

Storm Eagle Lancet:

Zephyrus of the Storm Eagle use gravity and positioning to do what strength alone cannot. They can deliver meteoric strikes, crushing multiple lesser foes with ease.

Lancet Skill: A Storm Eagle Zephyrus doubles the class bonus to Acrobatics checks whenever making a high jump attempt.

Shrike's Charge (Ex): At 2nd level, a Storm Eagle Zephyrus can deliver a shattering blow to adjacent opponents that may strike an enemy behind them. A Storm Eagle Zephyrus may use their Leaping Charge on an opponent within 5ft after movement even if wielding a reach weapon. If they are successful with this attack, they may apply the same attack roll on an opponent behind the target struck first at a -4 penalty.

Lancet Feats: At 3rd level, a Storm Eagle Zephyrus gains Stance of the Xorn as a bonus feat. At 10th level, they gain the Bloody Assault feat as well.

Rolling Thunder (Su): At 8th level, when a Storm Eagle Zephyrus could make a Leaping Charge, they can instead elect to make Rolling Thunder Charge. They may make a single attack against all enemies in a 20ft cone (15 ft. if the Zephyrus is small, 30 ft. if the Zephyrus is large) at a -4 penalty. The number of dice granted from the Leaping Charge is halved (rounding down.) I.e. A Storm Eagle Zephyrus of 9th level making a Rolling Thunder attack would only add 2d8 damage to the damage roll against each target. In addition, Shrike's Charge only takes a -2 penalty on the attack roll to hit the second target.

Meteoric Landing (Su): At 15th Level, when a Storm Eagle Zephyrus performs a Rolling Thunder Charge, they may instead elect to attack all viable targets (allies and enemies) within 20 ft. of the target of the charge. This attack takes applies -4 on all attack rolls. In addition, Shrike's Charge no longer applies a penalty to attack rolls, and Rolling Thunder only applies a -2 on the attack rolls to hit targets inside the cone.