

STARFARER'S CODEX: COORDINATED COMBAT FEATS



STARFINDER
COMPATIBLE

OWEN KC STEPHENS



CREDITS

Author: Owen K.C. Stephens

Developer/Editor: Rogue Genius Games

Cover Art: @Storm/Adobe Stock Art

Interior Art: @Freestyle Images/Adobe Stock Art

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Publisher: Owen K.C. Stephens

Project Manager: Lj Stephens

Consigliere: Stan!

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on Twitter: @Owen_Stephens

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Product Code: RGG0206

STARFARER'S CODEX: COORDINATED COMBAT FEATS

The *Starfinder Core Rulebook* presents a fascinating feat, Coordinated Shot. This feat causes your allies to be more likely to successfully hit a foe you are engaged in melee combat with (as long as they don't have to shoot past you).

While a simple enough feat, it has a huge impact on combat and teamwork within the game.

This is a feat that doesn't grant the character who takes it any direct benefit. In fact it's arguable a drawback, since it encourages the player to place themselves right next to an enemy while encouraging allies to stay farther back. However, it has numerous positive impacts on the team aspect of the game. A character that takes Coordinated Shot has a built-in way to assist allies without having to succeed any specific skill check or combat maneuver, and gains a simple-to-apply

tactical advantage that can swing the course of a fight without expending any precious resources or having to understand any deep interaction with other game rules.

In short, it's a fast and easy way to make a character that other players are happy to have around.

The only real drawback to Coordinated Shot is that it's only useful for one specific combination of character and allies. If a character is built to desperately avoid melee situations, or is traveling only with solarians and soldiers who always rush into hand-to-hand, Coordinated Shot is a terrible choice. The same idea, however, can be applied to a much broader range of character builds. *Starfarer's Codex: Coordinated Combat Feats* presents those broader choices, allowing any character and any team take advantage of options that benefit their allies more than themselves.



TABLE: COORDINATED COMBAT FEATS

Name	Prerequisite	Benefit
Back-to-Back	Base attack bonus +1	Protect yourself and allies from flanking and sneak attacks.
Bolster	Cha 13	Boost the SP your allies restore to one another.
Cooler	Cha 13	Penalize adjacent foe's saves against allies' effects.
Coordinated Casting	Caster level 1, key ability score 17	Your failed spells still penalize a foe against allies' effects.
Coordinated Defense	Base attack bonus +1	Grants adjacent allies an AC bonus.
Coordinated Fire	Base attack bonus +1	Your failed ranged attacks grant allies bonuses to attack the same foe.
Coordinated Maneuvers	Base attack bonus +1, Dex 11	Allies can move through spaces next to you without provoking attacks of opportunity.
Coordinated Mental Aid	Cha 11	You automatically aid another to adjacent allies' mental skill checks.
Coordinated Physical Aid	Dex 11	You automatically aid another to adjacent allies' physical skill checks.
Coordinated Onslaught	Base attack bonus +1	Foes you threaten take extra damage from your allies' attacks.
Coordinated Strike	Base attack bonus +1	Foes you threaten are more easily hit by your allies' melee attacks.
Coordinated Volley	Base attack bonus +1, Wis 11	Adjacent allies do not provoke attacks of opportunity for casting or making ranged attacks.
Enfilade	Base attack bonus +1, proficient with small arms, longarms, and heavy weapons	You and your allies have improved cover fire and harrying fire.
Harassing Assault	Base attack bonus +1	Adjacent foes take penalties to their ranged attacks.
Harmonic Mysticism	Caster level 1, Mysticism as a class skill	Adjacent allies gain a bonus to their caster level.
Invigorating Healing	Wis 13, Cha 13	Allies you heal gain brief bonuses to attacks and skill checks.
Load Out	Str 15	You can easily carry allies.
Lucky Charm	Cha 13	Adjacent allies gain bonuses to saving throws.
Overwatch	Base attack bonus +1	Allies within 30 feet at +2 to perception and AC vs AoO.
Spotter	Base attack bonus +1, Perception as a class skill	Adjacent allies can exclude targets from areas of effect.
Thermal Shock	Base attack bonus +1, Wis 11	You cold or fire attacks set up a target against the other energy type.

FERT Descriptions

BACK-TO-BACK (COMBAT)

You know how to make sure you and your allies have one another's backs.

Prerequisite: Base attack bonus +1

Benefit: When an ally is in an area you threaten, foes gain no benefit from flanking either one of you, and the DC to make a successful trick attack against either of you increases by +3.

BOLSTER (COMBAT)

Your presence is enough to invigorate your allies.

Prerequisite: Cha 13.

Benefit: When an ally of yours restores Stamina Points to another ally of yours, if either ally is within 30 feet of you the number of Stamina Points restored is increased by half your character level.

COOLER (COMBAT)

The closer you are to an enemy, the more bad luck they seem to have.

Prerequisite: Cha 13.

Benefit: When you are threatening a foe with a melee weapon, they take a -1 penalty to saving throws from effects created by allies of yours that are not in an area the foe threatens.

COORDINATED CASTING (COMBAT)

Even when your spells fail, they can set up your allies for success.

Prerequisite: Caster level 1, key ability score 17.

Benefit: When you cast a spell with a foe as a target, or with one or more foes in its area, and the spell has no effect (does no damage, its effect is negated, and so on), select one target of the spell. The next ally to make an attack or cast a spell against that same target before the end of your next turn gains a +1 bonus to their attack roll or their spell's save DC (whichever they prefer).

COORDINATED DEFENSE (COMBAT)

You can maneuver to help cover an ally against a foe's attacks.

Prerequisite: Base attack bonus +1.

Benefit: When an ally is in an area you threaten, that ally receives a +1 bonus to AC from any attack made by a foe that is farther away from the ally than you are.

COORDINATED FIRE (COMBAT)

Even when your ranged attacks fail, they can set up your allies for success.

Prerequisite: Base attack bonus +1.

Benefit: When you make a ranged attack against a foe and miss, the next ally to make an attack against that same target before the end of your next turn gains a +1 bonus to their attack roll.

COORDINATED MANEUVERS (COMBAT)

You can cover the blind spots of an ally moving near you.

Prerequisite: Base attack bonus +1, Dex 11.

Benefit: When an ally leaves a space you threaten, the movement from that space does not provoke attacks of opportunity.

COORDINATED MENTALAID (COMBAT)

You can easily help allies work out difficult mental problems.

Prerequisite: Cha 11.

Benefit: When an ally is in an area you threaten makes a skill check with an Int-, Wis-, or Cha-based skill you have ranks in, that ally receives the benefit of you successfully using aid another to assist them. The skill check must represent an activity that took place entirely while they were adjacent to you.

COORDINATED PHYSICALAID (COMBAT)

You can easily help allies work out difficult physical puzzles.

Prerequisite: Dex 11.

Benefit: When an ally is in an area you threaten makes a skill check with a Str-, Dex-, or Con-based skill you have ranks in, that ally receives the benefit of you successfully using aid another to assist them. The skill check must represent an activity that took place entirely while they were adjacent to you.

COORDINATED ONSLAUGHT (COMBAT)

You can maneuver a foe to expose vulnerable weaknesses to your allies' attacks.

Prerequisite: Base attack bonus +1.

Benefit: When you are threatening a foe with a melee weapon, your allies' attacks do +1 damage. This bonus damage increases by an additional +1 when your base attack bonus reaches +5, +10, +15, and +20.

COORDINATED STRIKE (COMBAT)

You can maneuver a foe to weaken their defenses against allies' close combat attacks.

Prerequisite: Base attack bonus +1.

Benefit: When you are threatening a foe with a melee weapon, any ally that can make a melee attack against that foe without you granting that foe cover gains a +1 bonus to the melee attack roll.

COORDINATED VOLLEY (COMBAT)

You can cover the blind spots of an ally making ranged attacks near you.

Prerequisite: Base attack bonus +1, Wis 11.

Benefit: When an ally in a space you threaten makes a ranged attack or casts a spell, they do not provoke an attack of opportunity for doing so.

ENFILADE (COMBAT)

You can direct allies to create extremely effective tactical fire support.

Prerequisite: Base attack bonus +1, proficient with small arms, longarms, and heavy weapons.

Benefit: You and allies within 60 feet of you gain a +2 bonus to attack rolls made for cover fire or harrying fire, and the benefit of such actions increases by 1 with regard to other allies.

HARASSING ASSAULT (COMBAT)

You can maneuver a foe to make it more difficult for them to attack your allies.

Prerequisite: Base attack bonus +1.

Benefit: When you are threatening a foe with a melee weapon, that foe takes a -1 penalty to all attack rolls against allies that are not in an area it threatens.

HARMONIC MYSTICISM (COMBAT)

You can maneuver to help cover an ally against a foe's attacks.

Prerequisite: Caster level 1, Mysticism as a class skill.

Benefit: When an ally is in an area you threaten, that ally's caster level for spells and spell-like abilities is increased by +1.

INVIGORATING HEALING (COMBAT)

Your effort to restore the health of your allies grants them brief boosts to their verve.

Prerequisite: Wis 13, Cha 13.

Benefit: When you use a spell of a class feature that can only be used a limited number of times (whether that is a limited number of times per day, or a limited number of times between 10-minute rests, or that requires you to expend a Resolve Point) to restore SP or HP to an ally (even if that ally was not missing any SP or HP), that ally gains a +1 bonus to attack rolls and a +2 bonus to skill checks until the end of your next turn.

LOAD OUT (COMBAT)

You've trained to ensure you never leave an ally behind.

Prerequisite: Str 15.

Benefit: You can use one hand to carry any one other team member of your size or less, with just a 5 foot reduction to your land speed, regardless of bulk.

LUCKY CHARM (COMBAT)

The closer you are to an ally, the more good luck they seem to have.

Prerequisite: Cha 13.

Benefit: When an ally is in an area you threaten, that ally receives a +1 bonus to saving throws against any effect from a foe that farther away from the ally than you are.

OVERWATCH (COMBAT)

You are expert of alerting your allies to potential threats.

Prerequisite: Base attack bonus +1.

Benefit: Allies within 30 feet of you gain a +2 bonus to Perception checks and AC against attacks of opportunity.

SPOTTER (COMBAT)

You are expert at helping allies avoid damaging one another.

Prerequisite: Base attack bonus +1, Perception as a class skill.

Benefit: Allies within 10 feet of you can exclude any one other team member from any area attack or instantaneous area effect.

THERMAL SHOCK (COMBAT)

You know how to maximize the impact of heating and cooling attacks.

Prerequisite: Base attack bonus +1, Wis 11.

Benefit: When you do cold damage to a target, the next fire damage it takes before the end of your next turn deals +1 damage. When you do fire damage to a target, the next cold damage it takes before the end of your next turn deals +1 damage. This bonus damage increases by an additional +1 when your base attack bonus reaches +5, +10, +15, and +20.



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ALEXANDER AUGUNAS
MATT MORRIS

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