

WINGLING

You're a wingling, a lean, pigeon-sized humanoid with a pair of feathered wings sprouting from between your shoulder blades. Except for the wings, you appear to be an attractive human with a height of about a foot and a weight of less than a pound. Your wings match the pattern and coloration of the first bird that you ever saw. Wingling parents therefore go through great lengths to ensure that their child's first bird is as interesting as possible – blue jays, cardinals, orioles, red-winged blackbirds and similar striking species are preferred over wrens, sparrows and other drab choices. Some even blindfold the child and carry them to the presence of the desired "pattern parent" as a guarantee of spectacular wings.

By nature you are gregarious, and delight in interacting with larger humanoids, such as humans, elves and pechs (which are still pretty big to you!). Almost all winglings emotionally connect themselves to one of these larger humanoids for companionship and protection. Though most would think that your protection would be the primary reason, you readily defend your chosen companion as you would your closest loved one. Many times has a young woman's honor been defended by a stalwart wingling; small enough to hide in an apron pocket, but fierce enough give the aggressor more than a moment's pause.

Common Personality Traits: Brave, cheerful, courteous, friendly, flirtatious and playful.

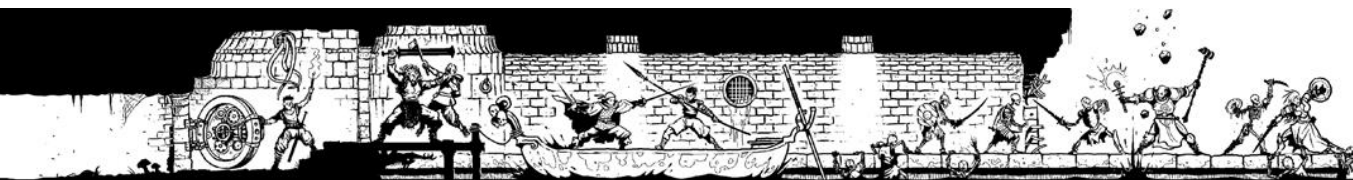
Common Physical Traits: Attractive physical features, well-defined physique, feathered wings sprouting from back, with wing feathers often echoing songbird patterning and coloration.

Example Names: Arwil, Jockin, Prolyn, Sandow, Zeek

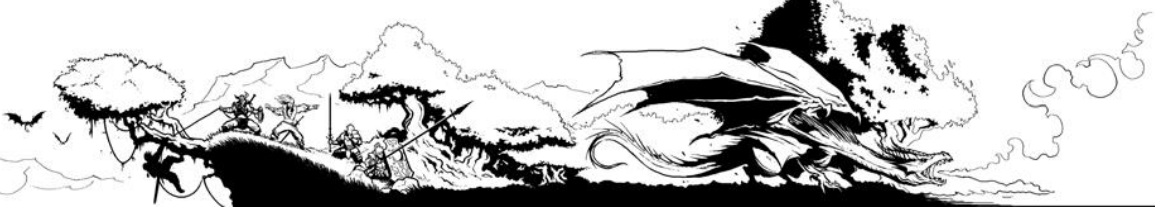
Splinter Race Feats: Winglings have no known splinter races. However, some do more than just mimic the wing plumage of the first bird they ever saw. The "plumage" species feats allow you to express your true affinity for your "pattern parent".

Type: Diminutive biped folk with a Reach of 1 (*see Fantasy Craft, page 227*). Your maximum wounds equal your Constitution score x 1/3 (rounded up).

- **Attributes:** +2 to the lower of Dexterity or Charisma, –2 Wisdom
- **Base Speed:** 10 ft.
- **Acrobatic Original:** Acrobatics is an origin skill for you.
- **Cat Fall:** You suffer 1 less die of damage from falling.
- **Charming:** Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5.
- **Heroism:** You gain a +1 bonus with all attack and skill checks you make during Dramatic scenes.
- **Lean Season:** You require only 1 common meal per day.
- **Natural Elegance:** Your Appearance bonus increases by +1.
- **Skirmishing:** If you are wearing no armor or partial armor, your base defense increases by 2.
- **Winged Flight:** You may fly with a Speed of 50 ft.



WINGLING (LTI) (SPECIES)



WINGLING WEAPONS

Due to their extremely small size, winglings have a very limited pool of weapons they can use without the Small-scale upgrade (*Fantasy Craft*, page 184). Though this list is limited, it is not narrow, with Blunt, Edged, Hurler, Bow and even Black Powder represented.

Blunt: Bullwhip, Chain, and Sap.

Edged: Dagger, Fan Blade, Hand Claw, Hook, Main Gauche, Punch Dagger, Razor, Sickle/Kama, and Stiletto

Hurled: Bomb, Concussion Bomb, Flash Bomb, Greek Fire, Lasso, Shuriken, Sling, Small Rock, and Throwing Knife

Bow: Hand Bow

Black Powder: Pocket Pistol

Unless there is a heavy Asian influence in your campaign, then the wingling weapons of the fan blade, hand bow, and shuriken should prove to be unique and thematic racial weapons for the foot tall flying heroes. All three weapons use the standard stats from the *Fantasy Craft* rulebook – only the form and design is changed to create a racial version of the weapon.

The wingling fan blade (known to them as the wing blade) is the preferred melee weapon of most winglings; as iconic for them as a dwarf with an axe or an elf with a long sword. The wingling fan blade only opens to about 30° to 45° and often used in two hands by the diminutive combatants – even flipping them around their body and using them as “auxiliary maneuvering wings” at times.

The wingling bow is simply a traditional bow downsized for winglings and uses the standard stats of the hand bow from the *Fantasy Craft* rulebook.

The wingling shuriken (wingling name: Zammer) has an aerodynamically flattened “S” or “Z” shape between 1.5 and 2 inches at its widest, with razor sharp outer edges and points while the “inner arm” is dull and rounded. Winglings throw the shuriken via a “Frisbee-like” or “discus” action, gripping the inner arm and producing spin with a quick wrist snap.

NEW ROGUE TEMPLATE

WINGLING (+7 XP):

Benefit: The NPC's Size drops to Diminutive, Defense increases by 2 grades, Base Speed decreases by 20 ft., and gains Winged Flight (50 ft.).

NEW RANGED COMBAT FEATS

For more about these feats, see *Fantasy Craft*, page 92.

ZAMMER MASTER

You'll happily stay out of arm's reach and teach others to respect the lowly zammer.

Prerequisites: Wingling, Hurler Forte

Benefit: You take the first step along the Path of Shuriken (see next page). After Career Level 1, each time you would gain a feat from your Career Level, you may instead take another step along this path.

NEW SPECIES FEATS

The following new Species feats expand the abilities of winglings in any campaign containing them as a character option.

PLUMAGE OF THE CORVID

Your parents wanted you to be clever, so your pattern parent is a clever, clever bird. It worked.

Prerequisites: Wingling, Level 1 Only

Benefit: Your Wisdom rises by 1. Also, Bluff is an Origin skill for you. Finally, your wings' feather patterns have the appearance of any one of the dozens of blackbird, crow, or jay species.

PLUMAGE OF THE GAMEFOWL

Even the most colorful and flamboyant of game birds have an uncanny ability to pull their wings in tight and disappear into their surroundings. So do you.

Prerequisites: Wingling, Level 1 Only

Benefit: Blend is an Origin skill for you. Also, you gain 1 rank in blend and a +1 morale bonus to all blend checks. Apply this bonus rank before spending skill points. Finally, your wings' feather patterns have the appearance any one of the dozens of gamefowl species.

PLUMAGE OF THE HUMMINGBIRD

Shining, iridescent feathers. Stunningly precise flight maneuvers. Uncanny hovering capability. These terms describe both you and your pattern parent exactly.

Prerequisites: Wingling, Level 1 Only

Benefit: You don't suffer the typical error range penalties associated with flying (see *Fantasy Craft*, page 227). Also, your Appearance bonus increases by +1. Finally, your wings' feather patterns have the appearance of any one of the dozens of colorful hummingbird species.

PLUMAGE OF THE OWL

Your wing pattern may not dazzle, but your feathers mimic your pattern parent's silent flight perfectly.

Prerequisites: Wingling, Level 1 Only



PATH OF SHURIKEN

Shuriken I

You may attack with shuriken on your person without readying them. When you defeat an adversary with a thrown shuriken, you gain 2 Edge.

Shuriken II

When you throw shuriken they inflict 1d6 lethal damage and their damage cannot be reduced to less than 1 by DR and/or Resistances.

Shuriken III

Each round during your initiative count you may spend up to 3 Edge to make that many free attacks with shuriken.

Shuriken IV

Any opponent you hit with 3 or more shurikens in a single round becomes *entangled* until he moves at least 10 ft. from that square or spends 2 handle item actions to free himself.

Shuriken V

You may spend 1 Edge to "reveal" that you have 10 normal shuriken on your person. No amount of searching you or removing your gear can prevent you from revealing shuriken this way.

Benefit: You gain *darkvision II* and *light-sensitive* (see *Fantasy Craft*, pages 233 and 234). Also, your maximum rank in Sneak increases to your Career Level + 5. Finally, your wings' feather patterns have the appearance of any one of the dozens of owl species.

PLUMAGE OF THE PARROT

Colorful, noisy, outgoing... your parents wanted you to be noticed.

Prerequisites: Wingling, Level 1 Only

Benefit: Your Charisma rises by 1. Also, your Panache increases by 1. Finally, your wings' feather patterns have the appearance of any one of the dozens of colorful parrot species.

PLUMAGE OF THE RAPTOR

Your parents felt pretty wings take second place to a predator's power.

Prerequisites: Wingling, Level 1 Only

Benefit: You gain the unarmed proficiency. Also, your visual range increments are equal to your Wisdom score x 50 ft. Finally, your wings' feather patterns have the appearance of any one of the dozens of bird of prey species.

PLUMAGE OF THE SONGBIRD

Your voice has a lyrical quality that enchants others, much as your pattern parent's song does.

Prerequisites: Wingling, Level 1 Only

Benefit: You gain the *Beguiling* NPC quality (*Fantasy Craft*, page 231). Also, your Appearance bonus increases by +1. Finally, your wings' feather patterns have the appearance of any one of the dozens of colorful songbird species.

PLUMAGE OF THE WATERFOWL

Your feathers are waterproof and, though you don't migrate, you have your pattern parent's innate sense of direction.

Prerequisites: Wingling, Level 1 Only

Benefit: You gain *Swim* (1/3 *flight speed* (rounded to the nearest 5 ft.) *in feet*) and a +5 insight bonus on all Athletics (swim) checks. Also, you may automatically cast *Orient Self* a total number of times per scene equal to your starting action dice. Finally, your wings' feather patterns have the appearance of any one of the dozens of waterfowl species.

WINGLING BLOOD

Maybe you were hatched from an egg, maybe not. Your parents said that they'll explain everything when you're older. Much older.

Prerequisites: Non-wingling Folk, Level 1 only

Benefit: Your size drops by two categories (minimum of Diminutive), your base speed drops by half (minimum of 10 feet), and you gain winged flight (50 ft.). Also, Acrobatics is now an origin skill for you and you require only 1 common meal per day. Finally, you may select feats as if you're a wingling.

Special: You may only have 1 "Blood" feat. When you gain this feat you may reduce any of your attributes by 2 to gain an additional Species feat with the requirement "Level 1 only."

RACIAL ARMOR AND WEAPON UPGRADES

The following craftsmanship upgrades follow the same parameters as those in *Fantasy Craft* (see *Fantasy Craft*, pages 184-186) – namely that of a racial construction/craftsmanship upgrade for the wingling race.

Table 4.18 (New Addition): Armor Upgrades (Craftsmanship)

Name	DR	Effect	DP	ACP	Speed	Disguise	Const	Comp	Weight	Era	Cost
Wingling	—	+1 to Appearance	—	—	—	—	—	+2	—	Primitive	+100%

Table 4.25 (New Addition): Weapon Upgrades (Craftsmanship)

Name	Effect	Const	Comp	Weight	Era	Cost
Wingling	+2 threat range vs. larger	-1 save	+5	-25%	Feudal	+200%

WINGLING (LTI) (SPECIES)

ARMOR UPGRADE DESCRIPTIONS

Wingling: Wingling made armor is decorated with filigree, intricate threadwork and numerous other fine detailed decorations.

WEAPON UPGRADE DESCRIPTIONS

Wingling: Wingling made weapons are light, fine, and capable of zeroing in on larger opponent's weak points.

NEW MASTER CLASSES

There is one new master class that accompanies the addition of Winglings as a playable race to a campaign, the Legendary Wingling.

LEGENDARY WINGLING (MASTER)

Winglings are used to dealing with a dismissive world that looks down on them, and the race long ago developed the general attitude to stare it down into submission. Legendary winglings take this view a step further, readily challenging themselves against whatever the world sees fit to throw at them – and they readily throw themselves right back at it. Many legendary winglings proudly use their wing blades, zammers and bows (see the *Wingling Weapons sidebar, page XX*) and many choose to master one of their racial weapons. There is a certain poetic justice in laying an opponent low with a weapon that a human can easily hide in his closed fist... proof than dangerous things can come in small packages.

Depending on your campaign, a Legendary Wingling could be...

- A carefree wanderer, out to see (and experience) a bigger world than most
- A boon companion, keeping a watchful eye out for the safety of his chosen
- One of the foremost scouts of the realm – able to reconnoiter swiftly, discreetly, and, if need be, with extreme prejudice
- One half of a pair of daring, charismatic rogues, living life to the fullest and always watching each other's backs
- A well-versed trickster, always ready to bring a condescending big'un down a notch or two

Party Role: Combatant. The Legendary Wingling is an effective combatant against opponents that are larger than him, which is most of them.

CLASS FEATURES

Favored Attributes: Dexterity, Charisma, Intelligence

Requirements: Wingling, Acrobatics 10+ ranks, Panache 4+, Giant Slayer Basics feat



Class Skills: Athletics, Blend, Impress, Notice, Resolve, Sense Motive, Sneak, Tactics

Continuity: At Level 1, choose 2 skills that are class skills for any of your other classes. These become Legendary Wingling class skills for you.

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

CLASS ABILITIES

Wingling Epitome: You display many of the most renowned traits of your kind. At Level 1, you gain 1 additional Species feat. With GC permission, this feat may possess the "Level 1 only" prerequisite (see *Behind the Curtain: Racial Epitomes, next page*). If you do not qualify for any Species feats when you gain this ability, you instead gain 1 Style feat.

The Bigger They Are...: At Level 1, you gain the Giant Slayer Mastery feat. Also, you gain a trick.

Nothing But Air! (Defensive Grapple or Bull Rush Trick): When a character two or more Sizes larger than you attempts to initiate a grapple with you or perform a bull rush on you, you may spend 1 Edge to double your size modifier for this resisted grapple (Athletics) check, or to reverse the size modifier for resisting this bull rush (adding +2 per size category to the smaller combatant – you – in the bull rush instead of the larger). If you win this bull rush's opposed (Athletics) check, the bull rusher doesn't move back 5 ft. and becomes *sprawled*; he simply continues on past you



Table X.X: Legendary Wingling

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+0	+0	+2	+1	+2	+1	+1	+0	The bigger they are..., wingling epitome
2	+1	+0	+3	+2	+3	+1	+2	+1	Flit knight
3	+2	+1	+3	+2	+3	+2	+2	+1	Zammer master
4	+3	+1	+4	+2	+4	+2	+2	+1	Living legend, ...the harder they fall!
5	+3	+1	+4	+3	+5	+3	+3	+1	Tougher than you look

5 ft. + an additional 5 ft. per 4 points of difference between the results after which he becomes *sprawled*, as you deftly dodge him.

Flit Knight: At Level 2, armor fittings you wear don't increase your armor grade for your *Skirmishing* racial ability, or impose a DP, ACP, or speed decrease.

Diminutive Arms Master: You focus on mastering one your race's three preferred weapons to defend yourself and your friends. At Level 3, you may choose 1 of the following weapons and gain the associated ability.

- **Wing Blade:** You receive a 25% discount on fan blades that you purchase or craft, and fan blades you are armed with have their guard bonus rise by 1 and if upgraded with the *hurl* quality automatically gain the *return* quality.
- **Wingling Bow:** You receive a 25% discount on hand bows and arrows that you purchase or craft, and hand bows you are armed with gain +1 range increment and AP 2 against targets that are larger than you.
- **Zammer:** You receive a 25% discount on shuriken that you purchase or craft, and shuriken you are armed with gain +1 range increment and in melee they may be treated as if they are edged melee weapons with the knife type.

...The Harder They Fall!: At Level 4, you gain the Giant Slayer Supremacy feat. Also, your *Pick on the Big Guy* trick's damage bonus is now +2 per Size Category difference between you and your target, instead of simply +2.

Living Legend: At Level 4, your starting action dice increase by 1.

Tougher Than You Look: At level 5, your maximum wounds rises by your Appearance Modifier and you gain the *Tough I* NPC quality.

NPC CLASS ABILITIES

The following new class abilities from the Legendary Wingling master class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Diminutive arms master	2 (per weapon)
Flit knight	1
The bigger they are...	3
...the harder they fall!	3
Tougher than you look	8

Race, Species feats, Craftsmanship, and Master Class design by Big Jim with help from the Crafty Forum-ites.

Path of Shuriken by Scott Gearin.

Art by TriffRaff of deviantART.



The above picture should help answer the "Wingling Blood" feat question... or not. Really, it just raises most questions. Sorry about that. Never mind.

BEHIND THE CURTAIN: RACIAL EPITOMES

Many legendary master classes grant bonus Species feats through the *epitome* ability and some of these feats involve radical physical transformations (e.g. the Swan Nation feat grants an elf a pair of wings). With GM approval, the *epitome* ability may allow a character to ignore the "Level 1 only" prerequisite when taking a Species feat, which can result in physical transformation after a character's been in play for a while. In these cases, the player and Game Master should work together to come up with a plausible in-setting reason for the transformation. This might involve divine intervention, genetic manipulation, exposure to magic rituals and sites, or something unique to the world.

Fortunately, levels and class abilities are generally gained "off screen," which places major body adjustments outside adventures and therefore most regular play. In settings where such events are exceedingly rare, the GM may also require the character to undertake some task or incorporate some additional background to explain the change. Ideally, players are encouraged to bring their plans and questions to the GC prior to choosing a transforming Species feat. This helps ensure a preservation of the setting and a smooth progression of the story.

