

Description:

Victory, both in and out of combat relies on having a plan. More accurately, it relies on creating a new plan every thirty seconds, and coordinating all assets in pursuit of it. That requires sharp eyes, a firm voice, and the ability to stay cool under pressure. That requires a Strategist.

Strategy:

In combat the Strategist specializes in controlling the battlefield, buffing allies and exploiting enemy weaknesses. This class excels in combat without getting into the thick of it, provided you have enough front line troops to strategize *with*. Best mixed with classes that would otherwise not be too busy during combat, such as engineer, liaison, or conduit.

Starting Bonuses:

- ☐ +2 Command, Persuade, History, Research and Perception.
- ☐ Special action: Strategize (see rules insert).
- ☐ equipment: Lazer pointer, whiteboard, signal whistle, binoculars.

Strategize

Many Strategist abilities are marked as "Tactics". These are minor bonuses that can be applied to yourself and your teammates (either individually, or as groups). You may spend two beats during your turn to "Strategize", allocating any number of tactics amongst yourself and your teammates.

Each team member can use at most one tactic at a time.

Each tactic can only be used once per round.

In addition, during your turn you may apply a single tactic to yourself for free, ignoring the above restrictions. You may do this regardless of whether or not you strategize.

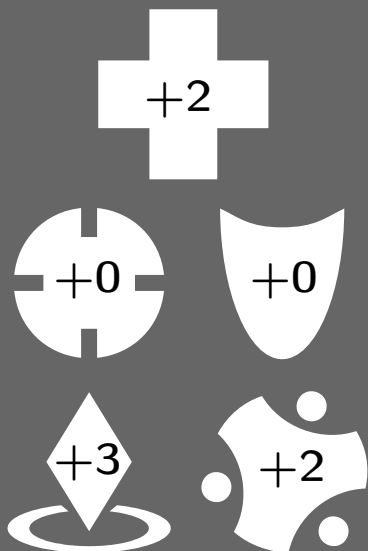
Character details:

Answer one (or more) of the following backstory details.

Where were you trained? Under what circumstances have your combat/teambuilding expertise been tested? _____

Identify the tactical strengths and weaknesses of each of your team-mates: .

Describe a battle which you lost. What were the consequences- to yourself? To your organization? To those under your command? _____



Right tool, right place

Tactic: A single ally may retrieve any item from their backpack and toss it to any other ally within a few meters of themselves. Neither party prompts any AoO. It is assumed that this pass can not be intercepted although obviously a solid stone wall etc. will prevent it.

This counts as this turn's tactic for both allies.

Timing is Everything

Tactic: Swap the position in the initiative order of any two allies. This counts as this turn's tactic for both allies. You may not target yourself with this ability.

Coordinated Strike

Tactic: Select an ally. Until your next turn, they can receive Aid from any number of allies on attack rolls, ignoring the usual restriction of "Each action can be aided at most once".

Allies providing this assistance expend one beat rather than the usual two.

Knowledge is Power

Tactic: Pick an ally. They may make a Knowledge, Perception or People Reading against a single target of their choice. Perception checks can be used to spot weak points, increase everyone's crit range against the target by 1 for every 10 rolled on perception (round down). This effect lasts one round. Successful people reading checks will give an indication of what your target is likely to do during their next turn.

Relevant knowledge checks grant information on the abilities and stats of your target.

Sword and Shield

Requires: two Strategist feats

Tactic: Select a pair of allies, nominating one as sword and the other as shield. As long as they remain adjacent to one another the sword gets +2 ATK while the shield gets +2 DEF.

Timely Distraction

Tactic: Select an ally. Until your next turn, whenever they would prompt an AoO, you may expend a reaction to provide a distraction, preventing enemies from capitalizing on the vulnerability

Vigilance

Tactic: A single target ally gains an additional Reaction this turn. They gain +1 on all defense rolls, and can not be sneak attacked.

Multitasking

Whenever acting as a ship's Systems Controller, or manning any similar administrative hubs, you may take three actions per turn rather than two.

Minions

Non-player characters under your command gain a +2 bonus on anything you ask them to do. NPCs can now receive tactics, just like players.

Controlled Fire

Tactic: The next time target ally would use an attack with any risk of friendly fire (grenades, lightning, etc), all allies gain +5 on saving throws vs that attack and take half damage.

Location Location

Requires: one Strategist feat.

Tactic: A single ally may make a move action immediately. They gain +3 defence vs. any AoO this movement might prompt. You may request up to two tactical advantages their new location (for example, a +2 flanking position that also gains +2 defense from incoming fire), if plausible, your GM will allow it.

Now and Then

Requires: two Strategist feats.

Tactic: At the start of their next turn, target ally can trade one Reaction for an additional Beat, or vice-versa.

Prediction

Twice per episode you may ask your GM the likely result of a particular plan (both in and out of combat). Both short and long term plans can be asked after, but the more immediate the plan, the better your information will be.

Optimization

Requires: Prediction.

You are adept at maximizing resources and brainstorming alternative plans. When planning travel, a heist, theater production, or any other long term plan, you may make a DC 10 research check in order to improve **one** aspect of the plan, making it faster, less resource intensive, more impactful, improving safety margins (lower chance of failure), or reducing the severity of worst case scenarios (consequences of failure). If you roll 25 or higher, this improvement comes at no cost. If you roll between 10 and 24, your GM will choose some other aspect of the plan to make worse (slower, more costly, higher risk, etc.) Whether or not you use the original plan or the alternative is up to you.

(NOTE: as a player, you may always choose to develop better plans whether you have this feat or not. Having this feat allows you to demand that your *character* contributes additional cunning to a given plan.)

Sure Bet

Requires: four Strategist feats

Incompatible with All or Nothing

Tactic: Until your next turn, a single ally replaces all d20 rolls with the value 11.

All or Nothing

Requires: four Strategist feats

Incompatible with Sure Bet

Tactic: Until your next turn, a single ally flips a coin in place of all d20 rolls. On heads, they get 20, on tails they get 2.