

Skyseer

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

The skyseer is an archetype of the geomancer class, available only to aegyl geomancers.

Bird Companion (Ex): At 1st level, a skyseer gains a hawk animal companion or similar flying creature like a beastmaster, using the geomancer's level as her effective beastmaster level. The animal companion does not gain the shared saves special ability.

This ability replaces geomancy.

Resist Storm (Ex): At 4th level, a skyseer gains a +4 bonus on saving throws against spells with the wind or lightning descriptors and against effects that control or modify the weather (such as *sleet storm*).

This ability replaces terrain movement.

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

This ability replaces the earth speaks.

Mastery of the Skies (Ex): At 19th level, a skyseer's Fly Speed increases by double and her maneuverability increases by one category, as long as she does not carry more than a Medium load, is not wearing plate armor, and is not fatigued or exhausted. If a skyseer carries a heavy load or wear plate armor, her flight speed drops by half and her maneuverability drops by one category.

This ability replaces planar acclimation.