

TEAMWORK FEATS

Teamwork feats grant large bonuses, but they only function under specific circumstances. In most cases, these feats require an ally who also possesses the feat to be positioned carefully on the battlefield. Teamwork feats provide no bonus if the listed conditions are not met.

Note that allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats.

Feat Descriptions

Teamwork Feats are summarized on the table below. Note that the prerequisites and benefits of the feats on this table are abbreviated for ease of reference. See the feats description for full details.

The following format is used for all feat descriptions.

Feat Name: The feat's name also indicates what subcategory, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or anything else required in order to take the feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional unusual facts about the feat.

Feat Name	Prerequisites	Benefit
Allied Spellcaster	Caster level 1st	+2 bonus on level checks to overcome spell resistance.
Back to Back	Spot 3 ranks	Gain a +2 to AC against flanking opponents
Coordinated Defense	—	+2 bonus to defend against special maneuvers (bull rush, disarm, grapple, overrun, sunder, and trip).
Coordinated Maneuvers	—	+2 bonus on special maneuvers (bull rush, disarm, grapple, overrun, sunder, and trip).
Duck and Cover	—	Take ally's result on Reflex saving throw.
Escape Route	—	You do not provoke attacks of opportunity when moving through spaces adjacent to allies
Feint Partner	Bluff 1 rank	When ally successfully feints, opponent loses Dex bonus against your next attack
Lookout	—	Act in surprise round if ally can act.
Pack Attack	Base attack bonus +1	Ally's attack allows you to take a 5-foot step
Paired Opportunists	—	+4 bonus on attacks of opportunity.
Precise Strike	Dex 13, base attack bonus +1.	Deal +1d6 points of precision damage with melee attacks.
Shake It Off	—	Gain +1 to all saving throws per adjacent ally
Shield Wall	Shield Proficiency.	Increase your shield bonus to AC.
Shielded Caster	—	+4 bonus on concentration checks.
Stealth Synergy	—	Take the highest roll made by you and your allies on Hide and Move Silently checks
Swap Places	—	Switch places with an adjacent ally.
Tandem Trip	—	When you make a trip against an opponent threatened by any ally, roll twice and take the higher result
Team Pickpocketing	Bluff 1 rank, Sleight of Hand 1 rank	When ally makes a Bluff check, you can pick opponent's pocket as an immediate action

Allied Spellcaster (Teamwork)

With the aid of an ally, you are skilled at piercing the protections of other creatures with your spells.

Prerequisite: Caster level 1st.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on level checks made to overcome spell resistance. If your ally has the same spell prepared (or known with a slot available if they are spontaneous spellcasters), this bonus increases to +4 and you receive a +1 bonus to the caster level for all level-dependent variables, such as duration, range, and effect.

Back to Back (Teamwork)

Your ally's eyes are your own, and yours are his.

Prerequisite: Spot 3 ranks.

Benefit: While you are flanked and adjacent to an ally with this feat, you receive a +2 circumstance bonus to AC against attacks from opponents flanking you.

Coordinated Defense (Combat, Teamwork)

You are adept at working with allies to avoid being tripped, grappled, and subjected to other manoeuvres.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus to defend against special manoeuvres (bull rush, disarm, grapple, overrun, sunder, and trip). This bonus increases to +4 if the creature attempting the manoeuvre is larger than both you and your ally.

Coordinated Maneuvers (Combat, Teamwork)

You are skilled at working with your allies to perform dangerous combat manoeuvres.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on all combat manoeuvres (bull rush, disarm, grapple, overrun, sunder, and trip). This bonus increases to +4 when attempting to break free from a grapple.

Duck and Cover (Teamwork)

Your allies assist you in avoiding certain attacks.

Benefit: Whenever you are adjacent to an ally who also has this feat, and both of you are required to make a reflex saving throw against a spell or effect, you may take the result of your die roll or that of your ally (your modifiers still apply to the roll, regardless of which result you take). If you take your ally's result, you are knocked prone (or staggered on your next turn, if you are already prone or cannot be knocked prone). In addition, you receive a +2 cover bonus to your AC against ranged attacks as long as your ally is wielding a shield.

Escape Route (Combat, Teamwork)

You have trained to watch your allies' backs, covering them as they make tactical withdraws.

Prerequisite: none

Benefit: An ally who also has this feat provokes no attacks of opportunity for moving through squares adjacent to you or within your space.

Feint Partner (Combat, Teamwork)

A little diversion is all you need to slip through your foe's defences.

Prerequisite: Bluff 1 rank.

Benefit: Whenever an ally who also has this feat successfully feints an opponent, that opponent also loses his Dexterity bonus to AC against the next attack you make against him before the end of the feinting ally's next turn.

Lookout (Combat, Teamwork)

Your allies help you avoid being surprised.

Benefit: Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally -1, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

Pack Attack (Combat, Teamwork)

You are skilled at surrounding your enemies.

Prerequisite: Base attack bonus+1.

Benefit: When you are adjacent to an ally with this feat, the first time you melee attack an opponent, you can spend an immediate action to take a 5-foot step, even if you have otherwise moved this round.

Normal: You can take a 5-foot step only if you have not otherwise moved in a round.

Paired Opportunists (Combat, Teamwork)

You know how to make an enemy pay for lax defences.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 circumstance bonus on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

Precise Strike (Combat, Teamwork)

You are skilled at striking where it counts, as long as an ally distracts your foe.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you and an ally who also has this feat are flanking the same the creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

Shake It Off (Teamwork)

You support your allies and help them recover from crippling effects.

Benefit: When you are adjacent to one or more allies who also have this feat, you gain a +1 bonus on saving throws per such ally (maximum +4).

Shield Wall (Combat, Teamwork)

You form a unified defence with those around you.

Prerequisite: Shield Proficiency.

Benefit: Whenever you are wielding a shield and are adjacent to an ally wielding a shield who also has this feat, the AC bonus from your shield increases, depending on the shield wielded by your ally.

- If your ally is wielding a buckler or a light shield, your shield bonus increases by +1.
- If your ally is wielding a heavy shield or a tower shield, your shield bonus increases by +2.

You keep these bonuses even if your ally loses his shield bonus due to making a shield bash attack.

If an adjacent ally with this feat uses a tower shield to grant total cover, you also benefit if an attack targeting you passes through the edge of the shield.

Shielded Caster (Teamwork)

Your allies cover you while you cast complicated spells.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 competence bonus on concentration checks.

If your ally is wielding a buckler or a light shield, this bonus increases by +1.

If your ally is wielding a heavy shield or a tower shield, this bonus increases by +2.

Finally, if an enemy threatening you and your ally has an ability that increases the DC of concentration checks, the amount of the increase is halved.

Stealth Synergy (Teamwork)

Working closely with an ally, you are able to move like twin shadows.

Benefit: While you can see one or more allies who also have this feat, whenever you and your allies make a Hide or Move Silently check, you all take the highest roll before adding your own modifiers.

Swap Places (Combat, Teamwork)

You are skilled at changing places with your ally during a chaotic melee.

Benefit: Whenever you are adjacent to an ally who also has this feat, you can move into your ally's square as part of normal movement. At the same time, your ally moves into your previous space as an immediate action. Both you and your ally must be willing and able to move to take advantage of this feat. Your ally must be the same size as you to utilize this feat. Your ally does not provoke an attack of opportunity from this movement, but you provoke as normal. This movement does not count against your ally's movement on his next turn.

Tandem Trip (Combat, Teamwork)

You know how to work together to trip your foes.

Benefit: Whenever you attempt a trip combat manoeuvre against an enemy threatened by an ally with this feat, you roll twice and take the better result.

Team Pickpocketing (Teamwork)

You distract a mark with friendly conversation while your partner robs the victim blind.

Prerequisite: Bluff 1 rank, Sleight of Hand 1 rank.

Benefit: Whenever an ally with this feat succeeds a Bluff check to feint an opponent, if you are adjacent to that creature, you can spend an immediate action to make a Sleight of Hand check to pickpocket that opponent and gain a +4 bonus on that attempt.