



The *Genius Guide to Races of Wind and Wing* added three new playable races to the *Pathfinder Roleplaying Game* rules: the aellar, kestrel, and silfide. Because of space limitations, time restrictions, and playtesting needs, that PDF did not include alternative racial powers or alternative favored class options, such as are presented for the core races in the *Advanced Player's Guide*. In an effort to ensure our new races have the same support as the core races of the game, this short, free supplement expands the rules of *Wind and Wing* to include new racial options. At each level, a member of each race can take one of the listed options when taking a level of a specific class as a favored class, as opposed to the normal bonus of +1 hit point or +1 skill point.

Since many of our readers like to use material from a variety of sources, along with options drawn from the *Pathfinder Roleplaying Game Core Rulebook*, the alternative favored class options presented here include base classes that have been published in the *Advanced Player's Guide* and the *Genius Guide* line of products. For your convenience, we have noted the source of options that are not in the core rulebook.

AELLAR

The aellar, or winged elves, are a proud race that values self-reliance and secluded places where they can fly without interruption.

ALTERNATIVE RACIAL TRAITS

Gliding: Not all aellar have wings strong enough to sustain true flight, which is a holdback from their multiracial heritage. Aellar with weaker wings still gain a 30-foot move rate, but since they are gliding rather than truly flying, they lose at least 5 feet of altitude each round while flying. A gliding aellar can gain altitude temporarily by swooping down to gain speed for a quick loop up, but such maneuvers are still

restricted to ending 5 feet lower at the end of each of the aellar's moves.

Fly is always a class skill for a gliding aellar. Because gliding requires less effort than true flight, a gliding aellar can glide even when in heavy armor, when carrying a medium or heavier load, or when carrying a shield. Gliding aellar cannot fly in any space that would squeeze a Huge creature. If an aellar enters such an area, he falls (see "Wing Space" in *Wind and Wing* for more details).

Because they often must launch themselves by climbing to a high point and leaping off it, and since they also have to learn to maneuver carefully to minimize loss of altitude, gliding aellar also receive +3 racial bonuses to Acrobatics and Climb checks. This racial trait replaces the Flight racial trait.

Owl Soul: Rather than taking after the diurnal eagles and hawks, some aellar bear features and habits more closely related to nocturnal owls. These night-loving winged elves are most often hunters or scouts, and they have an unblinking stare and grim expression other races find disquieting.

Such aellar have darkvision with a range of 60 feet, and they have a +3 racial bonus to Intimidate and Stealth checks. This racial trait replaces the low-light vision and eagle soul

FAVORED CLASS OPTIONS

Archon:** Gain a bonus of 1 foot/spell level to fly speed whenever the rivenspell class ability is used. (Gain a bonus of 5 feet/spell level to fly speed whenever the rivenspell class ability is used for every five times you select this option.)

Armiger:** Increase by one-fifth the category of encumbrance and armor the aellar can fly while wearing. (Increase to flying with medium encumbrance and in heavy armor if you select this option five times, increase to flying with a heavy load if you select this option 10 times.)

Barbarian: Gain a bonus of 1 foot to fly speed whenever the rage class ability is used. (Gain a bonus of 5 feet to fly speed whenever the rage class ability is used for every five times you select this option.)

Bard: Gain a bonus of +1 to all Knowledge checks regarding flying creatures.

Cleric: Increase the radius of your channel energy ability by 2 feet when flying. (Add 10 feet to the radius when flying for every five times you select this option.)

Druid: Add one-third of a creature to the maximum number of creatures you summon with *summon nature's ally*, when using a *summon nature's ally* spell to summon creatures from a lower-level version of the spell. Only summoned creatures with fly speeds can be summoned when using this ability. (Add +1 to the maximum number of creatures summoned for every three times you select this option.)

Fighter: Gain one-fifth of one of the following feats as a bonus feat: Flyby Attack, Hover, Wingover. (Gain one of the listed feats as a bonus feat for every five times you select this option.)



Inquisitor:** Gain one-half of a +1 bonus to all Fly and Perception checks (gain a +1 bonus to these checks for every two times you select this option.)

Justicar*:** Treat justicar level as one-quarter higher when flying, for purposes of determining the effect of judgments. (Treat justicar level as one higher when flying for every four times you select this option.)

Oracle*: Gain one-fifth a revelation from the Wind mystery, regardless of what your chosen mystery is. (Add one revelation for every five times you select this option.)

Paladin: Add one-half of a +1 bonus to attack rolls when using smite evil while flying. (Gain a +1 bonus to such attack rolls for every two times you select this option.) Maximum +4 bonus to such attack rolls.

Ranger: Gain one-half of a +1 bonus to damage against favored enemies while you are flying. (Add +1 damage against favored enemies while flying for every two times you select this option.)

Rogue: Add one-quarter of a d6 sneak attack damage with melee weapons when flying. (Gain 1d6 sneak attack damage with melee weapons when flying for every four times you select this option.)

Summoner*: Eidolon gains one-quarter of +1 bonus to attack rolls when it and you are both flying. (Eidolon gains a +1 bonus to attack rolls when it and you are both flying for every four times you select this option.)

Witch*: Add 2 feet to the range of your hexes when flying. (Add 10 feet to hex ranges when flying for every five times you select this option.)

Wizard: Add one-half of a +1 bonus to concentration checks while flying. (Add a +1 bonus to concentration checks made while flying for every two times you select this option.)

KESTREL

Kestrels are the product of harpies breeding with halflings or gnomes. They are slight, empathic, and often live lives searching for a place to call home.

ALTERNATIVE RACIAL TRAITS

Flighty: Some kestrels are even more nimble and fragile than most of their kind. Kestrels with this trait gain a +2 dodge bonus to AC, and they weigh only 75% a normal kestrel's weight. Because their bones are so thin, foes gain a +4 bonus to attack rolls made to confirm critical hits, and any ability that can negate critical hits and sneak attacks (such as the *fortification* special armor ability) is 25% less effective. This racial trait replaces the wind warriors racial trait.

Raptor: A few kestrels take after their harpy parents in size, but not in voice, and are Medium rather than Small. These kestrels gain a +1 racial bonus to attack and damage rolls made with their claws, have a ground speed of 25 feet, and deal 1d4 damage with their claws. (Such kestrels are the height of typical humans, and they are 75% of a typical human's weight.) This racial trait replaces the Small and lilting voice racial traits.

FAVORED CLASS OPTIONS

Alchemist*: Gain one-fourth of a +1 alchemical bonus to Dexterity when using a mutagen. (Gain +1 to Dexterity for every four times you select this option.)

Barbarian: Gain one-third of a +1 bonus to damage with claws while raging. (Gain a +1 bonus to damage for every three times you select this option.)

Bard: Gain the ability to add metamagic to bard spells without increasing casting time one-third times/day. (Gain one use of this ability per day for every three times you select this option.)

Cleric: Select one cleric spell you can cast that is also found in the air domain, or the ancestor, feather, or wind subdomains. You can channel stored energy into this spell even



if you do not have it prepared. Add it to the list of spells you can cast using the spontaneous casting class feature.

Death Mage:** Gain one-quarter of a fetish power known. You must select the fetish death bond to gain this benefit. (Gain one fetish power for every four times you select this option.)

Druid: Gain one-half of a +1 Dexterity bonus when wild shaped into a creature with a fly speed. (Gain a +1 bonus to Dexterity when wild shaped into a flying creature for every two times you select this option.)

Fighter: Add one-half to the kestrel's CMB when making combat maneuvers with claws while flying. (Add a +1 bonus to CMB in these circumstances for every two times you select this option.)

Godling, Adept:** Gain 1 divine trait rank. It can be used only for the nemesis (any elemental) and shapeshifter divine traits.

Godling, Clever:** Gain 1 divine trait rank. It can be used only for the nemesis (any elemental) and shapeshifter divine traits.

Inquisitor:** Gain one-half of a +1 bonus to all Intimidate checks while using a judgment. (Gain a +1 bonus to such checks for every two times you select this option.)

Monk: Gain a +1 bonus to Fly checks made to move through spaces tighter than the kestrel's wingspan.

Paladin: Gain a +1 bonus to damage dealt with smite attacks delivered with your natural claws.

Ranger: Gain one-third of a +1 bonus to your Armor Class against attacks made by favored enemies while you are flying. (Gain a +1 bonus to Armor Class against attacks made

by favored enemies while flying for every three times you select this option.)

Rogue: Gain one-half of a +1 bonus to the kestrel's CMD while flying. (Gain a +1 bonus to CMD in these circumstances for every two times you select this option.)

Templar:** Add one-quarter to the number of mantras you can benefit from at once. (Gain +1 to your maximum mantras for every four times you select this option.) Each mantra is still a standard action to recite, but beginning a new mantra does not end the benefits of an existing mantra, as long as you don't exceed your maximum mantras from which you can benefit.

Witch*: Gain one-quarter of a hex known. You cannot use this benefit to select an additional major hex unless you are 18th level. You can never use this benefit to select an additional grand hex. (Gain one hex for every four times you select this option.)

SILFIDE

Silfides are natural manipulators of air, who trace their ancestry back to the other planes of existence. They resemble humans in form, though they are slightly leaner and have brighter eyes.

ALTERNATIVE RACIAL TRAITS

Air Shield (Su): The silfide can defend himself with a buffet of strong air that stabilizes and lifts him. The silfide adds his Intelligence bonus to his CMD against bull rush, grapple, and trip maneuvers, and he does not provoke an attack of opportunity when standing from prone. This racial trait replaces the air blast racial trait.

Wind Hopper (Su): The silfide adds his level to all Acrobatics checks made to jump, and treats all jumps as running jumps. When falling after an intentional jump (even one resulting from a failed jump), the silfide reduces damage taken by 1d6 with a successful DC 15 Acrobatic check, and an additional 1d6 for every 5 points his check exceeds that DC (this replaces the normal falling rule found in **Chapter 13: The Environment** of the *Pathfinder Roleplaying Game Core Rulebook*). This racial trait replaces the wind rider racial trait.

FAVORED CLASS OPTIONS

Alchemist*: Increase the range of your bombs by 2 feet. (Increase the range of your bombs by 10 feet for every five times you select this option.)

Archon:** Add 2 to the number of spells you can know at a given level. These additional spells must have the air descriptor. You can never know more archon spells at a higher level than the level below it.

Barbarian: Add 2.5 feet to your fly rate when raging. (A character with no fly rate treats his initial fly rate when raging as 0, and increases it by 5 feet for every two times this option is selected.)

Bard: Increase the range of your countersong, distraction, inspire competence, dirge of doom, inspire greatness, frightening tune, inspire heroics, and deadly performance bardic performance class abilities by 2 feet. (Add 10 feet for every five times you select this option.)

Cavalier*: Gain the ability to cast *fly* on a mount, as a spell-like ability, using character level as caster level, one-sixth of one time per day. (Gain the ability 1/day for every six times you select this option.)

Cleric: Gain one-half of a bonus spell known. The bonus spell must be from the spells gained from the stormborn sorcerer bloodline (APG), and you must know all spells of a lower level from that list. (Gain one such bonus spell for every two times you select this option.)

Dragonrider:** Increase fly rate of dragon steed by 5 feet.

Druid: Increase your fly rate by 5 feet when using wild shape to take the form of a creature that already has a fly rate.

Fighter: Gain the ability to cast *fly* on self, as a spell-like ability, using character level as caster level, one-sixth of a time per day. (Gain the ability 1/day for every six times you select this option.)

Justicar*:** Add a new judgment: justice from above (the ability to fly with a 2 1/2 foot rate). (Judgment has a fly rate of 5 feet for every two times this option is selected.)

Monk: Gain the ability to cast *wind walk*, as a spell-like ability, using character level as caster level, one-tenth of a time per day. (Gain the ability 1/day for every ten times you select this option.)

Ranger: Increase the range increment of all ranged weapon attacks you make by 2 feet. (Add 10 feet to the range increment of all ranged weapon attacks you make for every five times you select this option.)

Rogue: Increase the maximum range at which an attack can be a sneak attack by 2 feet. (Increase the maximum range at which an attack can be a sneak attack by 10 feet for every five times you select this option.)

Sorcerer: Gain one-third of a bonus spell known. The bonus spell must be from the spells gained from the air domain or wind subdomain (APG), and you must know all spells of lower level from that list. (Gain one such bonus spells for every three times you select this option.)

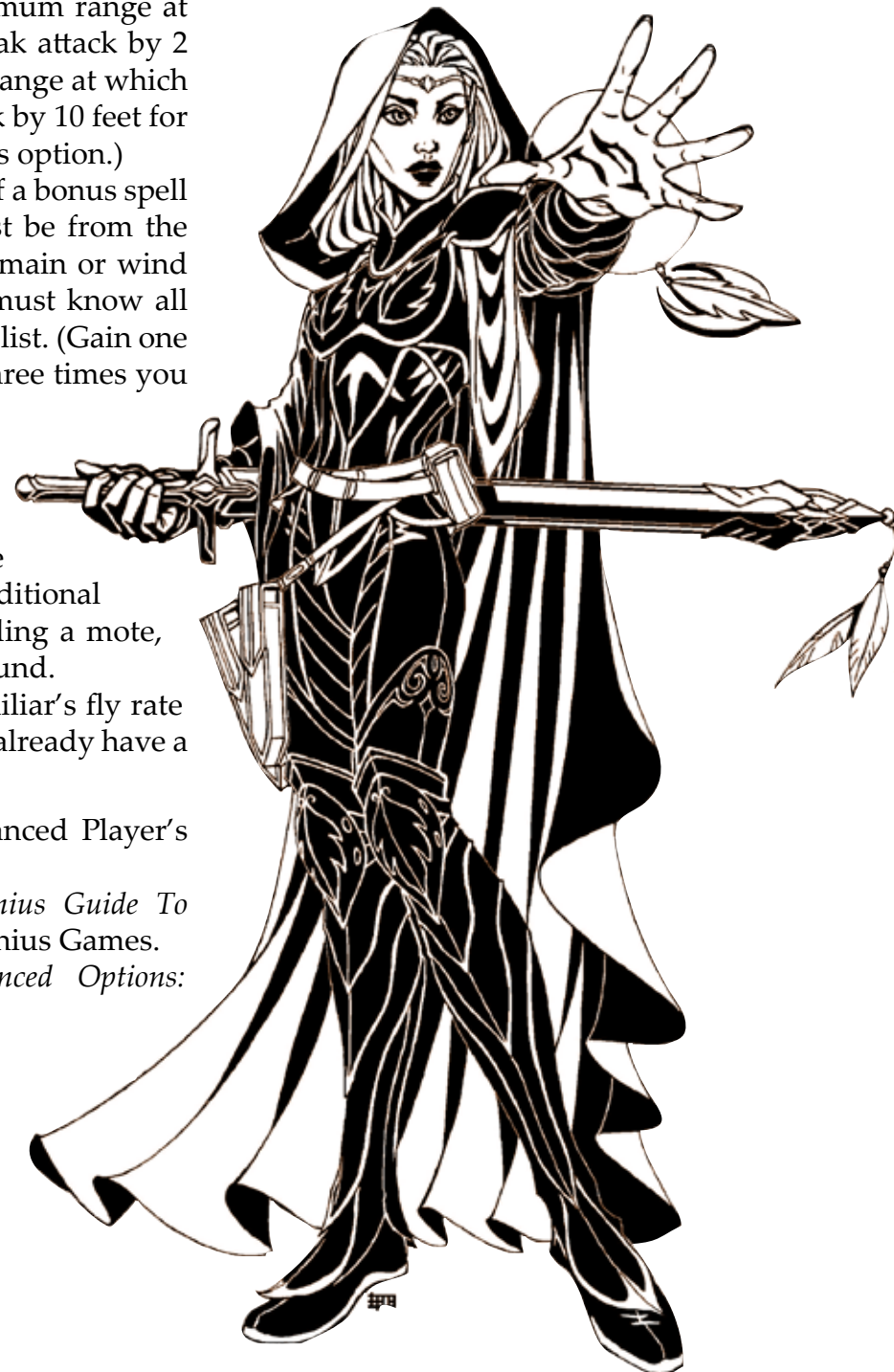
Time Thief:** Gain the ability to spend a mote to increase movement rate by 5 feet for 1 round. Each time you select this, you gain an additional 5 feet of movement by spending a mote, but the duration remains 1 round.

Witch*: Increase your familiar's fly rate by 5 feet. (If familiar does not already have a fly rate, it gains one.)

*Class found in the Advanced Player's Guide.

**Class found in the *Genius Guide To* series of PDFs from Super Genius Games.

***Class found in *Advanced Options: Inquisitors' Judgments*.



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