

Teamwork Feats

"The sight of people working together, no matter their aim, has ever warmed my heart. Little else gives me such hope for a better future."
—Sinclair, Scholar of Secrets

Tactical coordination can be the crucial difference between success and failure when lives are on the line. This can be as simple as communicating efficiently, or as convoluted as devising elaborate schemes and executing complex martial maneuvers in tandem. While many adventurers assist their fellow party members by contributing their solo skills, some take team synergy a step further. Teamwork feats grant shared benefits to adventurers who train together.

Teamwork feats are class, general, or skill feats, but always involve two or more actors and possess an added Teamwork entry. This Teamwork entry lists an added benefit applicable if each other involved actor also possesses that specific feat; such allies are referred to as "teammates". Teamwork feats with the class trait can be taken by any class—including via class feats granted by multiclass archetype feats, such as the fighter archetype's Basic Maneuver—and gain the class trait associated with the appropriate class.

BEHIND ME

FEAT 1

CLASS **MOVE** **TEAMWORK**

Requirements You and the chosen ally are both able to Step.

You're always ready to take the place of an ally. You and an adjacent ally simultaneously Step into the other's space, swapping spaces.

Teamwork Benefit You may use Tactical Swap as a reaction with the following trigger; an adjacent teammate is the target of a melee attack that you are aware of. After swapping places this way, you become the new target of the attack.

MANY HANDS MAKE LIGHT WORK

FEAT 1

GENERAL **SKILL** **TEAMWORK**

Prerequisites trained in Thievery, Subtle Theft

You've become quite adept at coordinating your larceny with allies. When you Steal, if an ally is within 10 feet of both you and your target, you apply the penalty from Subtle Theft to the target's Perception DC.

Teamwork Benefit When you fail (but not critically fail) a Thievery check to Steal or Palm an Object, one of your teammates can spend a reaction to Create a Diversion; in place of the normal effect, any creature who your teammate succeeds against is not considered to have witnessed your Thievery attempt.

BANTER

FEAT 2

GENERAL **SKILL** **TEAMWORK**

Prerequisites Expert in Diplomacy

You've cultivated the art of bouncing your words and quips off your allies in social situations. When you attempt to Aid an ally on a Diplomacy check to Make an Impression or Request, you gain a +1 circumstance bonus on your check to Aid.

Teamwork Benefit You treat a critical failure on your Aid check as a failure instead. Additionally, on a success, you automatically succeed on any further attempts to Aid your teammate this way during the same scene (you still roll to attempt to get a critical success, but can't get a worse result than success).

TWIST THE ARM

FEAT 2

SKILL **TEAMWORK**

Prerequisites expert in Athletics

When an ally attempts to Disarm a creature you have grabbed or restrained, you may Aid as though you had made suitable preparations to help.

Teamwork Benefit When you successfully Aid a teammate this way, in place of the normal bonus, you may instead apply the following benefit: If your teammate rolls a success on the check to Disarm, they get a critical success instead. If your teammate rolls a critical success, you may either kick the disarmed item up to 10 feet in a direction of your choice, or pick up the disarmed item; if you don't have a free hand to pick up the item, you may release the disarmed creature to do so.

DUAL BLAST

FEAT 2

CLASS **TEAMWORK**

Prerequisite the ability to cast spells from spell slots

Requirement You have an ally within 30 feet capable of casting spells from spell slots.

When weaving your spells, you leave room for fellow casters to infuse a bit of their magic into it. When you Cast a Spell from your spell slots that deals damage and doesn't have a duration, an ally within 30 feet may spend a reaction and expend a spell slot or prepared spell of the same level to grant you a status bonus to your spell's damage equal to your spell's level.

Teamwork Benefit Your teammate may expend a spell slot of any level to grant you the status bonus. If they expend a spell slot of the same level or greater, you gain a +1 circumstance bonus to your choice of your spell attack roll or your spell DC.

GET BACK!

FEAT 4

AUDITORY **CLASS** **TEAMWORK**

You call out to your allies, coordinating your assault. An ally of your choice who can hear you can spend their reaction to Step. Then you Cast a Spell with a Cast of two actions or fewer.

Teamwork Benefit Your teammate can Step as a free action instead.

REDIRECT SHOT

FEAT 4

CLASS TEAMWORK

You position a part of your panoply to redirect your ally's shot. Choose an ally within 30 feet. Until the beginning of your next turn, when that ally makes a ranged Strike, they can treat your position as their own for the purpose of determining cover.

Teamwork Benefit You can choose any number of teammates when you use this action. Affected teammates can also treat your position as their own when determining their range increment.

SLICE AND DICE

FEAT 4

CLASS TEAMWORK

You set up your opponent for your allies to finish them off. Make a melee Strike. If the Strike hits, each ally with whom you are directly flanking the creature can spend their reaction to increase the damage you deal by 1d6, to a maximum of 1d6 per weapon damage die of your attack.

Teamwork Benefit Teammates can spend their reaction to increase your damage as long as they threaten the creature, whether or not they are flanking it.

TWO-HANDED DELIVERY

FEAT 4

CLASS TEAMWORK

Prerequisite trained in Athletics

Requirements You are adjacent to an ally wielding a two-handed weapon.

You launch yourself off your ally's weapon to strike from further away. Step, then make a melee Strike. If your attack or your ally's weapon has the disarm, shove, or trip trait, you can perform the corresponding action instead of a Strike.

Teamwork Benefit In place of the Step, you may Leap or attempt a Long Jump directly toward the target of your Strike. If you are a master in Athletics, you may spend a second action to attempt a High Jump toward a flying target, determining the DC using the Long Jump DCs and increasing your maximum distance to double your Speed. Immediately after the Strike, you fall to the ground if you're in the air, even if you haven't reached the maximum distance of your jump; if the distance you fall is no more than the height of your jump, you take no damage and land upright.

UP YOU GET!

FEAT 5

GENERAL TEAMWORK

You never let your allies fall behind. As long as you have a free hand, allies within your unarmed reach do not trigger reactions when they stand up.

Teamwork Benefit You can spend a reaction when an adjacent teammate begins their turn prone; if you do, they stand up as a free action.

COORDINATED GUARD

FEAT 6

CLASS TEAMWORK

Your allies are familiar enough with your combat tactics to protect themselves at a moment's notice. Your allies gain a +1 status bonus to saving throws against abilities

you use that target an area.

Teamwork Benefit Your teammates gain a +2 status bonus instead.

HELPFUL REDIRECTION

FEAT 6

CLASS TEAMWORK

Trigger Your ally fails, but not critically fails, a Strike against a creature within your reach.

Your allies rarely miss when you're there to help. Make a melee Strike against the target. If it's a success, your Strike deals no damage, but the triggering ally treats their strike as a success instead.

Teamwork Benefit If your Strike succeeds, it deals damage of the appropriate type equal to the higher of your Strength or Dexterity modifier. If your Strike critically succeeds, your Strike deals normal damage instead.

HIGH AND LOW

FEAT 6

CLASS TEAMWORK OPEN

One goes high, one goes low. Make a melee Strike. An adjacent ally can then spend a reaction to attempt to Trip that creature.

Teamwork Benefit If your teammate's check to Trip succeeds, your Strike does not increase your multiple attack penalty.

SAVING HAND

FEAT 7

GENERAL TEAMWORK

Prerequisite expert in Reflex saves

Trigger An adjacent ally attempts a Reflex save against a hazard.

Always ready to pull your allies from danger, you've become adept at assisting them in avoiding hazards. You may attempt to Aid your ally's save, using your own Reflex saving throw modifier, even if you haven't prepared to do so.

Teamwork Benefit On a success to Aid, in place of the normal benefits, you may have your teammate treat their save as one degree of success better.

TANDEM CLIMBING

FEAT 7

GENERAL SKILL TEAMWORK

Prerequisite master in Athletics, Combat Climber

You've learned that the easiest way to climb a mountain is with a partner. You reduce the simple DC for climbing surfaces by 5. Additionally, when using a climbing kit, you no longer move half as quickly when attaching yourself to the surface; you can forgo this benefit to extend the DC reduction to an ally climbing the same surface.

Teamwork Benefit While climbing the same surface as a teammate, you have a climb Speed equal to 5 feet plus 5 feet for every 20 feet of your land Speed, and if you are attached to the surface via a climbing kit, you can Climb without a free hand.

TERRIFYING EMPHASIS

FEAT 7

GENERAL SKILL TEAMWORK

Prerequisites master in Intimidation

Trigger An ally within 30 ft successfully Strikes a creature.

When an ally strikes, you're always quick to follow up with a threat. You attempt to Demoralize the target of your ally's Strike.

Teamwork Benefit You can Demoralize the target of your teammate's Strike even if it's temporarily immune. If your teammate's Strike was a critical hit, you may roll twice on your check to Demoralize and take the better result; this is a fortune effect.

DISTANT SHIELD

FEAT 8

CLASS TEAMWORK

Requirements You have a shield raised and the triggering ally has a free hand.

Trigger An ally within 30 feet is targeted by an attack.

You toss your shield to protect your ally. Your ally is now holding the shield and has it raised—applying the AC increase when determining the result of the triggering attack—and you are not.

Teamwork Benefit Your teammate can toss the shield back to you as a free action at the end of the turn in which they were attacked; if they do, you may immediately Raise the Shield again as a free action.

Special Distant Shield and Impart Shield are treated as the same feat when determining teammate status.

IMPART SHIELD

FEAT 8

CLASS TEAMWORK

Requirements You are affected by the shield cantrip.

Trigger An ally within 30 feet is targeted by an attack.

You can transfer your magical protections to another at a moment's notice. Your shield cantrip transfers to your ally, applying the AC increase when determining the result of the triggering attack; if your ally uses Shield Block with the cantrip, you are treated as if you had used it for the purpose of the shield cantrip's restrictions (including any alterations from the psychic's *amped* version, if appropriate).

Teamwork Benefit You can revert your shield cantrip back to yourself as a free action at the end of the turn in which your ally was attacked, if it remains active.

Special Distant Shield and Impart Shield are treated as the same feat when determining teammate status.

WATCH YOUR STEP

FEAT 8

CLASS TEAMWORK FLOURISH

Requirements You and an ally are flanking the target.

Make a Shove attempt against the target creature, applying the penalty from the flat-footed condition to the target's Fortitude DC.

Teamwork Benefit If your Shove would move the target into your flanking teammate's space, your teammate can spend a reaction to Step to either side of the forced

movement path, then attempt to Trip the target, even if they don't have a hand free and/or the target is more than one size category larger.

CHARGING ASSAULT

FEAT 10

CLASS TEAMWORK OPEN

You and your allies rush into the heat of combat. You Stride twice. Allies within 15 feet of your starting point can spend a reaction to Stride. If you end your movement within melee reach of at least one enemy, you can make a melee Strike against that enemy after all Strides have been resolved.

Teamwork Benefit A teammate that ends their movement within reach of an enemy creature can make a melee Strike as part of their reaction. Each teammate that makes a Strike this way is slowed 1 on their next turn.

PINCUSHION

FEAT 10

CLASS TEAMWORK FLOURISH

You grab your opponent, twisting them into position for your ally to get a shot in. Attempt to Grapple an adjacent creature. On a success, an ally of your choice within 30 feet can spend a reaction to make a ranged Strike against the creature.

Teamwork Benefit You can use Pincushion as a single action; if you do, only a teammate can make the ranged Strike.

BLENDED SPELL

FEAT 14

CLASS TEAMWORK METAMAGIC

Prerequisite the ability to cast spells from spell slots
Frequency once per ten minutes

With practice and collaboration, you can use an ally's magic to deliver your own. Choose a spell you can cast with a casting time of two or fewer actions and that requires a saving throw. You Ready to cast that spell with a trigger of "An ally within 30 feet Casts a Spell from their spell slots that requires a saving throw, and that spell's level is at least two levels higher than the readied spell." When you spend the reaction to Cast the readied Spell, you add the effects of your spell to theirs, using the result of any saves against the host spell as the result of saves against yours (even if they would normally require different save types). This effect can only affect a maximum number of targets equal to your spell's maximum targets; if the host spell affects more creatures than yours normally could (such as a fireball hosting an electric arc), select targets in order of proximity to the point of origin (the center of the fireball, the narrow end of a cone, etc.)

Teamwork Benefit You can Ready and Cast a Spell of the same level as the host spell.