

Scout Anchor

10

Anchor, Enhance 0/P

Scouts are valued in all societies. They assist merchants, pilgrims, refugees, tribes, and raiders, to travel through the wilderness. In areas dominated by Necromancers and Jikadell Scouts are watched very closely at all times and may even have a "guard" to watch them.

Trained Scouts gain a +2 to all Scout and related cards. They may use Scout cards.

The GM MOD will be adjusted based on the user's familiarity with the current region, terrain effects, and other factors determined by the GM.

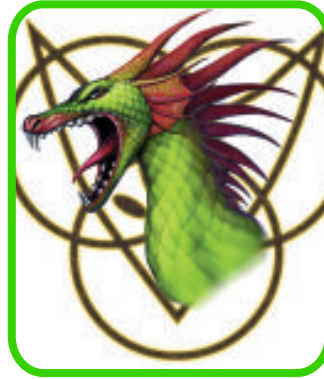
Anchor 203
Set 306

COR
+1
SPD
+1

Scout Anchor

Scout: Hunt and Gather

2



Scout Ind/V (IUK)

User 2d6+COR vs. 2d6+GM MOD. Success gains the user 2d6+2 rations of edible plant and animal food. Hunt and Gather requires 1 to 3 hours to complete.

Scout 200 Art © Susan Van Camp
Set 306

Scout: Hunt and Gather

Scout: Read the Signs

2



Scout Act/V (AUK)

User 2d6+LLB vs. 2d6+GM MOD. Play to allow the user to discern recent events in a visible terrain area. Recent Dragon Storms, wild life migrations and more may be discovered.

Scout 201 Art © Susan Van Camp
Set 306

Scout: Read the Signs

Scout: Find Water

2



Scout Ind/V (IUK)

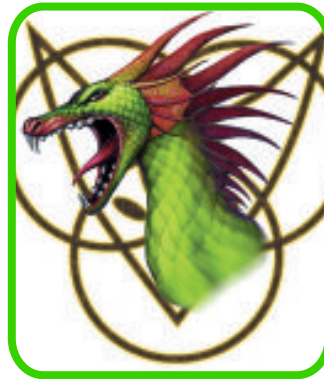
User 2d6+COR vs. 2d6+GM MOD. Success gains the user to locate an untainted water source. Finding water requires 1 to 3 hours to complete.

Scout 202 Art © Susan Van Camp
Set 306

Scout: Find Water

Scout: Campsites

2



Scout Act/C (LIP)

User 2d6+LLB vs. 2d6+GM MOD. Play to locate a good place to set up a camp.

Scout 203 Art © Susan Van Camp
Set 306

Scout: Campsites

Scout: Something is Not Right

3



Scout Ind/C (IUK)

User 2d6+LLB vs. 2d6+GM MOD. Play to note unusual features visible to the user. May identify traps, ambushes, warped plants or animals.

Scout 204 Art © Susan Van Camp
Set 306

Scout: Something is Not Right

Scout: Tracking

2



Scout Act/V (LIP, AUK)

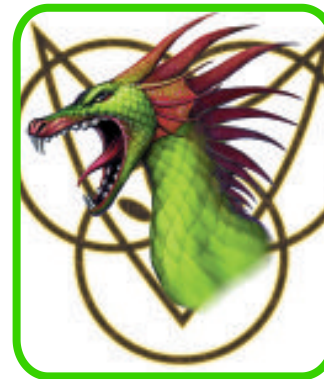
User 2d6+LLB vs. 2d6+GM MOD. Play to find and follow physical tracks and signs of passage. May gain basic knowledge about who made the tracks at the GM's discretion.

Scout 205 Art © Susan Van Camp
Set 306

Scout: Tracking

Scout: Stealthy Travel

2



Scout Ind/V (LIP, IUK)

User 2d6+COR vs. 2d6+GM MOD. Play for the user to blend into the local terrain making it hard to be seen while traveling, and leaving no sign of his passage.

Scout 206 Art © Susan Van Camp
Set 306

Scout: Stealthy Travel

Scout: Find the Way

2



Scout Act/V

User 2d6+LLB vs. 2d6+GM MOD. Play to identify the easiest route from your current location to a known location you want to travel to.

Scout 207 Art © Susan Van Camp
Set 306

Scout: Find the Way