Avian

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| **+2**  **DEX** | **Size varies**  **[Magical beast] type** |
| **[Darkvision]**  **[Ghostwise sight] 45 feet** | |
| **BONUS FEATS**  **(choose one)** | **Exit Stage Left**  **Recon**  **Breakneck Pace** |

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| --- | --- |
| **8**  **HP/LEVEL** | **6**  **SKILLS** |
| **DEX**  **KOM** | **ANY MENTAL**  **KDM** |

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| --- | --- | --- | --- | --- | --- |
| Level | BAB | Fort | Ref | Will | Avian |
| 1 | +1 | +0 | +2 | +2 | Sky Hunter |
| 2 | +2 | +1 | +3 | +3 |
| 3 | +3 | +1 | +4 | +4 | Aerobatics |
| 4 | +4 | +2 | +4 | +4 |
| 5 | +5 | +2 | +5 | +5 |
| 6 | +6 | +3 | +6 | +6 | Flock Formation |
| 7 | +7 | +3 | +6 | +6 |
| 8 | +8 | +4 | +7 | +7 |
| 9 | +9 | +4 | +8 | +8 | Slipstream |
| 10 | +10 | +5 | +8 | +8 |
| 11 | +11 | +5 | +9 | +9 |
| 12 | +12 | +6 | +10 | +10 | Free Bird |
| 13 | +13 | +6 | +10 | +10 |
| 14 | +14 | +7 | +11 | +11 |
| 15 | +15 | +7 | +12 | +12 | Eagle Eye |
| 16 | +16 | +8 | +12 | +12 |
| 17 | +17 | +8 | +13 | +13 |
| 18 | +18 | +9 | +14 | +14 | Mach Speed |
| 19 | +19 | +9 | +14 | +14 |
| 20 | +20 | +10 | +15 | +15 |

The Avian racial track can be used to model all varieties of birds, winged mammals and other creatures that should logically have the Fly movement mode at 1st level, but aren’t properly represented by the Dragon track.

This track is heavily based on the Pegasus track, but it also takes some material from the Wildborn racial track.

Avians can be [Small], [Average] or [Large] - this is permanent, and decided during character creation.

1st Circle - Sky Hunter EX: You gain the Fly movement mode. In addition, you get the Avian Strike natural attack.

Avian Strike - Melee, range [Melee], [Brutal 2], [Reacting]

2nd Circle - Aerobatics EX: You gain a +2 bonus to Acrobatics. In addition, choose one of the following options. This choice is permanent.

>> Dive Attack: You charge at double your move speed and do not provoke attacks of opportunity while charging. You may make your attack at any point during the charge.

Once per [Round], on dealing damage as part of a charge, you deal additional damage with the [Precision] descriptor equal to your level. This increases to twice your level at 4th circle, and three times your level at 6th circle.

>> Dive Attack (revision): You charge at double your move speed and do not provoke attacks of opportunity while charging. You may make your attack at any point during the charge.

Once per [Round], on dealing damage as part of a charge, you deal additional damage with the [Precision] descriptor equal to your level. At 4th circle, whenever you charge, you may make a [Bonus attack] at any point during the charge. At 6th circle, any enemy you hit with an attack during a charge begins [Bleeding] and [Burning].

>> Presentation: Whenever you successfully use Acrobatics to Surprise an Opponent, the surprised opponent also suffers a -1 penalty to attack rolls and saving throws until the beginning of your next turn. At 4th circle, you can use Acrobatics as part of a move action without halving your speed. At 6th circle, each use of Surprise an Opponent affects up to two opponents - roll Acrobatics once and compare to the AC of each target.

3rd Circle - Flock Formation EX: Allies within [Close] range of you gain the Fly movement mode while they remain in [Close] range. This ability lasts for one [Round] after they leave [Close] range.

If any allies benefitting from this ability have a speed less than yours, their speed is increased to be equal to yours while they benefit from this ability.

Finally, choose one of [Ambush] or [High ground]. All of your natural weapons, and any weapons you are currently wielding, gain that weapon property if they do not already have them.

4th Circle - Slipstream EX: As a swift action, choose one ally within [Close] range besides yourself, plus one for every circle you have in this track. Chosen allies can move a distance equal to half of your speed. This movement provokes attacks of opportunity as normal.

5h Circle - Free Bird EX: You gain [Immunity] to effects with the [Binding] descriptor. Whenever you lose the Fly movement mode, you regain it at the start of your next turn. During your turn, you cannot be prevented from gaining the [Flying] condition.

In addition, you gain the Soar movement mode. It takes 5 [Rounds] to ascend or descend.

(In some cases, the GM may rule that it makes no logical sense for a creature at a given location to be able to fly - for instance, a dungeon hallway with really low ceilings.)

6th Circle - Eagle Eye EX: You gain a bonus equal to your character level on initiative rolls. In addition, you gain [Blindsight] with a range of 45 feet.

7th Circle - Mach Speed EX: When you use Slipstream, you can move a distance up to your speed, and you and all allies affected by Slipstream gain a 25% [Miss chance] for two [Rounds]. Allies can now benefit from Slipstream if they are within [Close] range of any point in your movement.