



The Balloonist

In Azeroth, air transport is a luxury for a minority. Flying mounts are expensive, and not all spellcasters are powerful enough to lift their allies into the skies. Those who decide to charge for such a service demand a high price for it. There is, although, a cheaper option.

Hit Dice: d6.

Requirements

Race: Goblin.

Skills: Craft (balloons) 6 ranks, Knowledge (geography) 6 ranks, Craft (Technological Device) 6 ranks.

Feats: Skill Focus (Craft [Balloons]), Vehicle Proficiency (Air).

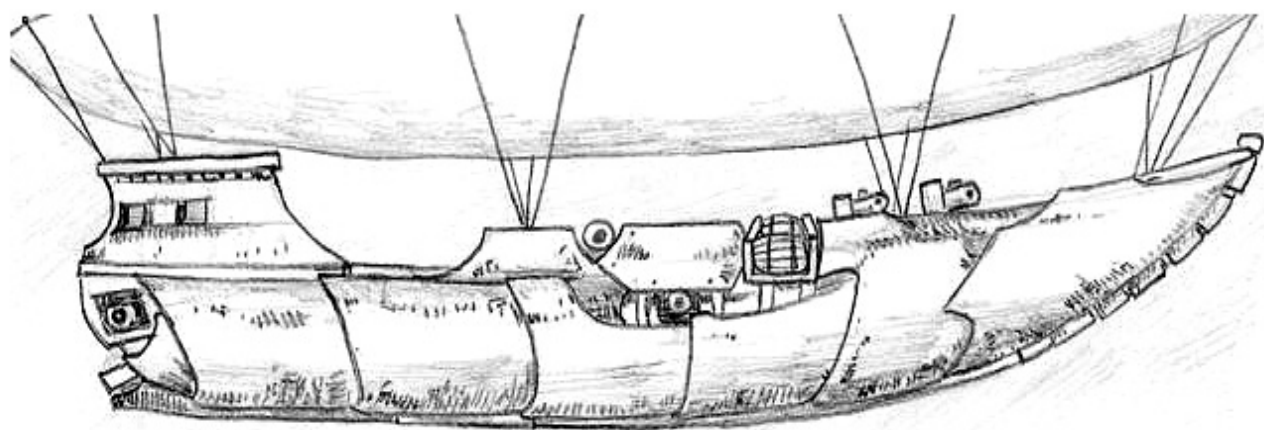
Class Skills

The balloonist's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Escape Artist (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Balloonist) (Wis), Search (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex) and Use Magical Device (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Table: The Balloonist (Bal)

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Air Combat +1, Bonus Tech Feat
2nd	+1	+0	+3	+0	Airborne mind +1
3rd	+2	+1	+3	+1	Defensive Maneuvers
4th	+3	+1	+4	+1	Air Combat +2, Airborne mind +2
5th	+3	+1	+4	+1	Hard fall, Bonus Tech Feat
6th	+4	+2	+5	+2	Airborne Mind +3
7th	+5	+2	+5	+2	Air Combat +3
8th	+6	+2	+6	+2	Airborne Mind +4
9th	+6	+3	+6	+3	"I'm okay, guys", Bonus Tech Feat
10th	+7	+3	+7	+3	Air Combat +4, Airborne Mind +5



Class Features

Weapon and Armor proficiency: Balloonists are proficient with all simple weapons and light armor.

Air Combat: At first level and every three levels thereafter, the goblin balloonist receives a +1 bonus in his ranged attack rolls while battling aboard his balloon on flight.

Bonus Feat: At 1st, 5th and 9th levels, the goblin balloonist gain an additional technological feat from the list of the Tinker's bonus feats.

Airborne Mind: At second level, and every two levels thereafter, the balloonist receives a +1 competence bonus in all his class skills while he is flying with his balloon.

Defensive Maneuvers: At third level, the goblin balloonist may add his Dexterity bonus to his Profession (Balloonist) rolls when he is trying to make the balloon avoid an incoming attack.

Hard Fall: At 5th level, the balloonist takes only half damage from falling.

"I'm okay, guys" (Ex): At 9th level, the balloonist has fallen so many times that he became extraordinarily resistant to falls. He always takes minimum damage by falling. (for example, 3 in 3d6).

