



**T**he *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.)

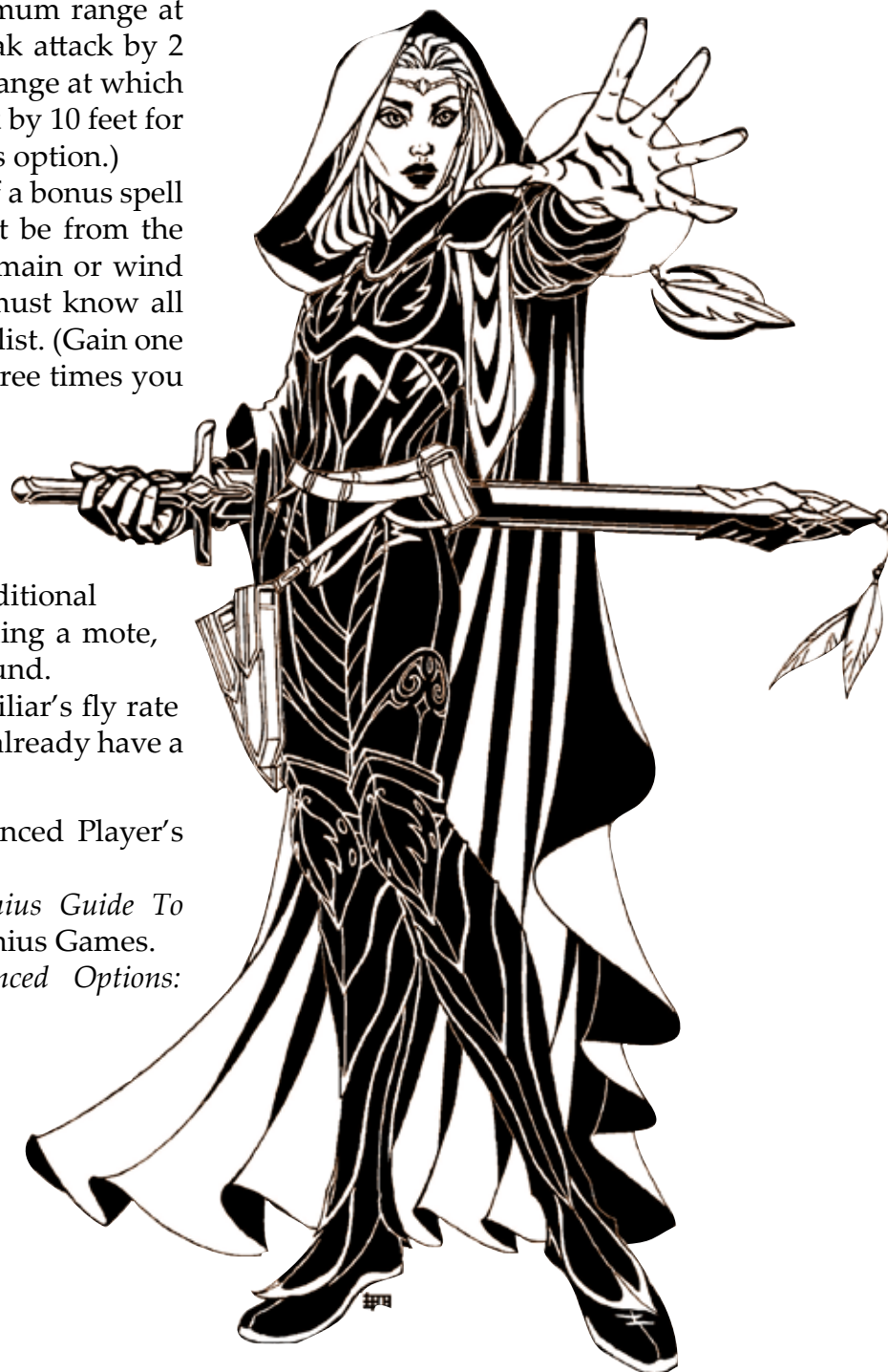
**Time Thief\*\*:** Gain the ability to spend a mote to increase movement rate by 5 feet for 1 round. Each time you select this, you gain an additional 5 feet of movement by spending a mote, but the duration remains 1 round.

**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*.





# WE ERR ON THE SIDE OF AWESOME!

## CREDITS

### Designer:

Owen K.C. Stephens

### Editor:

Miranda Horner

### Proofreader:

Jeremy Miller

### Cover Art:

Sade

### Interior Art:

The Forge Studios, Darkzel, Toby Gregory and  
Tamás Baranya

### Graphic Design and Typesetting:

Anthony Kenniston

### Creative Director:

Stan!

### Produced By:

Super Genius Games  
[www.supergeniusgames.com](http://www.supergeniusgames.com)

Contents ©2011 Owen K.C. Stephens  
Used with permission.

For more information about Super Genius Games and our upcoming  
products, follow us on Facebook:

[www.facebook.com/supergeniusgames](http://www.facebook.com/supergeniusgames), via Twitter: Owen: @  
Owen\_Stephens, Stan: @stannex, and/or Super Genius Games: @  
SuperGeniusRPG, or at our Yahoo Group: [http://games.groups.yahoo.](http://games.groups.yahoo.com/group/super-genius/)

[com/group/super-genius/](http://com/group/super-genius/)

All logos are the trademark of  
Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying  
Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information  
on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility,  
and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying  
Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo  
Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License.  
See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility  
license.



JS

DESIGNATION OF PRODUCT IDENTITY: The Super Genius Games (SGG) and OtherWorld Creations (OWC) company names and logos; the "Genius Guide To: Races of Wind and Wing Racial Options" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.  
DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.  
OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.  
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.  
Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.  
The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Bastards & Bloodlines: A Guidebook to Half-Breeds, Copyright 2003, Green Ronin Publishing; Author Owen K.C. Stephens.

The Genius Guide To: Races of Wind and Wing Racial Options. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens