

WINGED FOLK

Winged Folk, 1st-Level Warrior, Medium Monstrous Humanoids

Hit Dice: 1d8 (4 hp)

Massive Damage Threshold: 11

Initiative: +1

Speed: 30 ft. (6 squares), fly 60 ft. (perfect)

Armor Class: 13 (+1 Dex, +2 leather), touch 11, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Longsword +2 melee (1d8+1/19–20) or shortbow +2 ranged (1d6/×3)

Full Attack: Longsword +2 melee (1d8+1/19–20) or shortbow +2 ranged (1d6/×3)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 120 ft., frail, keen senses, true sight

Saves: Fort +3, Ref +1, Will +1

Abilities: Str 13, Dex 13, Con 12, Int 9, Wis 12, Cha 10

Skills: Listen +2, Spot +2

Feats: Flyby Attack

Environment: Kaiman

Organization: Solitary, pair, wing (4–16)

Challenge Rating: 1

Treasure: Standard

Advancement: By character class

Level Adjustment: +3

Dropping from the clouds is a rapidly descending humanoid. As he plummets, you see him draw a thin-bladed longsword. At the last moment, wings snap out from his back, suddenly changing his fall into flight, and his sword whisks out at you as he passes by.

There have always been legends of men and women who can fly. Some of the Known World's most ancient tales involve these strange stories, and through the generations, they grow more elaborate with each telling. Like anything about Kaiman, most regard these tales as nothing more than entertaining stories. Even faced with incontrovertible proof of their existence, such as when a group of winged folk came to Sanctuary to rescue a missing comrade with the help of Lythande, people find a way to dismiss the creatures as demons, witches, or as illusions created by mages.

Winged folk do in fact exist, but they are content in their own lands and rarely cross Kaiman's border to enter the lands of humanity. Those that do encounter humans are fascinated by their behavior, and nearly all winged folk are naïve about the depth of human corruption. Innocent, sensual, and graced with a powerful animal magnetism, winged folk are almost alien when compared to humans.

Winged folk speak the Language, the tongue of truly sentient creatures. Most winged folk learn human tongues as well before traveling through foreign lands.

COMBAT

Though the winged folk are peaceful and seek pleasure over war, most are trained warriors, capable in a fight. Nearly all winged folk use Flyby Attack to swoop down on their enemies, attempt to land a solid hit, then take to the air again.

Frail (Ex): Because of their fragile bone structures, winged folk are more susceptible to massive damage. All winged folk have a –3 racial penalty to their massive damage threshold.



Keen Senses (Ex): Winged folk see four times as well as a human does in shadowy illumination and twice as well in normal light.

True Sight (Su): All winged folk have the ability to see through falsehoods and illusions, as if under the effects of a permanent *true seeing* spell.

Skills: Winged folk have a +2 racial bonus to Diplomacy and Sense Motive checks.

The winged folk warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

WINGED FOLK AS CHARACTERS

Winged folk rarely leave Kaiman, content to live their lives in their free society. Only an extreme cause, such as punishment for a grave misdeed or in chase of one who performed such a deed, would motivate a winged folk to emerge from this secret land. Most winged folk are rangers, but a few make good witches and rogues.

Winged folk characters possess the following racial traits.

- +2 Dexterity, +2 Wisdom, +2 Charisma.
- Medium size.
- A winged folk's base land speed is 30 ft.
- Winged folk all have fly speeds of 60 ft. with perfect maneuverability.
- Frail (as above).
- Darkvision out to 120 ft.
- Keen Senses (as above).
- True Sight (as above).
- +2 racial bonus to Diplomacy and Sense Motive checks.
- Automatic Languages: The Language. Bonus Languages: Any (except for secret languages).
- Favored Class: Ranger.
- Level adjustment: +3.