise obvious tracks and judge roughly **how many** creatures made the tracks. Also, you can hide your own tracks from such a level of inspection.

**Rec Scent:** You can recognise **5 scents** of creatures you've met. Choose as starting character.

**Targeteer 1 & 2:** You can do a **single point** of damage with **any** ranged weapon.

**Pick Lock:** allows you to pick any *non-magical* lock.

**Knot Tying:** allows you to tie knots that **cannot easily** be unknotted without the “**Knot Tying**” skill

**Acute Hearing:** allows you to overhear conversations at **15ft** or **7ft** if people whispering. Does **not** work for “**whisper**” light spell.