

## **Airborne Ambusher**

*Driven by suspicion and hatred, aegyl doggedly guard their territories, making deadly use of their flight. Using swift strikes from above, aegyl plummet onto their foes with lethal force.*

The airborne ambusher is an archetype of the fighter class, available only to aegyl fighters.

**Weapon and Armor Proficiency:** An airborne ambusher is not proficient with heavy armor.

**Combat Flyer (Ex):** At 2nd level, an airborne ambusher may choose to select Flyby Attack and Hover feats instead of a fighter talent.

**Aerobatics (Ex):** At 5th level, an airborne ambusher may make a Fly check instead of an Acrobatics check to move through a threatened area or an enemy's space.

This ability replaces reliable strike.

**Flying Dodger (Ex):** At 9th level, when an airborne ambusher flies at least half its fly speed on its turn, it gains a +1 dodge bonus to AC for 1 round. This bonus increases to +2 at 11th level and +4 at 17th level.

This ability replaces rapid attack.

**Plummeting Charge (Ex):** At 13th level, if an airborne ambusher flies at least half its fly speed as part of a charge, it gains a +2 racial bonus on the attack roll (in addition to the normal charge bonus) and a +4 bonus on its critical confirmation roll. These bonuses improve to +4 and +6 at 17th level.

This ability replaces piledriver.