



Amazing Races:

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER[®] ROLEPLAYING GAME

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Racial Feats and Racial Character Traits

Several new feats are featured below for members of the strix race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder*[®] *Roleplaying Game:* Advanced Player's GuideTM

Strix Feats

ARMED WITH WINGS

You can beat your opponents with your powerful wings.

Prerequisites: strix

Benefit: You gain two secondary wing attacks that deal 1d4 points of damage each.

IMPROVED WINGSHIELD

Your wings provide you with a passive measure of defense.

Prerequisites: Wingshield, strix, base attack bonus +3

Benefit: As long as you are not using your wings to fly, you gain a +1 shield bonus to Armor Class.

GREATER WINGSHIELD

Your wings form a bulwark of defense around you.

Prerequisites: Improved Wingshield, Wingshield, strix, base attack bonus +9

Benefit: As long as you are not using your wings to fly, you gain a +2 shield bonus to Armor Class. When you use your Wingshield feat as a move action, you gain a +3 shield bonus to Armor Class

RAZORWING

The bony structures that support your wings have been filed razor-sharp.

Prerequisites: Armed with Wings, strix

Benefit: Your wing attacks score a critical threat on a roll of 19-20.

WINGSHIELD

Your wings shield you like a leathery cloak. **Prerequisites**: strix

Benefit: As a move action, you can wrap your wings around you to gain a +2 shield bonus to Armor Class until the start of your next turn. You may not use your wings to fly while using or gaining the benefits of this feat; if you take flight before the start of your next turn, you lose this bonus.

Strix Character Traits

NATURAL FLIER

You took to the air at an early age... and never looked back.

Benefit: You gain a +1 trait bonus on Fly skill checks, and Fly is always a class skill for you. If you possess (or later gain) levels in a class for which Fly is a class skill, this bonus increases to +2.

NIGHTWING STEALTH

Using your naturally dark wings, you can hide in plain sight.

Benefit: You can use the Stealth skill to hide against the dark backdrop of the night sky, even without cover or concealment. You take a -10 penalty on checks made to hide this way.

Alternate Racial Traits

As described in the *Pathfinder*[®] *Roleplaying Game: Advanced Race Guide* TM , alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

Aerial Dodger: Strix with this racial trait gain the benefits of the Dodge feat while airborne. A stirix that possesses or later gains the Dodge feat gains no additional benefit.

This racial trait replaces the suspicious trait.

Man-Eater: Though strix are neither devils nor man-eaters by nature, some strix have resolved to live up to humanity's vile expectations of them. Once per day, a strix with this racial trait may choose to gain a +5 racial bonus on a single attack, damage, Knowledge, or Survival check made to attack, learn about, or track down a human creature.

This racial trait replaces the nocturnal trait.

Skyclimber: Strix with this racial trait always treat

*:See the Pathfinder® Roleplaying Game: Advanced Race Guide

the Climb and Fly skills as though they were class skills.

This racial trait replaces the suspicious trait.

Wasteland Sentinel: The steep crags of the strix's blasted homeland form natural ambush sites that many strix learn to take advantage of. Strix with this racial trait gain a +2 bonus on Climb skill checks, and on Perception skill checks made while the strix is perched at least 10 ft. above the ground.

This racial trait replaces the nocturnal trait.

Xenophobic: Many strix have virtually no contact with other races, save for the humans that wage war against them. Strix with this racial trait gain no bonus languages from possessing a high Intelligence score, and learn only one language per 2 ranks of the Linguistics skill that they possess. However, their untrusting nature grants them a +1 bonus against all mind- affecting effects except for fear effects.

This racial trait replaces the suspicious trait.

Strix Spell

Strix have access to the following spell.

Shatter Human Spirits

School divination; **Level** antipaladin 1, cleric/oracle 1, inquisitor 1, mesmerist 1

Casting Time 1 standard action **Components** V, S **Range** 60 ft.

Area cone-shaped emanation Duration concentration, up to 1 min./ level (D)

Saving Throw none; Spell Resistance no

DESCRIPTION

At the start of each round, you detect the presence or absence of humans (Humanoids with the human subtype, or creatures such as half-elves and half-orcs that effectively count as human) within the area of the spell. For each consecutive round that you detect the presence of a human, you gain a cumulative +1 bonus on the next Intimidate check that you attempt against a human, as exposure to the human aura compounds your fury and resentment toward members of that kind. If you use this bonus to attempt to Intimidate a human, the spell immediately ends.

Racial Archetypes

As described in the Pathfinder® Roleplaying Game: Advanced Player's Guide TM, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

THE SWIFTWING CRUSADER (Strix Paladin Archetype)

- Since the strix first came into contact with humanity, they have fought a desperate battle against man for control of their own lands. The swiftwing crusader is a champion of the strix people, resolved to save his kin from human brutality.
- A swiftwing crusader has the following class features.
- **Class Skills**: A swiftwing crusader gains Fly as a class skill.
- **Manhunter (Su)**: A swiftwing crusader gains an improved ability to kill or capture his ancient enemy, man. As a swift action, the swiftwing crusader can imbue one of his weapons with the human bane weapon special ability. This ability works similarly to the inquisitor's bane class feature, and counts as that class feature for all intents and purposes. At the paladin's option, all additional damage dealt by this ability is nonlethal damage.
- The swiftwing crusader may use this ability for up to 3 rounds per day at 1st level, plus one additional round per day at 4th level and again at every three levels thereafter, to a maximum of 9 rounds per day at 19th level. These rounds do not need to be consecutive.
- At 20th level, whenever the swiftwing crusader deals damage to a human using this ability, it must succeed on a Fortitude saving throw with a DC equal to (20 + the swiftwing crusader's Charisma modifier) or be paralyzed for 2d6 rounds. This ability replaces smite evil and alters holy champion.
- Oath Against Humanity (Ex): Like an oathbound paladin (see the *Pathfinder® Roleplaying Game: Ultimate Magic* sourcebook), a swiftwing crusader's code of conduct is expanded as follows:

- "Always heed the call of a community in danger from the savageries of humanity; be the first to aid a settlement or tribe, and never withdraw while a battle still rages. Show swift, unyielding justice to humankind – but remember also that humanity is an opponent which thinks you and your people monstrous and wicked. Show, too, mercy and civility to the races of men."
- Additionally, a swiftwing crusader adds the following spells to the paladin spell list at the indicated levels:
 - 1st command
 - 2nd *rage*
 - 3rd suggestion
- 4th freedom of movement

This ability alters the paladin's code of conduct.

Scent Humanity (Su): A swiftwing crusader gains the scent ability, but may only detect Humanoid creatures with the human subtype using this ability.

This ability replaces detect evil.

Aura of Vigilance (Su): At 3rd level, a swiftwing crusader gains Alertness as a bonus feat. If the strix possesses the suspicious racial trait, the bonuses granted by that trait are increased to +4, and each ally within 10 feet of him gains a +4 bonus on saving throws against illusion spells and effects, and a +2 bonus on Perception and Sense Motive skill checks. This ability functions only while the swiftwing crusader is conscious, not if he is unconscious or dead.

This ability replaces aura of courage.

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