



*"The queen of storms, Garuda is the chosen primal of the Ixal. Though elegant of form and graceful in motion, the capricious and ruthless nature of this bloodthirsty being engenders mindless terror even amongst her devoted worshippers. Her wrath often erupts without warning, and descends upon her victims with unbridled fury."*

Table: Garuda	
Class Level	Special
1 <sup>st</sup>	Limit Break
2 <sup>nd</sup>	Garuda's Favor
3 <sup>rd</sup>	—
4 <sup>th</sup>	Aero II
5 <sup>th</sup>	—
6 <sup>th</sup>	Predator Claws
7 <sup>th</sup>	—
8 <sup>th</sup>	Aerial Armor
9 <sup>th</sup>	—
10 <sup>th</sup>	Aeroga
11 <sup>th</sup>	—
12 <sup>th</sup>	Hastega
13 <sup>th</sup>	—
14 <sup>th</sup>	Improved Uncanny Dodge
15 <sup>th</sup>	—
16 <sup>th</sup>	Shockwave
17 <sup>th</sup>	—
18 <sup>th</sup>	Precision Strike
19 <sup>th</sup>	—
20 <sup>th</sup>	Wind Blade

**Limit Break (Su):** At 1st level, Garuda receives the Limit Break (Aerial Blast).

*Aerial Blast (Su):* Garuda throws an explosive force of cyclones at a 30-ft.-radius area burst. Enemies within the area of effect take 1d6 points of wind damage per summoner level, with a Reflex save (DC 10 + half of the summoner's level + Garuda's Constitution modifier) for half damage.

**Garuda's Favor (Su):** At 2nd level, Garuda blesses all allies nearby with aerial barrier. All allies gain a +2 dodge bonus to AC for 1d6+1 rounds. The allies must be within 30 feet of Garuda when she uses this ability to receive these bonuses. This consumes 2 MP from the summoner. Blue mages may learn this ability as a 2nd level spell (Knowledge: Planes DC 19).

**Aero II (Sp):** At 4th level, Garuda is able to cast *Aero II* like the spell. This is a spell-like ability and consumes 2 MP from the summoner.

**Predator Claws (Ex):** At 6th level, as a full-round action, Garuda attacks five times with her talon attack with a -5 penalty.

**Aerial Armor (Su):** At 8th level, Garuda grants a windy barrier to nearby allies. All allies gain the effect of *Barrier*, as the white magic spell. The allies must be within 30 feet of Garuda when she uses this ability to receive these bonuses. This consumes 4 MP from the summoner. Blue mages may learn this ability as a 4th level spell (Knowledge: Planes DC 23).

**Aeroga (Sp):** At 10th level, Garuda is able to cast *Aeroga* like the spell. This is a spell-like ability and consumes 5 MP from the summoner.

**Hastega (Sp):** At 12th level, Garuda is able to cast *Hastega* like the spell. This is a spell-like ability and consumes 6 MP from the summoner.

**Improved Uncanny Dodge (Ex):** At 14th level, Garuda can no longer be flanked; she can react to opponents on opposite sides of her as easily as she can react to a single attacker. This defense denies creatures the flanking bonus by flanking her.

**Downburst (Su):** At 16th level, as a swift action, Garuda thrusts forward a burst of wind, causing creatures to be knocked backwards. Creatures within a 30-ft.-cone take 12d6 points of wind damage and are pushed back up to 30 feet away from Garuda. A successful Reflex save (DC 10 + half of the summoner's level + Garuda's Constitution modifier) halves the damage and negates the knockback. Blue mages may learn this ability as a 7th level spell (Knowledge: Planes DC 29).

**Precision Strike (Ex):** At 18th level, when Garuda confirms a critical hit with a talon, she deals ability damage in addition to the normal bonus damage from the critical hit. Garuda chooses which ability is damaged, and deals an amount of damage equal to 2.

**Wind Blade (Su):** At 20th level, as a full-round action, Garuda swing her arm out sending a 50-ft.-cone of wind that deals 15d8 points of wind damage. Creatures must make a Reflex save (DC 10 + half of the summoner's level + Garuda's Dexterity modifier) to receive half damage.