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ABANDONED ARTS® PRESENTS:

# FEATS OF FLIGHT

TEN NEW FEATS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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### AERIAL ACROBATICS

*You can move through the air with speed and grace.*

**PREREQUISITES:** Fly 3 ranks

**BENEFIT:** As long as you are airborne, you can make a Fly skill check in place of an Acrobatics skill check made to move through an occupied space or to move out of or within a threatened space without provoking an attack of opportunity.

**SPECIAL:** If you possess the evasion special ability, you gain the improved evasion special ability instead as long as you are airborne.

### AERIAL MARKSMANSHIP [COMBAT]

*You have learned to use a bird's-eye view to better employ ranged attacks from the air.*

**PREREQUISITES:** Point-Blank Shot, Precise Shot, Fly 3 ranks, base attack bonus +5

**BENEFIT:** As long as you are airborne and at least 30 ft. above your target, you may ignore the AC bonus against ranged attacks granted by the prone condition when making ranged attacks against prone targets.

### EAGLE EYE

*You are an excellent aerial scout.*

**PREREQUISITES:** fly speed, Perception 1 rank

**BENEFIT:** When counting the distance to creatures and objects at a lower elevation than your own, the DCs of Perception skill checks that you attempt are increased by +1 for every 30 ft. of distance between you and a creature or object that you observe.

**NORMAL:** The DCs of Perception skill checks are increased by +1 for every 10 ft. of distance between you and the creature or object that you observe.

### FLIGHT OF THE BUMBLEBEE [COMBAT]

*Your complex and perplexing flight patterns bewilder your opponents.*

**PREREQUISITES:** Dex 17, Greater Feint, Improved Feint, Fly 5 ranks, fly speed with a maneuverability of good or better

**BENEFIT:** As long as you are airborne, when you attempt to use the feint maneuver to deny a creature its Dexterity bonus to Armor Class against your attacks, you may make a Fly skill check in place of a Bluff skill check. If you are grounded before you can attack such a creature, that creature retains its Dexterity bonus to AC against your attacks.

### JUST OUT OF REACH [COMBAT]

*You are an infuriating airborne harrier.*

**PREREQUISITES:** Dodge, Mobility, Flyby Attack, fly speed with a maneuverability of good or better, base attack bonus +12

**BENEFIT:** As long as you are airborne and able to move, you can gain 5 ft. of elevation as an immediate action.

### LOOMING ASCENT

*Menacing sights and sounds accompany your fell flight.*

**PREREQUISITES:** cackle hex, flight hex, character level 5th

**BENEFIT:** When you use your flight hex to fly, your ascent is accompanied by ominous displays of fell witchcraft: your hair and clothing billow in unseen winds and a palpable aura of menace surrounds you. These dire effects grant you a +2 bonus on Intimidate skill checks while flying in this manner. In addition, you may use your cackle hex as a standard action while using the flight hex to fly. If you do, you may combine the use of that hex with an Intimidate check to demoralize one opponent within range.

### SKYBOUND

*For you, the sky really is the limit.*

**PREREQUISITES:** fly speed

**BENEFIT:** You gain a +4 bonus on saves against altitude fatigue and sickness and on Fly skill checks made to fly upward at an angle greater than 45 degrees.

### SWOOPING SAVE

*You can sacrifice elevation to save your hide, in a pinch.*

**PREREQUISITES:** Lightning Reflexes, fly speed with a maneuverability of good or better

**BENEFIT:** As long as you are airborne, you can re-roll a Reflex saving throw once per round. If you do, you lose 30 ft. of elevation. If this sudden decline brings you to the ground, you fall prone and take falling damage as appropriate.

**SPECIAL:** This feat counts as Improved Lightning Reflexes for the purposes of qualifying for other feats.

### VICIOUS DIVE [COMBAT]

*Your airborne dives are especially vicious.*

**PREREQUISITES:** fly speed, three or more natural attacks, base attack bonus +4

**BENEFIT:** When charging a creature at a lower elevation than your own, you can make up to two natural attacks at the end of your charge. You may not combine these attacks with manufactured weapon attacks.

**NORMAL:** You can make a single attack at the end of a charge.

### WINGBEAT WARRIOR [COMBAT]

*You can execute winding aerial charge attacks.*

**PREREQUISITES:** Wingover

**BENEFIT:** As long as you are airborne, you can use your Wingover feat to turn up to 90 degrees as a free action during a charge. You are still required to have line of sight to your target at the start of your turn.

**NORMAL:** You must move directly toward your opponent when charging.

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