



“Lord of the Skies, his aerial blast can part the clouds!”

Table: Valefor	
Class Level	Special
1 st	Limit Break
2 nd	Wind Claw
3 rd	—
4 th	Aero II
5 th	—
6 th	Fury Claw
7 th	—
8 th	Aerial Armor
9 th	—
10 th	Sonic Wings
11 th	—
12 th	Slice
13 th	—
14 th	Swift Strike
15 th	—
16 th	Scouring Winds
17 th	—
18 th	Aerial Guard
19 th	—
20 th	Energy Ray

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

Aerial Blast (Su): Valefor fires a number of destructive beams, blasting all enemies in a 30-ft.-line, 10-ft.-wide. 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 + Valefor’s Constitution modifier) for half damage.

Wind Claw (Ex): At 2nd level, as a standard action, Valefor's claw shears air upon his enemy. If the claw attack hits, he adds 1d6 points of wind damage to his claw attack.

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

Fury Claw (Ex): At 6th level, as a standard action, Valefor viciously claws an enemy. If the claw attack hits, Valefor adds double his Strength modifier to the damage roll instead.

Aerial Armor (Su): At 8th level, Valefor grants allies an aerial barrier. All allies gains Damage Reduction 5/-. The allies must be within 30 feet of Valefor when he 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).

Sonic Wings (Su): At 10th level, as a standard action, Valefor sends a shock wave at an enemy, making two ranged touch attack rolls against a target within 60 feet. If the attack is successful, the target takes 5d6 points of wind damage per wave.

Slice (Sp): At 12th level, Valefor is able to cast *Slice* like the spell. This is a spell-like ability and consumes 5 MP from the summoner.

Swift Strike (Ex): At 14th level, as part of a full attack, Valefor can make two additional claw attacks. This attack is at Valefor's highest base attack bonus, but each attack in the round (including the extra one) takes a –3 penalty.

Scouring Winds (Sp): At 16th level, Valefor is able to cast *Scouring Winds* like the spell. This is a spell-like ability and consumes 7 MP from the summoner.

Aerial Guard (Ex): At 18th level, Valefor is considered to have concealment against ranged attacks. Any ranged attack has a 20% miss chance.

Energy Ray (Su): At 20th level, Valefor fires a super-charged beam, dealing 15d8 points of wind damage in a 60-ft.-line, 5-ft.-wide. Creatures within the area of effect must make a Reflex save (DC 10 + half of the summoner's level + Valefor's Dexterity modifier) for half damage.