**Flight**

**Highlights:**

* Fast travel in combat and overland
* Powerful attack against flyers
* Flight Skill (AGI/SPD/PER)

**Super Stats:**

* Speed

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Afterburners | Mov+ | N | -- | -- | -- | Self | 5r | * +10” flight | 10 |
| Cruising Speed | Mov+ | N | -- | -- | -- | Self | -- | * Increases non-combat multiplier by x2 | 10 |
| Flight | Mov | M | -- | -- | -- | Self | 1r | * 20” flight | 10 |
| Nimble Flyer | Def | N | -- | -- | -- | Self | 1r | * +2 flight skill rolls * +2 dodge when in the air * +2 melee attacks while in the air | 10 |
| Power Slam | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d6 physical damage * +4d6 knockdown (flight 20) * If in air, may use flight skill as combat skill | 10 |
| Ram Attack | Att | R | Touch | -- | -4 | 1 target | 4u | * May make full move * STR + 2d8 physical damage * +1d6 knockback (STR, AGI 20) * Attacker takes ½ damage * If in air, may use flight skill as combat skill | 10 |
| Sonic Boom | Att | R | Area | -- | -- | 6” cone behind character | 8u | * May make full move * 2d8 physical damage * 1d6 knockback (STR, AGI 20) | 10 |
| Stable Flyer | Def | N | -- | -- | -- | Self | 1r | * +2d6 Knockback Resist while in the air | 6 |
| Swoop Attack | Att | R | Touch | -- | -2 | 1 target | 4u | * May make full move * STR + 1d6 damage * If in air, may use flight skill as combat skill | 10 |

**Additional Information**

**Afterburners**

* This power increases the flight speed of the character by 10 hexes/rd.

**Cruising Speed**

* This power increases the total non-combat multiplier of any flight power by x2.

**Flight**

* You fly at a speed of about 200 kph.

**Nimble Flyer**

* You gain a +2 bonus to your dodge and your melee attacks while in the air.

**Power Slam**

* This is a diving punch that knocks its target out of the sky. Unless they can make a flight skill roll vs. DL 20, the target falls 4d6 hexes straight down, taking knockback damage if he hits the ground.

**Ram Attack**

* This power is a swooping melee attack. The attacker must make at least a ½ move, and can make up to a full move during this attack. The attacker gains a 2d8 bonus to damage due to their momentum. The amazing impact causes the attacker to take half of the damage themselves.

**Sonic Boom**

* At the end of a full move, the flyer causes a sonic boom that does damage across a wide area and knocks opponents to the ground.

**Stable Flyer**

* You can use your flight to resist being knocked back.

**Swoop Attack**

* This power is a swooping melee attack. The attacker must make at least a ½ move, and can make up to a full move during this attack. The attacker gains a 1d6 bonus to damage due to their momentum.