

AVIAN

You're an avian, a man-sized, humanoid bird. Your body is covered with feathers (like any proper bird) and your face is dominated by your large imposing beak. Your eyes, which are as sharp as any bird of prey's, are situated on the front of your skull, allowing for binocular vision like most humanoids. The feathers that cover your body differ with bloodline, clan, subrace and geography – insuring colorations and appearances between individuals that are as varied as that of your tiny winged cousins.

Your body is a bit barrel-chested, as befits the complex muscle and bone structure that power your sizable wings. Despite this, your bodyweight is easily half that of a human of comparable stature due to a combination of your hollow bones and lean frame. Also noticeable are your feet - the large clawed talons of a bird; so no shoes for the likes of you!

Whether you have arms, legs, and wings or if you have just arm-wings and legs is up to your GM and campaign setting (See the *'Quadramorph or Hexamorph?'* sidebar).

Common Personality Traits: Carefree, condescending (to non-flyers), flighty, haughty, proud.

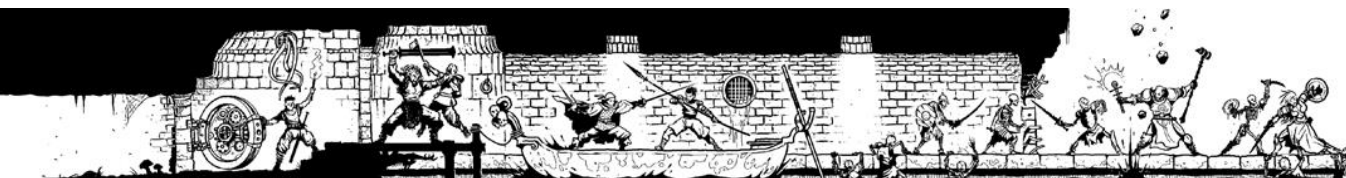
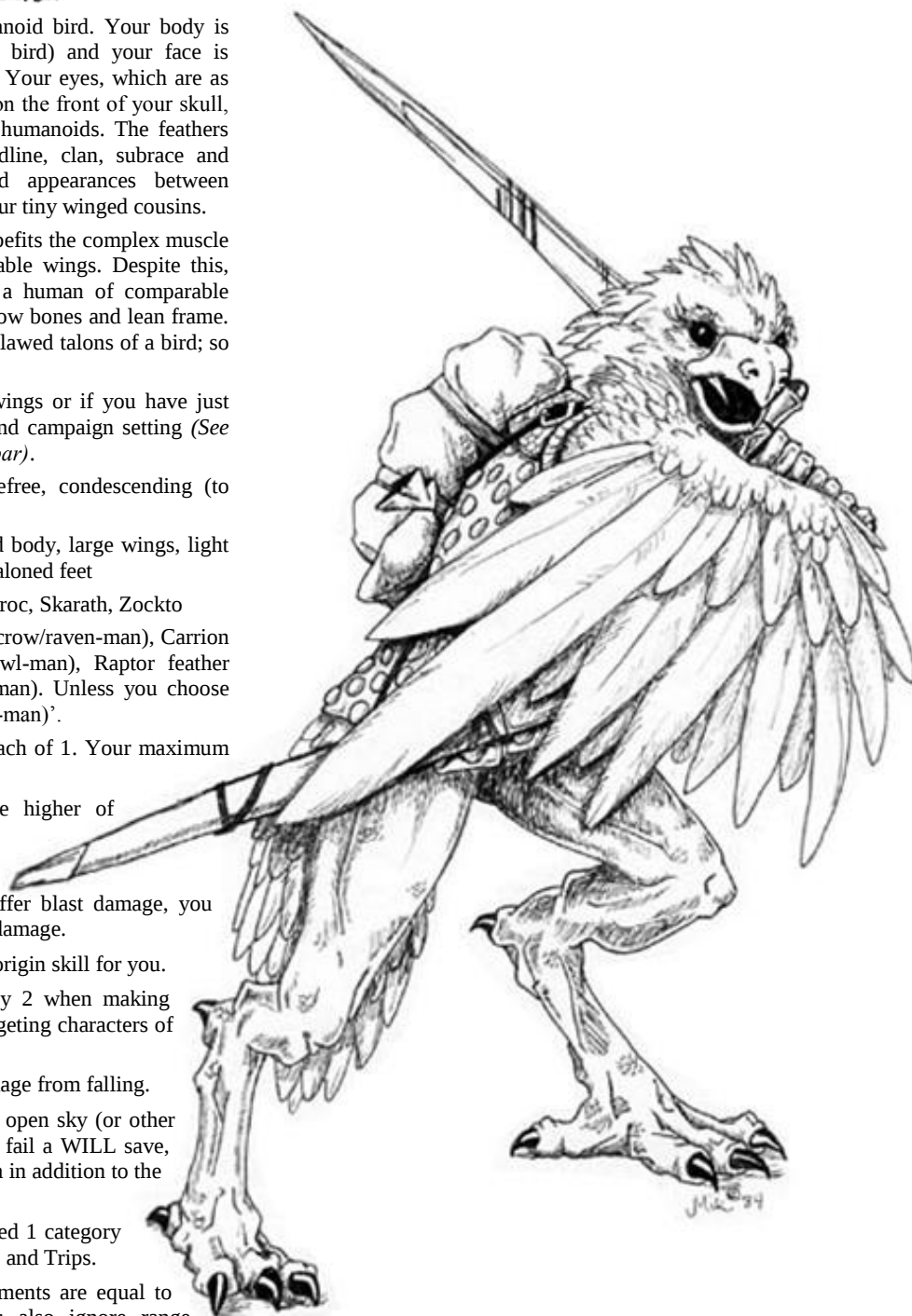
Common Physical Traits: Feathered body, large wings, light weight (due to hollow bones and build), taloned feet

Example Names: Arkta, Chunik, Karroc, Skarath, Zockto

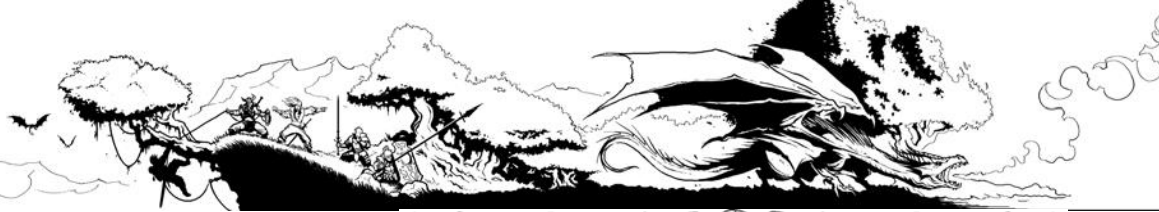
Splinter Race Feats: Black feather (crow/raven-man), Carrion feather (vulture-man), Night feather (owl-man), Raptor feather (eagle/hawk-man) Water feather (duck-man). Unless you choose one of these, you're a 'True Feather (bird-man)'.

Type: Medium biped folk with a Reach of 1. Your maximum wounds equal your Constitution score.

- **Attributes:** +2 Dexterity, -2 to the higher of Charisma or Strength
- **Base Speed:** 30 ft.
- **Achilles Heel (Blast):** When you suffer blast damage, you also suffer an equal amount of lethal damage.
- **Acrobatic Original:** Acrobatics is an origin skill for you.
- **Aloof:** Your error range increases by 2 when making Impress and Sense Motive checks targeting characters of other species.
- **Cat Fall:** You suffer 1 less die of damage from falling.
- **Claustrophobia:** When not under the open sky (or other sufficiently large open space), if you fail a WILL save, you gain 1 grade the *Baffled* condition in addition to the normal effects of the failed save.
- **Hollow Bones:** Your Size is considered 1 category smaller during Bull Rushes, Grapples, and Trips.
- **Keen Sight:** Your visual range increments are equal to your Wisdom score $\times$ 50 ft. You also ignore range penalties from the 2nd and 4th range increments while you're aiming.
- **Natural Attack:** You gain the Claw I natural attack (see *Fantasy Craft*, page 235). If you gain a natural attack from



AVIAN (LTI) (SPECIES)



multiple sources, the attack's grade becomes equal to the highest single grade + 1 per additional benefit granting the same attack, to a maximum of V (e.g. Bite IV, Bite III, and Bite I become Bite V).

- *Grasping Talons*: Your attacks made with you *Claw* natural attack gain the natural attack upgrade of *Grab*.
- *Winged Flight*: You may fly with a Speed of 40 ft.

NEW ROGUE TEMPLATE

AVIAN (+8 XP):

Benefit: The NPC gains winged flight (40') and the *Claw I* Natural Attack with the *Grab* upgrade.

NEW SPECIES FEATS

The following new Species feats expand the abilities of avians in any campaign containing them as a character option.

AVIAN BLOOD

Don't ask about the logistics of this. Let's just assume there was a lot of booze involved, or something... ok?

Prerequisites: Non-Avian Folk, Level 1 only

Benefit: You gain *Winged Flight* (30'), the *Claw I* natural attack and you may select feats as if you're an Avian.

Special: You may only have 1 "Blood" feat. When you gain this feat you may reduce any of your attributes by 2 to gain an additional Species feat with the requirement "Level 1 only."

BLACK FEATHER

You can do more than just caw. You raise the act of mimicry to that of pure art.

Prerequisites: Avian, Level 1 only

Benefit: You gain a +5 bonus on checks made for the purposes of mimicking sounds or a voice you have heard. Also, choose one skill from the following list: Bluff, Disguise, Impress, or Sneak. You gain 1 rank in that skill and a +1 morale bonus to all checks for that skill. Apply this bonus rank before spending skill points.

BLACK WING

How much longer will your glossy jet black feathers hide your clever mind? Nevermore.

Prerequisites: Black Feather

Benefit: You gain a bonus to Knowledge checks equal to the number of Species feats you possess. Also, your Intelligence score rises by 1. Finally, you gain 2 interests.

FANTASY CRAFT SUB-SPECIES

In the *Fantasy Craft Adventure Companion* (on pages 134-135) there are dozens of examples of classic fantasy races that can be simulated using various combinations of species and species feats. The Avian species can do likewise with its attendant feats. Here are several examples from various sources.

Arakocra (AD&D+)	:	Avian Species	+ Raptor Feather (Eagle)
Aven (M:tG)	:	Avian Species	+ Night Feather (Owl)
			+ Black Feather (Raven)
Durulz (Runequest)	:	Avian Species + Water Feather+ Flightless	
Harpy	:	Human Species + Avian Blood + Siren's Lure	
Kenku (D&D 3.X+)	:	Avian Species + Black Feather + Flightless	
Kenku (L5R)	:	Avian Species + Black Feather	

CARRION FEATHER

You may not be pretty, but your kind isn't very picky... and 'Buzzard Breath' isn't the worst nickname you've ever had.

Prerequisites: Avian, Level 1 only

Benefit: Your base scent range is equal to your Wisdom score $\times$ 10 ft. Also, you gain a +6 bonus with Tracking checks. Finally, you gain a +2 insight bonus with saves against disease and poisons.

However, you also receive a -1 to your Appearance Modifier. This can lower your Appearance Modifier below 0.

CARRION WING

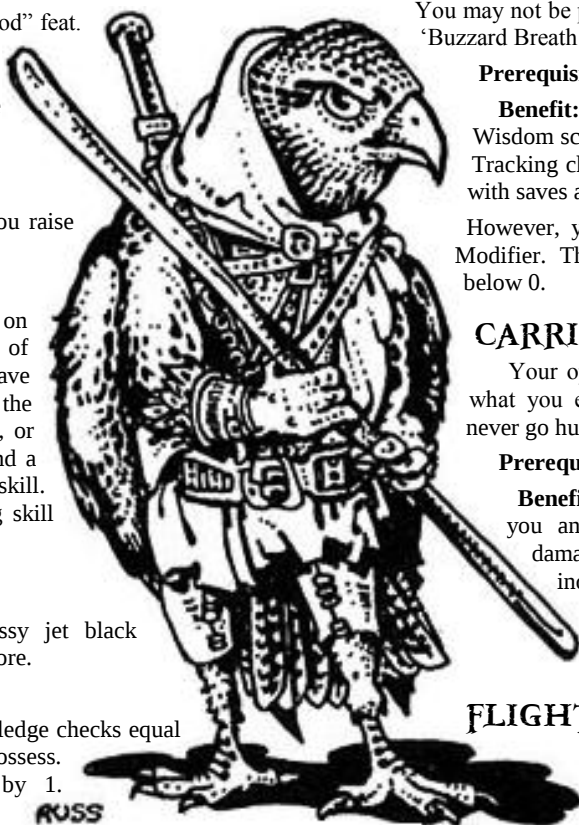
Your opponents know you aren't particular about what you eat. They can't afford to lose, and you'll never go hungry if they do.

Prerequisites: Carrion Feather

Benefit: Each time an adjacent opponent attacks you and misses, he suffers 2 points of stress damage. Also, your maximum survival rank increases to your Career Level + 5. Finally, you gain a +4 bonus to Forage checks for yourself or others with the *Adaptable Diet* ability or the Carrion Feather feat.

FLIGHTLESS

You're not as lucky as your cousins are, soaring above it all. So you make your own luck.



Prerequisites: Avian, Level 1 only

Benefit: You gain 1 additional starting Action Die. Also, you gain 2 additional interests. Finally, choose one skill from Chapter 2 of the Fantasy Craft rulebook. Your maximum rank in that skill increases to your Career Level + 5.

However, you lose your *Winged Flight* and *Claustrophobia* species abilities.

Special: When you gain a “feather” feat you may reduce any of your attributes by 2 to gain this Species feat.

NIGHT FEATHER

Your unnerving swiveling head and eerie staring eyes make sneaking up on you exceedingly hard. What a hoot.

Prerequisites: Avian, Level 1 only

Benefit: You gain *darkvision I* and can always act during surprise rounds.

NIGHT WING

Wise, ever watchful, and silent. Who? You, that’s who.

Prerequisites: Night Feather

Benefit: Your *darkvision I* becomes *darkvision II* and you gain *light-sensitive* (see *Fantasy Craft*, pages 233 and 234). Also, your Wisdom score rises by 1. Finally, your maximum rank in Sneak increases to your Career Level + 5.

RAPTOR FEATHER

You’re a bird of prey. Damn right you’re scary!

Prerequisites: Avian, Level 1 only

Benefit: Your *Claw* attack increases by one grade (generally to grade *II*) and you gain *Bite I*. Also, Intimidate is now an Origin skill for you.

RAPTOR WING

Only a fool wouldn’t recognize you are lethality on the wing.

Prerequisites: Raptor Feather

Benefit: Your *Claw* attack increases by one additional grade (generally to grade *III*). Also, you gain an additional proficiency or trick. Finally, you gain 1 rank in Intimidate and a +1 morale bonus to all Intimidate checks. Apply this bonus rank before spending skill points.

WATER FEATHER

If you quack like a duck, walk like a duck, swing a sword like a duck...

Prerequisites: Avian, Level 1 only

Benefit: You gain *Swim (20’)* and +5 on all Athletics (swim) checks. However, you lose your *Claw I* species ability.

WATER WING

Dive and bob; it’s all just like water off a... umm, your back.

Prerequisites: Water Feather

Benefit: You gain the *Aquatic I* NPC quality (see *Fantasy Craft*, pages 230). Also, you may cast *Water Walk* (on yourself only) as a natural spell (see *Fantasy Craft*, pages 234).

QUADRAMORPH OR HEXAMORPH?

The most important question a GM can ask (after ‘Do I even want avians as a character option in my campaign?’) is ‘four limbs or six?’

Well, that’s the classic problem. Most people see the ‘arms, legs, and wings’ (hexamorph) form as more powerful and flexible than the ‘wing-arms and legs (quadramorph) type of bird-man. And in a slight way, they’re right. Let’s explore.

Hexamorphs can fly around, have two hands full of stuff, and kick or use their claw attack. Quadramorphs, on the other hand, can fly around, but either have two hands full of stuff in their ‘foot-hand’ talons or kick/use their claw attack.

And that’s really the only difference. Even in the earliest RPG “bird-men as PCs” conversions, quadramorph avian characters were able to transfer handheld items to their own grasping feet upon takeoff, using them normally by ‘foot-hand’ during flight, and automatically return them back into their “wing hands” as they landed.

Therefore, the easiest solution to the slight advantage of hex over quad is to not worry about it. Even the free grapple that comes from the avian’s *Grasping Talons* species ability follows all the normal rules of the Fantasy Craft Grapple Action (*Fantasy Craft*, page 219); of note is the ‘unarmed or one-handed melee’ requirement. A sword and board wielding hexamorph isn’t gonna be getting any free grapple off, because he has no free hand. There’s a reason avians don’t have the *Many Armed* ability. All in all, this solution greatly reduces the perceived benefit of hex over quad.

The GM might even want to declare some subspecies hexamorphs and others quadramorphs, thus increasing the differences between the various bird-descended species in the campaign.

SIREN'S LURE

You have a voice that will surely lead men to their doom.

Prerequisites: Avian, Impress 4+

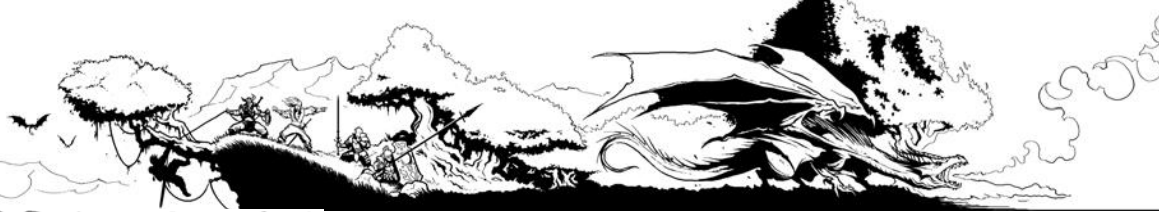
Benefit: You gain the *Beguiling* NPC quality (*Fantasy Craft*, page 231). Also, you may cast *Charm Person II* as a natural spell (*Fantasy Craft*, pages 234) a number of times per session equal to the number of species feats you have.

SIREN'S SONG

Your song is more alluring than ever.

Prerequisites: Siren’s Lure

Benefit: Your *Charm Person II* natural spell from Siren’s Lure becomes *Charm Person IV*.



AVIAN CULTURES AND WEAPONS

Avian culture varies greatly from group to group, sometimes even mimicking the local humanoid culture, and sometimes centered on a feature of the local area. However, almost all avian cultures include the following features, perhaps stemming from their innate “birdy-ness”.

Avians are fastidious, both with their appearance and with their word. Preening their feathers can be a full time job, but since avians rarely wear much in the way of clothes, it’s a necessary evil. Harnesses, light toga-ish clothes and armor are tolerated, but anything that hides the avian’s natural plumage had better have a purpose, as their feathers do a fine job of both insulating and concealing their bodies. Likewise, even avians that most would consider synonymous with subterfuge have great pride in not so much lying, as following the absolute letter of his word (Just because that black feather said he’d sell you that wine cask doesn’t mean there’s any wine in it!).

Avians are a little arrogant and condescending to those who can’t fly. They tend to treat non-flyers as handicapped at best and jealous miscreants at worst. No matter what advantages a race has, avians always treat it as second best to their gift, flight.

Avians love open spaces. Racial claustrophobia aside, avian are flyers, and anything that hampers that is not looked upon as beneficial by the community at large. Sure they may live in cozy little nest-cottages, but right outside the front door is the wide open sky.

Finally, if the local avians haven’t adopted weapons and fighting styles that mimic the local (grounded) humanoids, then an almost universal avian racial weapon is the javelin. Light (especially avian-made javelins), lethal, and easily carried in a leg quiver, javelins can also be given the *spike* quality so as to be useful in melee combat as well as being thrown from the heights.

Benefit: While flying, you are considered 1 Size category larger for Bull Rush and Trip actions and for the Shove trick (This is in addition to the effects listed in *Fantasy Craft*, page 227). You also gain a trick.

Diving Charge (Flying Bull Rush Trick): You may substitute your Acrobatics (Dex) bonus for your Athletics (Str) bonus for this check. You may use this trick as many times per combat as you have Melee Combat feats (Minimum 1).

WING MASTERY

The awesome spectacle that is you is easier to see if the opposition is on their butts.

Prerequisites: Wing Basics

Benefit: You may attempt unarmed/wing Trip actions on targets within Close Quarters. You also gain a trick.

Bowl ‘em Over (Wing Trip Trick): If successful against a target of equal or smaller Size, you push the target back 5 ft. in addition to becoming *sprawled*.

WING SUPREMACY

Harder, Better, Faster, Stronger. And that’s just your wings.

Prerequisites: Wing Mastery

Benefit: Your flight speed increases by 10 ft. You also gain a trick.

Hurricane Buffet (Wing Buffet Trick): Your Wing Buffet cone becomes a line the same width as your footprint (in the appropriate direction of the attack) and a length equal to half of your flight speed. The Reflex save DC for targets is your total Athletics bonus instead of Strength score.

RACIAL ARMOR AND WEAPON UPGRADES

The following craftsmanship upgrades follow the same parameters as those in *Fantasy Craft* (see *Fantasy Craft*, pages 184-186) – namely that of a racial construction/craftsmanship upgrade for the avian race.

ARMOR UPGRADE DESCRIPTIONS

Avian: Avian armor is light and flexible, but doesn’t stand up to a lot of abuse.

WEAPON UPGRADE DESCRIPTIONS

Avian: Avian weapons are designed to be as light as possible for ease of flight. But this reduced weight sacrifices sturdiness.

WING BASICS

Your wings blot out the sun, just before you dive.

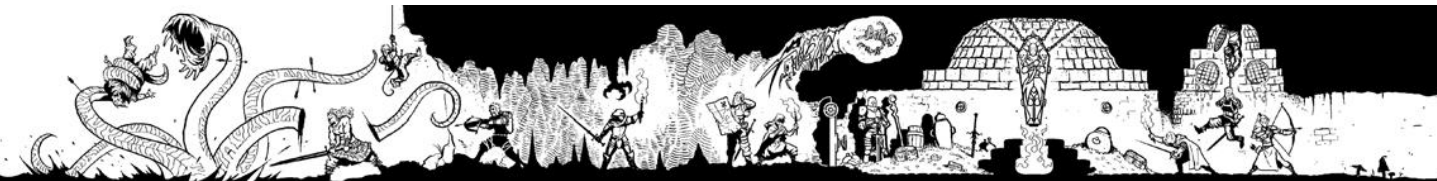
Prerequisites: Winged flight (*Fantasy Craft*, page 227)

Table X.X: Armor Upgrades (Craftsmanship)

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
Avian	—	—	—	+1	—	—	-1 save	—	-50%	Primitive	+100%

Table X.X: Weapon Upgrades (Craftsmanship)

Name	Effect	Const	Comp	Weight	Era	Cost
Avian	-5 gear bonus with weapon’s Damage saves	—	—	-50%	Primitive	+50%



NEW MASTER CLASSES

There is one new master class, the Legendary Avian that accompanies the addition of avians as a playable race to a campaign.

LEGENDARY AVIAN

(MASTER)

The legendary avian is above all else, a master of flight and wing. Even those avians who have no flight capability transform into winged paragons of the bird-men when they accept it as their destiny. By emphasizing the avian's bird-like qualities, such as their dangerous beaks, powerful wings and finely preened feathers, the legendary avian represents a point of pride for their people – rather than homogenize with the other humanoid races, they stand apart. To them, this proves once and for all that the avians have been graced with the greatest gifts of any race in the world.

Depending on your campaign, a Legendary Avian could be...

- A proud hawkman, as deadly as you'd expect when granting a bird of prey's natural arsenal to an intelligent and wily martial combatant
- A rowdy parrot folk, carousing and island hopping from tropical paradise to tropical paradise
- A proud tree village champion, who hovers above and rains death by javelin down upon invaders from below
- A stern and stoic chief of an owlfolk parliament, wisely leading them to greater things
- A mercenary scout, who has found a well-paying niche among the groundlings thanks to his sharp eyes and prodigious flight capabilities

Party Role: Wildcard. Though you pick up some combat capabilities thanks to sharp beak and mighty pinions, your flight mobility is what makes you a capable and useful team member in all kinds of situations.

CLASS FEATURES

Requirements: Avian race, Flightless or Wing Basics feat, Acrobatics 10+, Constitution 13+, Noble Renown 1+

Favored Attributes: Dexterity, Intelligence, Charisma

Class Skills: Athletics, Impress, Intimidate, Notice, Resolve, Search, Survival, Tactics

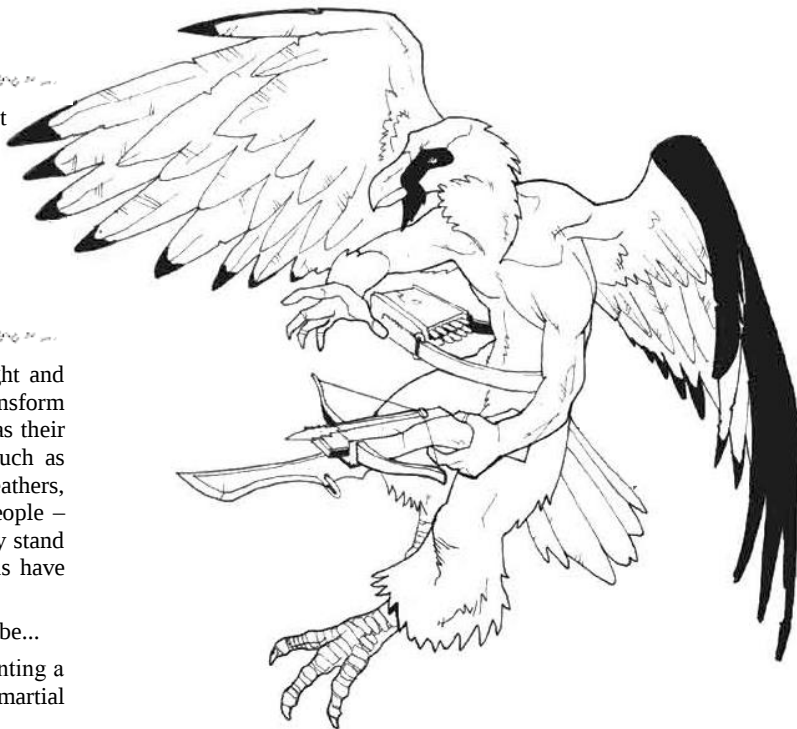
Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Legendary Avian class skills for you.

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CLASS ABILITIES

Avian Epitome: You display many of the most renowned traits of your kind. At Level 1, if you have the Flightless feat you



gain the Avian Blood feat, otherwise, you gain 1 additional Species feat. With GC permission, this feat may possess the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes*, next page). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 Skill feat.

Cloud Born I: At Level 1, you don't suffer the typical error range penalties associated with flying (see page 227). If you already have this ability (such as from the Agile Flyer feat), then you gain a Species feat instead. Also, attacks you make against grounded targets while flying gain a +1 insight bonus.

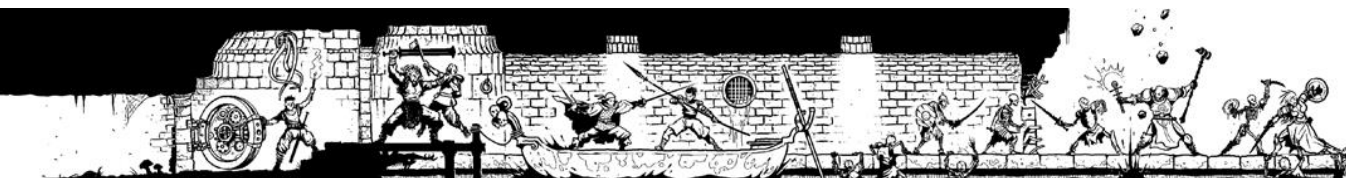
Cloud Born II: At level 4, you gain the Expertise class ability for Acrobatics (you may always take 10 with Acrobatics checks. Also, taking 10 with Acrobatics checks doesn't take twice as long and taking 20 takes only 10 times as long). If you have the Expertise class ability for Acrobatics already, you gain a Species feat instead. Also, your insight bonus against grounded targets increases by 1 (to +2).

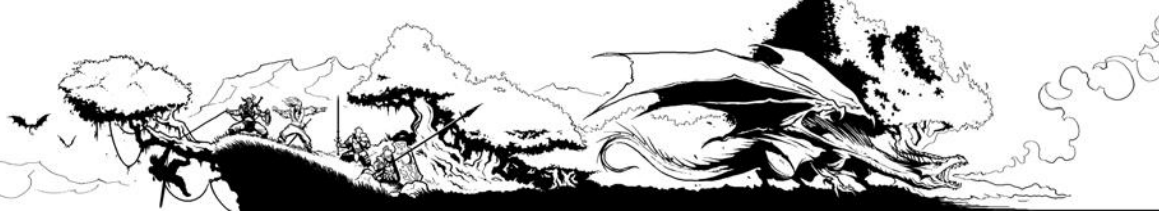
Lovely Plumage: Your feathers are the envy of many, and even your friends use them to spruce up their look. At Level 2, your Appearance bonus and that of each teammate increases by 1.

Sharp Beak: At Level 3, you gain the Bite I natural attack and it gains AP 2.

Living Legend: At Level 4, your starting action dice increase by 1.

Mighty Pinions: At level 5, your strength is considered 10 higher for purposes of carrying capacity while flying and you gain the Wing Slap III natural attack (use *Tail/Tentacle Slap* for statistics – *Fantasy Craft*, page 237). If this raises your total natural attacks to 3 (claw, bite, slap) you may flurry (see *Fantasy Craft*, page 235).





BEHIND THE CURTAIN: RACIAL EPITOMES

Many legendary master classes grant bonus Species feats through the *epitome* ability and some of these feats involve radical physical transformations (e.g. the Swan Nation feat grants an elf a pair of wings). With GM approval, the *epitome* ability may allow a character to ignore the “Level 1 only” prerequisite when taking a Species feat, which can result in physical transformation after a character’s been in play for a while. In these cases, the player and Game Master should work together to come up with a plausible in-setting reason for the transformation. This might involve divine intervention, genetic manipulation, exposure to magic rituals and sites, or something unique to the world.

Fortunately, levels and class abilities are generally gained “off screen,” which places major body adjustments outside adventures and therefore most regular play. In settings where such events are exceedingly rare, the GM may also require the character to undertake some task or incorporate some additional background to explain the change. Ideally, players are encouraged to bring their plans and questions to the GC prior to choosing a transforming Species feat. This helps ensure a preservation of the setting and a smooth progression of the story.

Species, Feats, Craftsmanship, and Master Class design by Big Jim, with help from the Crafty Forum-ites.
Art by Mik Wilkens, Russ Nicholson, Pachycrocuta, and Esther-Sanz.

NPC CLASS ABILITIES

The following new class abilities from the Legendary Avian master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Cloud born I	3
Cloud born II	3
Lovely plumage	1
Mighty pinions	10



Table X.X: Legendary Avian

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+1	+1	+1	+1	+2	+1	+0	Avian epitome, cloud born I
2	+1	+2	+2	+2	+1	+3	+2	+1	Lovely plumage
3	+2	+2	+2	+2	+2	+4	+2	+1	Sharp beak
4	+3	+2	+2	+2	+2	+5	+2	+1	Cloud born II, living legend
5	+3	+3	+3	+3	+3	+5	+3	+1	Mighty pinions

