

Sky Druid

Some druids develop ties not to a particular landscape, but instead to the endless blue expanse of the skies. Such are the sky druids, who are more at home soaring through air than standing on the ground.

The sky druid is an archetype of the druid class, available only to sylph druids.

Weapon and Armor Proficiency: A sky druid loses medium armor proficiency.

Nature Bond (Ex): At 1st level, a sky druid who chooses an animal companion must select one with a fly speed. If choosing a domain, the sky druid must choose from the Air, Animal, Liberation, and Weather domains.

This ability modifies nature bond.

Sky's Embrace (Su): At 2nd level, a sky druid no longer takes falling damage, as though she were constantly under the effect of *choco feather*. Additionally, she may use her Fly skill in place of Acrobatics when making jump checks.

This ability replaces woodland stride.

Resist Storm (Ex): At 4th level, a sky druid gains a +4 bonus on saving throws against spells, spell-like abilities, and supernatural abilities with the elemental (wind), elemental (lightning) descriptors, or deals wind or lightning damage and against effects that control or modify the weather.

This ability replaces resist nature's lure.

Wild Shape (Su): At 5th level, a sky druid gains the ability to use wild shape. When a sky druid takes the form of a creature with a fly speed, this ability functions at her druid level + 1. For all other forms, she uses her normal druid level.

This ability otherwise functions as and replaces wild shape.

Soaring Form (Ex): At 9th level, a sky druid is no longer affected by altitude sickness or natural or magical wind.

This ability replaces venom immunity.

Into the Wild Blue (Su): At 13th level, a sky druid gains a fly speed equal to triple her base land speed (good maneuverability), replacing her racial fly speed and maneuverability.

This ability replaces plant whisperer.