



Abandoned Arts<sup>®</sup> Presents:

# Feats of Aeronautics

NINE NEW FEATS FOR USE WITH THE PATHFINDER<sup>®</sup> ROLEPLAYING GAME

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## The More Feats! Line from Abandoned Arts

Each entry in the More Feats! product line contains a group of thematically-related feats for perfect for PCs and NPCs relevant to that theme. Feats of Aeronautics features feats for high flying characters who want to add flair to their attacks and maneuvers.

### AERONAUTIC ACE

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*You are an ace pilot.*

**Prerequisites:** [Skilled Driver](#) (air)\*

**Benefit:** An airborne vehicle that you drive or pilot gains a +2 dodge bonus to AC and a bonus on Reflex saving throws equal to your Wisdom modifier (minimum +1).

### BOMBS AWAY [COMBAT]

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*Your eagle-eyed aim aids you in combat against opponents at lower altitudes.*

**Benefit:** When you attempt to drop an object on a creature to deal damage, the DC of the Reflex saving throw to halve the damage is increased by an amount equal to one-half of your character level or your Wisdom modifier, whichever is higher.

**Normal:** A creature can avoid half of the damage dealt by a falling object with a DC 15 Reflex saving throw, provided that it is aware of the danger.

### COMBAT GLIDER [COMBAT]

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*You are a deadly aeronaut.*

**Prerequisites:** [Skilled Driver](#) (air)\*

**Benefit:** You can pilot a glider (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details) with one hand with no difficulty, leaving a hand free for wielding a weapon or shield, casting spells, or performing other actions Normally.

Additionally, you can use the [Acrobatics](#) skill in place of the Fly skill to pilot a glider at no penalty.

### CRASH LANDING

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*You can facilitate a controlled crash landing, slowing your descent and minimizing damage.*

**Prerequisites:** [Expert Driver](#) (air)\*

**Benefit:** A wrecked airborne vehicle that you pilot falls at only one-quarter of its maximum speed each round as long as you expend a standard action each round to maintain a controlled crash, and gains DR 10/- against falling damage while you drive or pilot it. This damage reduction is doubled if the vehicle crashes into the water.

**Normal:** A wrecked vehicle falls one-half of its maximum speed per round.

### DIVE BOMBER [COMBAT]

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*You know exactly when to pull out of a dive-bombing, sparing damage to your vehicle*

**Prerequisites:** [Skilled Driver](#) (air)\*

**Benefit:** When you use an airborne vehicle to ram a creature or object by diving from a higher elevation, your vehicle reduces the damage that it takes in return by 2 points.

If you also possess the [Expert Driver](#) (air) feat, your vehicle ignores 5 points of damage instead.

### GLIDE-BY ATTACK [COMBAT]

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*You are an expert aeronautic harrier.*

**Prerequisites:** Combat Glider

**Benefit:** Your ramming damage increases to 1d10 when piloting a glider. Additionally, you may ignore the usual Prerequisites for the [Flyby Attack](#) feat and may gain the benefits of that feat while piloting a glider (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details) if you possess it, even if you are not flying under your own power.

### GLIDER CLIP [COMBAT]

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*You can "clip" an opponent with the frame of your glider during a maneuver.*

**Prerequisites:** Combat Glider, [Improved Bull Rush](#), [Improved Overrun](#)

**Benefit:** Whenever you successfully bull rush or overrun an opponent with a glider, (see the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details) you may choose to deal ramming damage to that opponent as a free action. If you do, your vehicle receives damage in return, as usual.

### OVERLAND OUTFITTER

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*You can perfectly prepare a vehicle for a long and dangerous journey.*

**Prerequisites:** [Skilled Driver](#) (any),\* Wis 11

**Benefit:** By personally packing or overseeing the loading of a vehicle with which you are familiar, you can effectively increase the cargo capacity of that vehicle by 20% for the purposes of the load that you manage.

Additionally, you can prepare and outfit a vehi-

cle-mounted weapon to maximize its effectiveness. Preparing a weapon requires 1 hour of work and grants any creature firing that weapon a +1 circumstance bonus on the attack roll. You must spend at least 10 minutes every hour in order to maintain these preparations; failure to do so withdraws this benefit until you spend another refitting the weapon.

## VEHICULAR ENGINEERING

*You are a proficient vehicular mechanic.*

**Prerequisites:** [Craft](#) (carpentry) or [Craft](#) (engineering) 5 ranks

**Benefit:** When using the [Craft](#) (carpentry) or [Craft](#) (engineering) skills to repair a vehicle, you restore 8 hit points to the vehicle on a failed check and 12 hit points on a successful check.

**Normal:** A failed [Craft](#) check restores 5 hit points to a damaged vehicle; a successful check restores 10.

**Special:** If you can cast the *mending* spell, you can use that spell to repair a vehicle, even if some the original parts are lost or destroyed. To do so, you must have similar materials (wood, cloth, etc.) on hand at the time of casting.

\* See the *Pathfinder® Roleplaying Game: Ultimate Combat™* sourcebook for details.



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