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# SHATTERED SKIES

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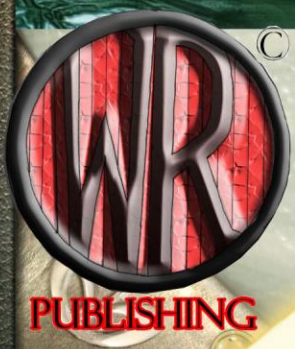
## CAMPAIGN SETTING



# WINDBLADE

## HYBRID CLASS

BY ROBERT GRESHAM



# WINDBLADE HYBRID CLASS

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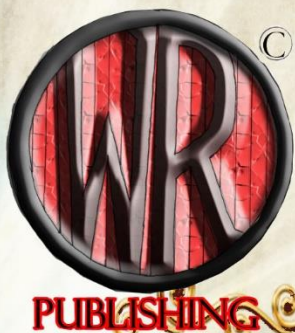
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## WINDBLADE

Scions of elemental bloodlines, windblades harness and employ the power of the air around them. These planes-touched souls are drawn to the skies, indulging in their mysterious abilities among the clouds. These innately powerful spellcasters fight with conjured weapons of pure electricity and it is these arms from which they derive their name. While some seek to protect the skies from the malevolent forces that dwell there, others seek to control, or ruin them with destructive environmental magic. Regardless, all windblades are drawn to the air above, and devote their lives to mastering its secrets.

**Role:** Windblades are mighty battle-sorcerers that harness the electrical currents of the sky to assail their foes. They complement parties that lack frontline fighters, and their later abilities are very beneficial to globe-trotting groups that frequently do combat off the ground.

**Alignment:** Any

**Hit Dice:** d8

**Starting Wealth:** 5d6 x 10 gp (average 175gp)

## CLASS SKILLS

The windblade's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Profession (Wis), Spellcraft (Int), and survival (Cha).

**Skill Ranks per Level:** 4 + Int modifier.

## CLASS FEATURES

### Weapon and Armor

#### Proficiency:

Windblades are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. Windblades are proficient with light and medium armor, plus shields (except tower shields).

**Spells:** A windblade casts divine spells, which are drawn from the druid spell list. She also adds a spell from the list Bonus Spells from her Skybond class feature.



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TABLE: WINDBLADE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day												
						1	2	3	4	5	6	7	8	9				
1st	+0	+2	+0	+2	Skybond, Elemental Sense, Eschew Materials, Weapon of Wind, Orisons	1*	-	-	-	-	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	Windstep	2*	-	-	-	-	-	-	-	-	-	-	-	-
3rd	+2	+3	+1	+3	SkyBond power, Skybond spell	2*	1*	-	-	-	-	-	-	-	-	-	-	-
4th	+3	+4	+1	+4	Resist the Elements, Weapon of Wind	3*	2*	-	-	-	-	-	-	-	-	-	-	-
5th	+3	+4	+1	+4	Skybond spell	3*	2*	1*	-	-	-	-	-	-	-	-	-	-
6th	+4	+5	+2	+5	Airbody 1/day	3*	3*	2*	-	-	-	-	-	-	-	-	-	-
7th	+5	+5	+2	+5	Skybond feat, Skybond power	4*	3*	2*	1*	-	-	-	-	-	-	-	-	-
8th	+6/+1	+6	+2	+6	Airbody 2/day, Weapon of Wind	4*	3*	3*	2*	-	-	-	-	-	-	-	-	-
9th	+6/+1	+6	+3	+6	Skybond power, Skybond spell	4*	4*	3*	2*	1*	-	-	-	-	-	-	-	-
10th	+7/+2	+7	+3	+7	Airbody 3/day	4*	4*	3*	3*	2*	-	-	-	-	-	-	-	-
11th	+8/+3	+7	+3	+7	Skybond spell	4*	4*	4*	3*	2*	1*	-	-	-	-	-	-	-
12th	+9/+4	+8	+4	+8	Airbody 4/day, Weapon of Wind	4*	4*	4*	3*	3*	2*	-	-	-	-	-	-	-
13th	+9/+4	+8	+4	+8	Skybond feat, Skybond spell	4*	4*	4*	3*	3*	2*	1*	-	-	-	-	-	-
14th	+10/+5	+9	+4	+9	Airbody 5/day	4*	4*	4*	4*	3*	3*	2*	-	-	-	-	-	-
15th	+11/+6/+1	+9	+5	+9	Skybond power, Skybond spell	4*	4*	4*	4*	4*	3*	2*	1*	-	-	-	-	-
16th	+12/+7/+2	+10	+5	+10	Airbody 6/day, Weapon of Wind	4*	4*	4*	4*	4*	3*	3*	2*	-	-	-	-	-
17th	+12/+7/+2	+10	+5	+10	Skybond spell	4*	4*	4*	4*	4*	4*	3*	2*	1*	-	-	-	-
18th	+13/+8/+3	+11	+6	+11	Airbody 7/day	4*	4*	4*	4*	4*	4*	4*	3*	2*	-	-	-	-
19th	+14/+9/+4	+11	+6	+11	Skybond feat, Skybond spell	4*	4*	4*	4*	4*	4*	4*	4*	3*	-	-	-	-
20th	+15/+10/+5	+12	+6	+12	Skybond power, Weapon of Wind	4*	4*	4*	4*	4*	4*	4*	4*	4*	-	-	-	-

\* = bonus spell from the Air Domain as per the cleric.

To learn or cast a spell, a windblade must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a windblade's spell is 10 + the spell level + the windblade's Wisdom modifier.

Like other spellcasters, a windblade can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Windblade. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells).

A windblade's selection of spells is extremely limited. A windblade begins play knowing four 0-level spells and two

1st-level spells of her choice. At each new windblade level, she gains one or more new spells, as indicated on Table:

Windblade Spells Known. (Unlike spells per day, the number of spells a windblade knows is not affected by her Wisdom score; the numbers on Table: Windblade Spells Known are fixed.) These new spells can be common spells chosen from the druid spell list, or they can be unusual spells that the windblade has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered windblade level after that (6th, 8th, and so on), a windblade can choose to learn a new spell in place of one she already



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knows. In effect, the windblade loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A windblade may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Unlike a wizard or a cleric, a windblade need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

**Skybond (Sp):** Each windblade has a spark of aerial magic somewhere in her heritage that grants her spells, bonus feats, an additional class skill, and other special abilities. This influence manifests in a number of ways as the windblade gains levels.

At 3rd level, and every two levels thereafter, a windblade learns an additional spell, derived from her air-touched bloodline.

At 7th level, and every six levels thereafter, a windblade receives one bonus feat, chosen from the list Windblade Bonus Feats. The windblade must meet the prerequisites for these bonus feats.

**Bonus Class Skill:** Knowledge (planes)

**Bonus Spells:** windchurn (1st), airblast (3rd), beneficent breeze (5th), trade wind (7th), gale scythe (9th), tempest hammer (11th), control winds (13th), overland flight (15th), vortex (17th), cyclone barrier (19th).

**Windblade Bonus Feats:** Agile Maneuvers, Armor of Air\*, Defensive Combat Training, Dodge, Enduring Weapon\*, Fleet, Nimble Moves, Skill Focus (Fly).

**Windblade Arcana:** Your caster level is treated as being 1 higher for spells with the air descriptor, as well as those that grant flight.

The following powers manifest as the windblade gains levels.

**Airstrike (Su):** At first level as a standard action, you can unleash an arc of electricity targeting any foe within 30' as a ranged touch attack that deals 1d6 +1 for each 2 levels of Windblade you possess beyond first (1d6+2 at 3rd level, 1d6+3 at 5th level, etc.). A Windblade may use this power 3 times per day.

**Buffered by the Sky (Su):** At 3rd level the air around you always acts to aid you. You gain DR 1/—, and take 1/4 damage from all falls.

**Airborne (Su):** At 9th level, you gain the ability to fly, which acts as the fly spell. You may do this a number of times per day equal to 3 + your Charisma modifier. You may grant this ability to another creature with a touch, but doing so counts as two uses against your daily limit.

**Ride the Lightning (Sp):** At 15th level, as a full-round action you can become a living lightning bolt and move in a straight line up to 10 times your speed. You do not provoke attacks of opportunity while moving in this way. Creatures or objects in your path are affected as by your thunderbolt power. Creatures do not block your movement but solid barriers do unless they are reduced to 0 hit points. You can use this power once per day for a number of rounds equal to your sorcerer level.

**Skylord (Su):** At 20th level, you can summon a whirlwind to carry yourself and your allies. As a free action you can create a platform of wind (up to 10 feet in diameter) that flies with a 60-foot movement rate under your direction. The platform is as stable as unmoving ground. The platform remains, unmoving, up to a minute after you are disabled, knocked out, or killed. You may only have one such platform in existence at a time and may dismiss it as a free action.

If you create an object with the create object or fabricate spells, you may choose to have the object be weightless and floating in mid-air. Such objects retain their weightlessness for 30 days after they are taken from your presence, though you can renew this property with a thought if within 30 feet. This material can be used to create a floating castle, though you must visit it once a month to keep it floating. If the effect ends after 30 days, it does so in a way that lets the material to settle down to the ground as if it was affected by a feather fall spell.

**Elemental Sense (Ex):** A windblade gains a +2 bonus on Knowledge (planes) and Survival checks.

**Eschew Materials:** A windblade gains Eschew Materials as a bonus feat at 1st level.

**Weapon of Winds (Sp):** Each day you may form a weapon of pure electricity that lasts a number of rounds equal to your Wisdom and Charisma modifiers +6. These rounds need not be successive. You create the weapon as a swift action, and it inflicts damage as noted on Table: Windblade Weapon Damage. This weapon counts as light for the purposes of proficiencies and feats.

Starting at 4th level and every 4 levels thereafter, you select an additional type of energy damage you may apply to your weapon of winds damage (ie acid, cold, fire, sonic).



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This additional damage is 1d6 at 4th level, 1d8 at 8th level, 2d6 at 12th level, 2d8 at 16th level, and 3d6 at 20th level.

TABLE: WEAPON OF WINDS DAMAGE

Level	Small	Medium	Large	Bonus Energy Dmg
1st	1d4	1d6	1d8	
2nd	1d4	1d6	1d8	
3rd	1d4	1d6	1d8	
4th	1d4	1d6	1d8	1d6
5th	1d6	1d8	2d6	1d6
6th	1d6	1d8	2d6	1d6
7th	1d6	1d8	2d6	1d6
8th	1d6	1d8	2d6	1d8
9th	1d6	1d8	2d6	1d8
10th	1d8	1d10	2d8	1d8
11th	1d8	1d10	2d8	1d8
12th	1d8	1d10	2d8	2d6
13th	1d8	1d10	2d8	2d6
14th	1d8	1d10	2d8	2d6
15th	1d10	2d6	3d6	2d6
16th	1d10	2d6	3d6	2d8
17th	1d10	2d6	3d6	2d8
18th	1d10	2d6	3d6	2d8
19th	1d10	2d6	3d6	2d8
20th	2d6	2d8	3d8	3d8

TABLE: WINDBLADE SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	4	3	2	-	-	-	-	-	-
8th	7	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	8	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	4	3	2	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	3	3	2	-
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

**Windstep (Ex):** Starting at 2nd level, a windblade may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

**Resist the Elements (Ex):** Starting at 4th level, a windblade gains a +4 bonus on saving throws against the spell-like and supernatural abilities of creatures with the elemental subtype.

**Airbody (Su):** At 6th level, a windblade can change into a Small air elemental. When taking the form of an air elemental, airbody functions as *elemental body I*.

At 8th level, a windblade can use airbody to turn into a Medium air elemental. When taking the form of an air elemental, the windblade's airbody now functions as *elemental body II*.

At 10th level, a windblade can use airbody to change into a Large air elemental. When taking the form of an air elemental, the windblade's airbody now functions as *elemental body III*.



At 12th level, a windblade can use airbody to change into a Huge air elemental. When taking the form of an air elemental, the windblade's wild shape now functions as *elemental body IV*.

## NEW FEATS

### ARMOR OF AIR (COMBAT).

*The wind itself embraces you, protecting you from harm.*

**Prerequisite:** Windblade level 9

**Benefit:** Your DR increases one point to DR2/-.

**Special:** You may take this feat multiple times, but only as bonus windblade feats from the Skybond class feature.

### ENDURING WEAPON

**Prerequisite:** Windblade

**Benefit:** Your weapon of winds lasts longer than other windblades.

The weapon created by your mystical ties to the sky lasts 3 rounds longer when used. These rounds need not be consecutive.

**Normal:** A windblades weapon of winds lasts a number of rounds equal to 3 + your wis and cha modifier.

## WINDBLADE SPELLS

### WINDCHURN

**School** evocation [air]; Level druid 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** flying creatures in range

**Duration** 1 round

**Saving Throw** Reflex negates; **Spell Resistance** yes

You cause the air around and above you to churn. While creatures on the ground merely feel a breeze, the chaotic winds buffet those in the air. All flying creatures who fail the saving throw must either land or spend the next full round keeping themselves righted. If a flying creature does neither, it falls.

Creatures flying magically do not fall but merely suffer a -2 circumstance penalty to attack rolls, saving throws, and checks during that round. The spell also inflicts 1d6 points of air damage per two caster levels (maximum 5d6) to all flying creatures in range, although the Reflex saving throw negates all damage.

### AIRBLAST

**School** evocation [air]; Level archon 1, cleric/oracle 2, druid 2, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. +10 ft./level)

Target one creature

**Duration** instantaneous

**Saving Throw** Reflex negates; **Spell Resistance** yes

You fire a blast of focused air at your target. This allows you to make a special combat maneuver check against target's CMD. You use a bonus equal to your caster level + the spell's level + your Intelligence, Wisdom, or Charisma modifier (whichever is highest). If you hit the target's CMD, you can affect the target with a bull rush, disarm, or trip. If you miss, the target cannot attempt to make a combat maneuver against you because of your failed attempt. If you bull rush the target with an airblast you move the target up to the maximum distance allowed by your CMB check without moving yourself.

### BENEFICENT BREEZE

**School** transmutation [air]; Level archon 2, bard 3, cleric/oracle 3, druid 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 minutes/level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes

*A strong wind surrounds the subject, aiding his movement. This wind has the following benefits.*

The subject can jump up to ten feet across, five feet up, or twenty feet down without making an Acrobatics check, and adds these distances to any jumps that are made with an Acrobatics check. At 8th-caster-level, these distances double.

The subject does not spend extra movement when moving through difficult terrain. At 8th-caster-level, the subject gains a +10 foot bonus to its move and fly rates. The subject gains a +10 bonus to all Climb checks, and does not lose its Dex bonus to AC when climbing. At 8th-caster-level, this bonus increases to +20.



## TRADE WINDS

**School** conjuration [air]; Level archon 3, cleric/oracle 2, druid 2, sorcerer/wizard 3, summoner 3, witch 2

**Casting Time** 10 minutes

**Components** V, S

**Range** touch

**Target** one creature or seagoing ship

**Duration** 24 hours

**Saving Throw** none; **Spell Resistance** no

You summon favorable winds for one seagoing vessel, causing a becalmed ship to have a typical amount of wind, and a seagoing ship to have winds that are easily negotiated. The ship's hourly and daily travel rate increases by 25%. This has no effect on the ship's tactical (per-round) movement. You cannot reduce the damaging effects of a storm, but you do negate its effect on a ship's travel speed.

Alternatively, you can cast this spell on one creature. The spell does not grant the creature a fly move rate, but it does increase the speed of a creature that already has a fly rate. The creature's maneuverability class is increased by one step (to a maximum of perfect), and its fly speed increased by 10 feet.

## GALE SCYTHE

**School** evocation [air]; Level archon 4, druid 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** short (25 ft. +5 ft./2 levels)

**Effect** 5-foot diameter disk of focused air

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

Gale scythe creates a focused arc of furiously whirling air you can direct against your enemies. The gale scythe is visible as a blur of shearing winds. It occupies the same space as a Medium creature, but does not threaten spaces around it. As a move action, you can move the gale scythe up to 60 feet each round. A creature occupying the same square as the gale scythe is subject to its trip attack (see below). The gale scythe can enter an occupied space, but doing so ends its movement for the round. Other creatures may freely enter the space a gale scythe occupies (or may be forced to do so), but are subject to its trip attack as soon as they do so. A gale scythe grants hard cover against ranged attacks that track their line of sight through the space it occupies.

The CMB for the gale scythe's trip attack is equal to your

caster level + plus your Intelligence or Wisdom modifier (whichever is higher) + plus the spell's level. Thus a 12th-level wizard with an 18 Intelligence casting gale scythe uses a CMB of +20 (caster level 12 + 4 Int modifier + 4 spell level).

While casting this spell provokes attacks of opportunity normally, subsequent attacks made with it do not. This spell functions indoors, underground, and underwater.

## TEMPEST HAMMER

**School** evocation [air]; Level archon 5, druid 4, sorcerer/wizard 5

**Casting Time** 1 round

**Components** V, S

**Range** medium (100 ft./ +10 ft./level)

**Effect** 5-foot radius column of focused air

**Duration** 1 round/level

**Saving Throw** Reflex partial; **Spell Resistance** yes

Immediately upon completion of this spell, and once per round thereafter, you may call down a 5-foot-radius, 30-foot tall vertical column of gale-force winds. The column of air slams down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Targets in the area suffer 3d8 bludgeoning damage and are subject to a bull rush attack. Targets that makes a successful Reflex save take no damage but are still subject to the bull rush.

The CMB for the tempest hammer's bull rush attack is equal to 8 + your caster level + your Intelligence or Wisdom modifier (whichever is higher) + the spell's level. Thus a 12th-level druid with an 18 Wisdom casting tempest hammer uses a CMB of +28 (8 + caster level 12 + 4 Wis modifier + 4 spell level). Targets are pushed directly away from you to the maximum distance allowed by the bull rush CMB check.

You need not call a column of air immediately; other actions, even spellcasting, can be performed first. Each round after the first you may use a standard action (concentrating on the spell) to call a column. You may call a total number of columns equal to your caster level (maximum 15 columns). While casting this spell provokes attacks of opportunity normally, subsequent attacks made with it do not.

If you are outdoors and in a stormy area—a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each column deals 3d12 points of bludgeoning damage (instead of 3d8) and the spell's CMB increases by +4. This spell functions indoors, underground, and underwater.





### CYCLONE BARRIER

**School** evocation [air]; Level cleric/oracle 9, druid 8, sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** wall up to 20 ft./level long and 10 ft./level high (S)

**Duration** 1 minute/level

**Saving Throw** none; **Spell Resistance** yes

A vertical curtain of swirling, visible wind appears. It is 5 feet thick and of hurricane strength. Gargantuan or larger creatures can move through the barrier normally. Huge creatures must make a DC 10 Strength check to move through the barrier on land, and a DC 20 Fly check to move through

while airborne. Large creatures must make a DC 15 Strength check to move through the barrier on land, and a DC 25 Fly check to move through while airborne. Medium or smaller creatures must make a DC 20 Strength check to move through the barrier on land, and cannot pass through the barrier if airborne.

Normal ranged attacks cannot be made through the wall, while ranged spell attacks, giant boulders, and siege weapons suffer a -8 penalty if made against a target on the far side of the cyclone barrier. Gases, gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it presents no barrier to incorporeal creatures). A structure or vehicle caught in the barrier suffers 4d6 damage each round (applying hardness normally).

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square cyclone walls to enclose specific points.

### WINDS OF VENGEANCE

**School** evocation [air]; Level cleric/oracle 9, druid 9, shaman 9, sorcerer/wizard 9; Subdomain wind 9; Elemental School air 9, wood 9

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** personal

**Targets** you

**Duration** 1 minute/level

You surround yourself with a buffeting shroud of supernatural, tornado-force winds. These winds grant you a fly speed of 60 feet with perfect

maneuverability. Neither your armor nor your load affects this fly speed. The winds shield you from any other wind effects, and form a shell of breathable air around you, allowing you to fly and breathe underwater or in outer space.

Ranged weapons (including giant-thrown boulders, siege weapon projectiles, and other massive ranged weapons) passing through the winds are deflected by the winds and automatically miss you. Gases and most gaseous breath weapons cannot pass through the winds.

In addition, when a creature hits you with a melee attack, you can shape your winds so they lash out at that creature as an immediate action. The creature must make a Fortitude Saving Throw or take 5d8 points of bludgeoning damage and be knocked prone (if on the ground). On a failed save, Huge flying creatures are checked and Large-sized or smaller flying creatures are blown away instead of knocked prone.

On a successful save, the damage is halved and the creature is not knocked prone (or checked or blown away).



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## CAMPAIN SETTING

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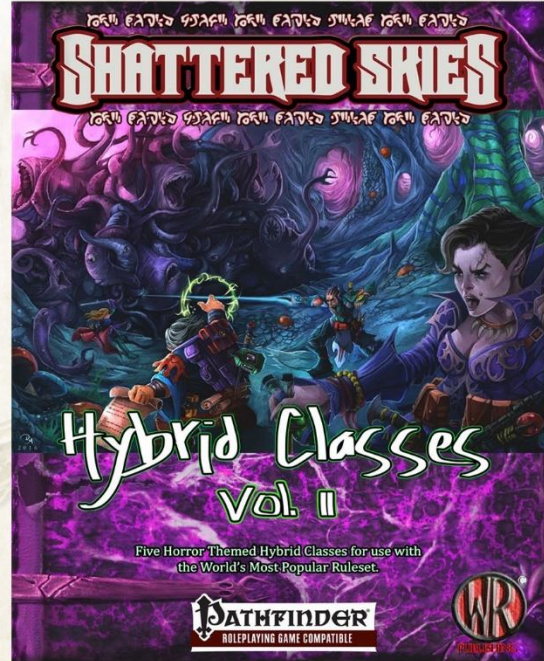


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# SHATTERED SKIES

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## WINDBLADE HYBRID CLASS

The Windblade is a hybrid druid-sorcerer with a deep connection to the skies. By harnessing its power, she manifests a blade of pure energy to attack her foes. She can take the form of air and use its might to soar through the clouds.

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