

Tuesday's Two-Pager: Aerova

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Adding flight to capability to first level characters can wreck the balance of low-level modules. Most of these modules assume the party does not have access to flight. Sometimes this assumption can make a challenging module turn into a cakewalk when the ability to fly appears. Should a race with natural flight be required to start play at 5th level or higher? Can a race that can fly be turned into a player character race available for first level play? Here's one attempt.

What's Tuesday's Two-Pager?

Tuesday's Two-Pager is a new feature at the Throwing Dice Games website. Every other Tuesday you'll find a new two-pager in the free stuff section of the website. Each two-pager will feature new OGC for your d20 game.

AEROVA

Medium-size Monstrous Humanoid (Aerova)

Hit Dice: 1d8-2 (hp 2)

Initiative: +1 (Dex)

Speed: 20 ft., fly 50 ft. (average except minimum forward speed is 10 ft.)

AC: 13 (+1 Dex, +2 leather armor)

Attacks: Shortbow +3* ranged or shortsword +0 melee or long-spear +0 melee

Damage: Shortbow 1d6 or shortsword 1d6-1 or longspear 1d8-1

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Qualities: Cold resistance 5, far sight, racial traits

Saves: Fort +1, Ref +2, Will +0

Abilities: Str 8, Dex 15, Con 7, Int 10, Wis 11, Cha 12

Skills: Bluff +3, Diplomacy +3, Gather Information +3, Intuit Direction +2, Search +6*, Spot +2, Use Rope +2, Wilderness Lore +2

Feats: Flyby Attack

Climate/Terrain: Warm and Temperate Mountains and Hill

Organization: Solitary, Pair, Flight (6 warriors, 1 3rd level flight leader), Nest (5-10 adults, 4-20 noncombatants)

Challenge Rating: 1

Treasure: Standard

Alignment: Often chaotic good

Advancement: By character class

Aerovans are winged humanoids. Their flesh is human colored and hairless. Their wings are feathered, growing from a second shoulder system on their back. Feathers adorn their head from front to back in a ridge and their legs below the knees also grow long "tail" feathers. In flight, aerovans glide through the air gracefully like a hawk.

Combat

Aerovans are not strong and tend to favor ranged attacks. Their deficient short range vision adds to this tendency to attack at range. The arrangement of their wings prevents them from using Large weapons while in flight, except for piercing (only) melee weapons.

Outdoors, aerovans prefer reach weapons for attacking targets on the ground.

Far Sight (Ex): Aerovans can see much farther than most humanoids. They see things 100 feet away as well as a human see things at hand. Within 100 feet, their sight is a bit fuzzy. See the Aerovan Vision table for details.

Aerova Racial Traits: See the racial traits below.

Skills: Aerova have a +4 bonus to all Search checks involving the ground due to their innate nervousness about it.

Aerova Society

Aerovans tend to live in small, nomadic communities located on sheer rock faces. Using mining equipment, they carve an entire village (or aerie) into the side of a cliff. Each home will

have a large front room that is open to the outside where the family spends much of its time and an interior room used just for sleeping and storing of valuables. But these structures are not permanent. Aerovans are mostly hunter/gatherers and would completely wipe an area if they stayed too long. They travel each season from area to area like nomads, reusing old aeries every other year.

Aerova Characters

The aerova favored class is bard or rogue. Aerovans with both classes use the higher of the two classes as their favored class. Aerovans leaders are generally bards. Aerovans worship the Sun Father, who grants the Air, Earth, Protection and Sun domains.

AEROVANS AS A PLAYER CHARACTER RACE

Aerovans have great long range vision. So great that their short range vision suffers. Because of this aerovans prefer wide open spaces.

Personality: Aerovans are extremely outgoing. They move well in social situations. They are easily distracted by things that happen next. Some would call this flighty behavior but from the aerova's point of view, he is circling a topic. Once the other topic fades, he will circle back to the first one.

Physical Description: Lithe and graceful, an aerova looks like a normal man with feathered wings growing from a second set of shoulder blades behind his arms. Feathers grow up their spine and sprout on top of their head in a line like a horse's mane. An aerova's feathers are usually a single color ranging from very light pink to white to very light blue. Feathers also grow on the back of their legs from the knee down. Aerova never wear anything on their lower legs as this interferes with their stability in flight. Fully outstretched, an aerova's wings span 10-12 feet. An adult aerova weighs half as much as an adult human of the same height, though aerova tend to be taller than humans.

On the ground, aerova walk carefully, fully aware of each step. Their wings fold behind their back well enough that with a hat, pants and shoes on, they could pass for a human from the front. A cloak over their wings would make them seem hunchbacked.

Aerovans wear tight fitting togas around their torsoes, preferring to leave their arms and legs (and wings) unclothed. Lacking the ability carry a backpack, they often string sacks to a belt around their waist.

Relations: Aerovans are extremely friendly, almost to a fault. They get along with most other races very well. Dwarves who have never been to an aerova aerie tend to think little of aerova. They consider the aerovans worthless scavengers. But once shown the engineering of a full aerie, they begrudge their chaotic ways. Elves find aerovans a little too fun loving. Gnomes enjoy the company of aerovans because aerovans fall for gnomish pranks all the time. Halflings and humans find the aerovans a little flighty but admire their ability to work a crowd.

IMPROVED MANEUVERABILITY

Prerequisite: Natural flight.

Benefit: Your flight maneuverability is raised one class higher than it was.

Alignment: Aerovans are free spirits. While they run the gamut of alignments, they tend toward chaotic good.

Aerova Lands: Aerovans are nomads. They do not farm. Hunting and gathering food from the raw wild is how they survive. The build semi-permanent towns in cliff faces. These towns, or aeries, can house several hundred aerova. Each season they move to a different aerie both for reasons of climate and to avoid depopulating an area of berries and game.

Religion: Aerova worship the Sun Father, who grants the Air, Earth, Protection and Sun domains. Aerova nests tend to have a single patron deity that all members worship. This patron is prayed to during all migrations.

Language: The aerova language is difficult for some humanoids to reproduce. It contains clicks, whistles, and pitch variation. Whistles are usually written with a double-L or 'W'. Pitch variation can occur anywhere within a word and usually marked by a '/' for up and a '\' for down. An apostrophe or exclamation point in a word indicates a click, where an exclamation point click has a lower pitch and longer duration than the apostrophe. The language uses the Draconic alphabet.

Names: Aerova often have descriptive names. Some translate their names into Common, others enjoy watching other races try to recreate the whistles and clicks of their native language. An aerova name starts with the nest and is followed by the given name.

Nest Names: Hw/\', R/eeee, S'w/ll\o, S'a'to, T'lalo, ' ' ' '!'

Female Names: Nyeeee/e, Tay'eeta, W/\', W/pw\

Male Names: Ar', Aw//aw//, D'èeta, ' Kaaw

Adventurers: Aerovans do not like dungeon adventuring. Even city adventuring can annoy them. They prefer places where they can stretch their wings. There is no

psychological reason why they cannot go into dungeons. Aerovans do not suffer from claustrophobia. Some even relish the handicap of not being able to just fly away from danger that a dungeon provides. They prefer the social skills over the dungeoneering and thieving skills available to bards and rogues.

AEROVAN RACIAL TRAITS

- -2 Strength, +4 Dexterity, -4 Constitution, +2 Charisma: Aerova are agile but light and somewhat fragile.
- Aerova are Medium-sized but because of their low bone density, they can only carry (lift or drag) $\frac{3}{4}$ of what a similarly sized creature with the same Strength score could carry, just like Small creatures.
- Aerova base speed is 20 feet. Aerova can fly at 50 feet (with average maneuverability) but must have a 15 foot area in which to spread their wings in order to take flight. Aerova cannot use Large weapons in flight, except for piercing melee weapons.
- Aerova are far-sighted. Their long range sight is much better than a human's but they have trouble with detail at close range. They gain a +10 bonus to Spot checks to offset range but for each 20 feet less than 100 feet they suffer a cumulative -1 vision penalty. Thus at 40 feet they have a total -3 penalty to all Spot checks which goes down -0 at 100 feet then increments normally as per the Spot skill description; i.e. -1 at 110 feet, -2 at 120 feet, etc. See chart in sidebar. This vision penalty affects all skills involving short and long range distances including: Alchemy (in an unfamiliar lab), Appraise, Climb (without a rope), Craft (with unfamiliar tools), Decipher Script, Disable Device, Disguise, Forgery, Heal, Innuendo, Jump (if landing area is small), Open Lock, Pick Pocket, Read Lips, Search, Spellcraft (when determining opponent spell choice and similar uses), Spot, Use Magic Device, and Wilderness Lore (when tracking).

AEROVAN VISION

Range (Feet)	Vision Penalty
0	-5
10	-5
20	-4
30	-4
40	-3
50	-3
60	-2
70	-2
80	-1
90	-1
100	0
110	-1
120	-2
130	-3
140	-4
etc.	etc.

- When making ranged attacks within 100 feet, the aerova suffers an attack penalty equal to its vision penalty or the range increment penalty of the weapon, whichever is worse. After 100 feet, the aerova gains a +2 bonus to all ranged attacks, although range increment penalties still apply.

- Because of their altered eyesight, aerova gain a bonus to all saving throws against gaze attacks equal to the positive value of their vision penalty based on range. Thus, an aerova within 20 feet of a medusa would gain a +4 bonus to its saving throw against the medusa's petrifying gaze.

- Automatic Languages: Common and Aerovan. Bonus Languages: Auran.

- Favored Class: Bard or Rogue. If an aerova has levels in both classes, the class with the most levels is considered favored.

- Aging: *Middle Age:* 35 years; *Old:* 55 years; *Venerable:* 75 years; *Maximum Age:* +2d20 years. *Adulthood:* 16 years; *Barbarian, Rogue, Sorcerer:* +1d4 years; *Bard, Fighter, Paladin, Ranger:* +1d6 years; *Cleric, Druid, Monk, Wizard:* +2d6 years.

- Height/Weight: *Height, male:* 5' 0" + 2d12 inches; *Weight, male:* 50 pounds + 2d3 pounds/additional inch; *Height, female:* 4' 8" + 2d12 inches; *Weight, female:* 40 pounds + 2d3 pounds/ additional inch.



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