

Airwalker

Prime Requisite: DEX **Requirements:** none
Hit Dice: 1d4 **Maximum level:** 14

lvl	XP	Title
1	0	Hatchling
2	1200	Nestling
3	2400	Fledgeling
4	4800	Flyer
5	9600	Airboy
6	19200	Airjockey
7	38400	Aviator
8	75000	Ace
9	175000	Aeronaut
10	275000	Avion
11	375000	Aerialist
12	475000	Bombardier
13	575000	Air Marshall
14	675000	High Commander

It's not terribly difficult to enchant objects; wands, rings, even boots. But people? That's a little more difficult. Not impossible, though, as the airwalkers prove.

Airwalkers are regular human beings who have been enchanted to fly. Though they have no wings or magical talent, they can lift off the ground and propel themselves through the air with a thought, with a movement rate of 30'.

Airwalkers can use any **crossbow/bow** or **sword/knife**, and can wear **leather armor** or less. As airborne troops, airwalkers prefer the use of ranged weapons over melee, though they can protect themselves in the air as well as on the ground. Airwalkers have one **fighting style**, that of ranged weapons (bows/crossbows). They can **backstab** and **move silently** as a thief of their level. They gain a **+1 attack throw bonus** if they are using a ranged weapon, and can perform a **backstab with ranged weapons** (as well as Ambush, if they choose that proficiency). In fact, they are so precise as to be able to **shoot into melee with no penalty**.

Airwalkers each have a **totem animal**, a bird or other flying beast that helps them to fly their best. When within 30' of their totem animal, they gain a bonus proficiency as noted:

Bat: Infravision 30'

Eagle: Inspire Courage

Falcon: Running (flight speed of 60') (same stats as Hawk)

Giant Carnivorous Fly: Ambush

Owl: Alertness

Hawk: Combat Reflexes

Pterodactyl: Intimidation

Raven: Divine Blessing

Vulture: Endurance

At level 9, an airwalker can build a **Cloud Refuge**, a flying hideout. 1d6 1st to 3rd level airwalkers will settle there; while these airwalkers will need to be paid, they gain a +1 to morale because of security in numbers.

Airwalker Proficiency List

Acrobatics, Alchemy, Alertness, Ambush, Arcane Dabbling, Blind Fighting, Bribery, Combat Reflexes, Combat Trickery (disarm, incapacitate), Contortionism, Disguise, Eavesdropping, Fighting Style, Gambling, Intimidation, Land Surveying, Lockpicking, Mimicry, Running, Seduction, Skirmishing, Skulking, Swashbuckling, Trap Finding, Wakefulness, Weapon Finesse, Weapon Focus

Airwalker: Calculations

HD 0: d4

Fighting 1a: 500XP

trade off: narrow (leather or less)/narrow (bows/crossbows & swords/knives) +2 custom powers

trade off: 1 fighting style, +1 custom power

Thief 3 (10) 700XP

backstab, move silently, +8 custom powers

Fly (5): 30' movement rate in the air

Accuracy (1): +1atk throw

Sniping (1): can backstab w/ ranged weapons

Precise shot (3): can shoot into melee with no penalty

Totem animal (1): familiar w/ extra powers

Stronghold and followers: Cloud Refuge (hideout)

1d6 1-3 level airwalkers