

Flyby Attack [offensive]

You can make aerial hit-and-run attacks.

Prerequisite: Dodge, Mobility, ability to fly

Benefit: While you're flying, you can take a move action (including a dive) and another standard action at any point during the move. You cannot take a second move action during a round when you make a flyby attack.

Normal: Without this feat, you take a standard action either before or after your move.