

Wind Listener

The wind listener takes a sylph's natural curiosity to the extreme, enhancing her natural skill at subterfuge and eavesdropping with potent magic.

The wind listener is an archetype of the white mage class, available only to sylph white mages.

Forewarned (Su): At 2nd level, a wind listener hears the wind whisper warnings and can always act in the surprise round even if she fails to make a Perception roll to notice a foe, but she is still considered flat-footed until she takes an action. In addition, she receives a bonus on initiative checks equal to half her white mage level (minimum +1). At 20th level, anytime the wind listener rolls initiative, assume the roll resulted in a natural 20.

This ability replaces a mage talent gained at 2nd level.

Send Senses (Sp): At 4th level, as a standard action, a wind listener places a scrying sensor at a point within medium range (100 feet + 10 feet/white mage level) that she can see and have line of effect to. She can see or hear (not both) through this sensor for number of rounds equal to half her white mage level (minimum 1). The sensor otherwise functions as a *clairaudience/clairvoyance* spell with a caster level equal to her white mage level. She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

This ability replaces divine seal.

Wispy Form (Ex): At 10th level, the wind listener gains the ability to become airy and translucent as a standard action, gaining DR 10/magic and the effects of *greater vanish* for a number of rounds per day equal to her white mage level. These rounds need not be consecutive.

This ability replaces doublecast.

Listening to the Wind (Sp): At 15th level, the wind listener can call upon spirits of the air to uncover lost lore about a legendary person, place, or thing. Invoking the spirits takes 10 minutes, during which time the wind listener must be free of distractions and able to concentrate. Once called, the spirits seek out information on the subject of the wind listener's inquiries. This functions as the spell *legend lore* (caster level equal to the wind listener's white mage level), except that the wind listener is free to engage in other activities while spirits investigate on her behalf. The time required for the air spirits to return with this information is equal to what the casting time of the spell *legend lore* would have been if the wind listener had cast it.

The wind listener can use this ability once per week, and only if she does not currently have air spirits searching for information. If the air spirits are currently searching for information, the wind listener can end their task early as a standard action, dismissing the magical effect and not returning any information.

This ability replaces sudden metamagic.