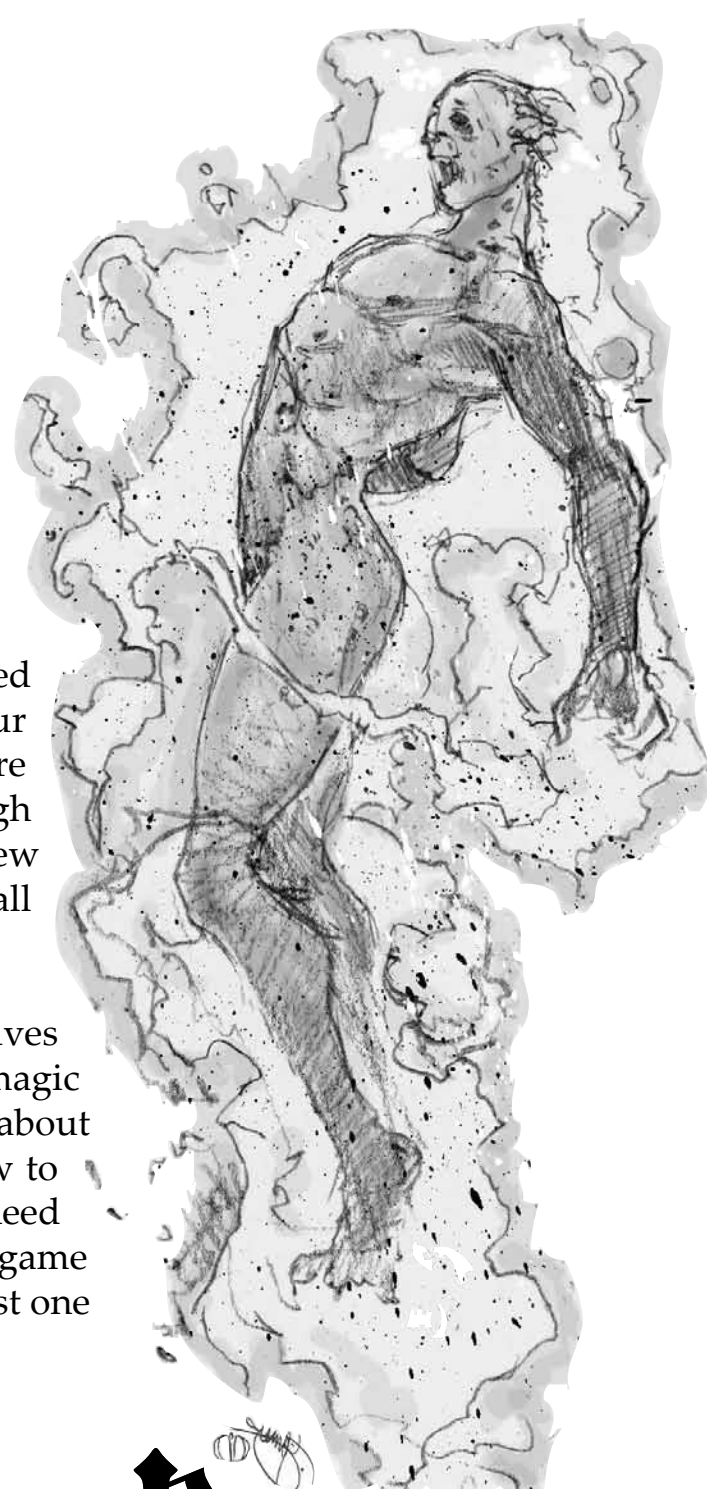


#1 WITH A BULLET POINT
ONE IDEA. ONE PAGE. ONE DOLLAR

7 FEATS FOR FLYING FOES

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



**SUPER
GENIUS**
GAMES

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

THE HIGH CONCEPT: Seven feats designed to augment the options and utility of flying creatures (such as those found in *Mythic Menagerie: Kith of the Harpy Queen*, but useable by a wide range of other flying foes), that can also just be used as additional monster powers (increasing a flying monster's CR by 1 for every 2 bonus feats taken).

AEROBATICS

You ability to duck, roll, and dive while flying makes it difficult to target you with combat maneuvers.

Prerequisites: Dex 13, Dodge, Mobility, ability to fly with good or perfect fly maneuverability.

Benefit: When you are flying, you may add 1/10th of your fly speed to your CMD. You may not add 1/10 of your fly rate to your CMD anytime you would be denied your Dex bonus to AC.

For example, Anushka, Knight of the Last Breath, is a 15th level rogue with a 12 Strength, 20 Dex, a 40 ft fly rate with good maneuverability, and Aerobatics. When she is running, her CMD is 27 (10 base, +11 base attack bonus, +1 Str mod, +5 Dex). When flying her CMD is 31 [10 base, +11 base attack bonus, +1 Str mod, +5 Dex, +4 (40 speed /5) Aerobatics].

DOGFIGHTING

Your mastery of airborne combat gives you numerous minor tactical advantages.

Prerequisites: Dex 13, Dodge, Mobility, ability to fly with good or perfect fly maneuverability.

Benefit: You gain a +2 bonus on Initiative checks if you start combat while flying. You take no penalty to AC for charging while flying. You gain a +1 dodge bonus to AC when flying if you gain an AC bonus from one of more of the following options: the Combat Expertise feat, fighting defensively, or total defense.

DIVE BOMB (COMBAT)

You can add your velocity from diving at a foe to the damage of your ranged attacks.

Prerequisites: Flyby Attack.

Benefit: As a full-round action you can dive down a number of feet equal to your fly movement toward a foe below you, make a single ranged weapon attack, and then fly back up half your fly movement rate. If your attack hits, it deals +1 damage per 10 feet you dove before your attack.

DRIFT

You can allow the force of a foe's attack push you into a new flight path.

Prerequisites: Ability to fly.

Benefit: Once per round when you are struck and damaged by an attack while flying, you may take a 5-foot step directly away from the direction of the attack. This does not count against your normal limit of one 5-foot step in a round, and you may do it even if you have already taken movement this round.

IMPROVED FLYBY ATTACK (COMBAT)

You can deftly fly up to a foe, take an action, and withdraw before he can react.

Prerequisites: Dex 13, Dodge, Flyby Attack, Mobility, base attack bonus +4.

Benefit: When you are using the Flyby Attack feat, you may pick a single creature from which your flight movement does not provoke an attack of opportunity.

Normal: While Flyby Attack lets you move, take a standard action, and then move again, unlike Spring Attack it does not prevent that movement from provoking an attack of opportunity from the target of your attack.

SLASHING WIND

You can fly in and out of foes, slashing and stabbing as you go.

Prerequisites: Dex 13, Dodge, Flyby Attack, Mobility, base attack bonus +6.

Benefit: While flying, you can combine a full attack with a single move. You must make this decision before making any attacks or movement. Your AC and all your attack rolls suffer a -2 penalty until the beginning of your next turn. You may make your attacks at any point during your movement, but must move at least 10 feet between each attack.

STRAFE (COMBAT)

You can add your flight velocity to the damage of your melee attacks.

Prerequisites: Flyby Attack.

Benefit: If you make only a single melee attack in a round while flying, you may add +1 damage to the attack per 10 feet of your fly move speed.



WE ERR ON THE SIDE OF AWESOME!

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