

# ABANDONED ARTS PRESENTS: FEATS OF TEAMWORK



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NINE NEW FEATS FOR USE WITH THE **PATHFINDER®** ROLEPLAYING GAME

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## The More Feats! Line from Abandoned Arts

Each entry in the *More Feats!* product line contains a group of thematically-related feats for perfect for PCs and NPCs relevant to that theme. Feats of Teamwork features feats for team players and their like-minded allies. Each of the feats contained herein is a teamwork feat, a type of feat first introduced in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*.

### ARCANE ASSEMBLY [TEAMWORK]

*You can lead or participate in a form of ceremonial spellcasting.*

**Prerequisites:** spellcasting ability

**Benefit:** Whenever you cast a spell with a casting time of 10 minutes or more, you may reduce the casting time of that spell by 1 minute for each ally that also possesses this feat who spends the remaining casting time using the aid another action to assist your spellcasting. An ally must be within your reach in order to assist you. This ability may not reduce the casting time of such a spell by more than half.

### DEFENSIVE FOCUS [TEAMWORK]

*Your spellcasting allies can assist your own arcane defenses.*

**Prerequisites:** Spell Focus (any)

**Benefit:** You gain a +1 bonus on saving throws against arcane spells belonging to any school of magic to which any adjacent ally that also possesses this feat has the relevant Spell Focus feat. If that ally also possesses the Greater Spell Focus feat relevant to that same school, this bonus increases to +2.

### DRINKING BUDDY [TEAMWORK]

*Sharing a drink with a friend never fails to lift your spirits.*

**Benefit:** By sharing an alcoholic drink with an ally who also possesses this feat, you can bolster your spirits for the coming day. Once per day you and any number of qualifying allies may spend 10 minutes drinking, reveling, and swapping tales, gaining a number of temporary hit points equal to your character level or your Constitution modifier, whichever is greater. Temporary hit points gained in this way last for 24 hours and do not stack with temporary hit points from any other source.

### COORDINATED ACTION [TEAMWORK]

*You share an almost-telepathic sense of coordination with your allies.*

**Prerequisites:** Improved Initiative

**Benefit:** As a free action, you may choose to delay until the initiative count of any ally who also possesses this feat. If you do, that ally acts on your initiative count instead. If that ally has already acted this

round, he takes no additional actions or turns.

### ORPHIC SCRYING [TEAMWORK]

*You can contribute to a powerful ritual scrying method.*

**Prerequisites:** ability to cast scrying

**Benefit:** Whenever you or an ally that also possesses this feat casts a spell through a scrying sensor, you may use your own caster level, feats, and special abilities or those of qualifying allies when determining the caster level and saving throw DCs of spells cast in such a way.

### PATROL PARTNER [TEAMWORK]

*Working with a partner, you can cover a lot of ground.*

**Prerequisites:** Combat Patrol<sup>1</sup>, base attack bonus +12

**Benefit:** You and any ally that also possesses this feat may set up conjoined combat patrols. You threaten any creature that such an ally threatens while the areas of your combat patrols are adjacent or overlapping. As usual, you may move as part of an attack of opportunity within this shared and expanded threatened space, provided your total movement before your next turn does not exceed your speed.

### READIED RALLY [TEAMWORK]

*You're adept at synchronizing your actions with a partner.*

**Prerequisites:** Swift Aid<sup>1</sup>

**Benefit:** Whenever you and an ally who also possesses this feat take readied actions on the same initiative count, you may attempt to use an aid another action to assist that ally as an immediate action.

### SHIFT CONCENTRATION [TEAMWORK]

*You can share spell concentration with an ally.*

**Prerequisites:** arcane spellcasting ability

**Benefit:** You can pass the concentration of your own spell to an adjacent, willing ally who also possesses this feat. Shifting concentration is a move action that provokes an attack of opportunity, and you must touch that ally as a part of that action. In passing concentration of a spell, your ally gains control over and responsibility for maintaining that spell, and must continue to concentrate as a move action on



his or her next turn or fail to maintain it (even if you already expended the necessary action to maintain the spell on that same round). Thereafter, that ally makes all choices regarding the maintenance of that spell (such as how to direct a *flaming sphere* or *silent image*). The DC, caster level, and all other aspects of the spell are unchanged, and not determined by the character maintaining the spell.

## TEAM EFFORT [TEAMWORK]

*You can direct your allies to help you.*

**Prerequisites:** any teamwork feat

**Benefit:** As a move action, you may treat allies within 30 ft. as if they possessed the same teamwork feats that you possess for the purposes of determining whether you receive the benefits of those teamwork feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. This benefit lasts for 1 round.

1: See the *Pathfinder® Roleplaying Game: Advanced Player's Guide™* for a description of this feat.



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