

Windleaper

Since many years, many Ixal looked longingly into the sky, regretting the loss of their ability to fly. Where others look into tools, Windleapers decide to achieve a feeling of soaring through air with their skills alone.

The windleaper is an archetype of the dragoon class, available only to ixal dragoons.

Aerial Precision: At 1st level, the windleaper gains Weapon Finesse as a bonus feat.

This ability replaces strengthened agility.

Aerial Dodge (Ex): At 3rd level, the windleaper can use its innate Air affinity to maneuver mid-air slightly. After performing Acrobatics check to jump, the windleaper receives +1 dodge bonus to AC until end of turn. This bonus increases at 8th level and every five dragoon levels thereafter. This bonus is doubled against ranged attacks, and applies to them until beginning of his next turn.

This ability replaces armor training.

Deadly Agility (Ex): Starting at 4th level, the windleaper can use his Dexterity in place of his Strength for attacks performed after jumping.

This ability replaces an acrobatic talent gained at 4th level.

Windleaper Training (Ex): At 5th level, a windleaper can use non-finessable spears, lances and polearms as a finesse weapon. If the windleaper already has an ability that allows him to do so, it can be immediately retrained upon gaining this ability.

At 10th level, a windleaper gains a +1 bonus on attack and damage rolls with spears, lances, and polearms. This bonus increases by +1 for every five dragoon levels beyond 10th.

This ability replaces dragoon training.