

Combat Tactician

At the head of every operation, from fortress sieges to boarding parties, lies a central hub of information, a pipeline of ideas and tactical choices that might spell victory or disaster. They are a mix between computer jockey and drill sergeant, barking orders in response to floods of data pouring in from outside feeds. Their minds have to move three steps faster than those they are supposed to direct, and they must be prepared to switch gears at the slightest outside stimuli.

In each tactician lies a war room of the mind, with pieces laid out that are rarely even aware of the others. Their squad members must trust their judgments, and follow through with sometimes seemingly absurd orders - because only the tactician really knows what to make out of the chaos of combat.

Requirements

To qualify to become a Combat Tactician, a character must fulfill all the following criteria:

Abilities: Int 13+, Cha 13+

Skills: Concentration 8 ranks, Computer Use 8 ranks, Diplomacy 6+, Knowledge (tactics) 8 ranks

Feats: Data Access, Nerves of Steel

Influence: Any Military 10+

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special |
|-------------|-------------------|-----------|----------|-----------|-------------------------------|
| 1 | +0 | +0 | +1 | +0 | Basic Orders, Combat Feeds +2 |
| 2 | +1 | +0 | +1 | +1 | On Second Thought |
| 3 | +2 | +1 | +2 | +1 | Bonus Feat |
| 4 | +3 | +1 | +2 | +2 | Advanced Orders |
| 5 | +3 | +1 | +3 | +2 | Combat Feeds +4 |
| 6 | +4 | +2 | +3 | +3 | Bonus Feat |
| 7 | +5 | +2 | +4 | +3 | Advanced Orders II |
| 8 | +6 | +2 | +4 | +4 | Bonus Feat |
| 9 | +6 | +3 | +5 | +4 | Combat Feeds +6 |
| 10 | +7 | +3 | +5 | +5 | Master's Gambit |

Class Skills

The Combat Tactician's class skills (and the key ability for each skill) are: Athletics (Str), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Knowledge (any) (Int), Linguistics (Int), Notice (Wis), Profession (any) (Wis), Sense Motive (Wis), Technical (any) (Int).

Skill Points at each level: 4 + Int modifier

Class Features

All of the following are class features of the Combat Tactician prestige class.

Hit Points Per Level: 2

Basic Orders: At 1st level, the Combat Tactician can use his knowledge of the situation to steer those in his command - or anyone who might listen. With a successful **Knowledge (tactics)** skill check (**DC 15**), the Combat Tactician can give a bonus equal to his **Charisma score modifier to all attack rolls and Defense Value** this turn for a **number of allied** characters up to his **Intelligence score modifier +1 within 30 feet**. These characters have to be in hearing range (audio contact does count) and be willing to accept his tactical suggestions. This requires the Combat Tactician's full attention and takes a full-round action. This stacks with the Soldiers Coordinated Unit class ability.

Combat Feeds: (Requires a data-feed unit) At 1st level, the Combat Tactician receives a constant flow of combat information from his special **data-feed unit**. While using data-feed unit, he gains a +2 circumstance bonus to his Initiative checks. This bonus increases to +4 and +6 respectively at 5th and 9th level.

On Second Thought: At 2nd level, the Combat Tactician can catch his own tactical mistakes, seeing the possible outcome in his mind, before they actually occur. A number of times per gaming session equal to his level in this Prestige Class, the Combat Tactician can force anyone currently gaining a bonus from Basic Orders, Advanced Orders or Master's Gambit to re-roll a failed attack roll, saving throw or skill check.

Equipment: Data-Feed Unit

This combination earpiece/HUD eyecup gives a licensed tactician a constant flow of data from several sources –secure-cams, maintenance bots, internal security, squad-based recorders, and so on. With proper training, someone could gain immense amounts of on-the-spot information to be utilised as they see fit. Rumor has it that some 'eavesdropper' data-feed units have been created by terrorists and mercenaries, actually tapping in through a series of simple wide-band scans into any streaming data system. If these eavesdroppers really do exist, they would be a priceless commodity to anyone wishing to play outside regulations.

Common Data-Feed Unit: Cost 250 cr.

'Eavesdropper' Data-Feed Unit: Cost upwards of 5,000 cr., requires a Technical (electrical) skill check (DC set by Games Master depending on local security) to activate properly.

Bonus Feat: At 3rd, 6th and 8th, the Combat Tactician gains a bonus feat, selected from the following list:

Alertness, Armor Familiarity, Blind Fight, Brawler, Combat Expertise, Die Hard, Dodge, Elite GROPOS, Endurance, Exotic Weapons Proficiency, Far Shot, Great Fortitude, Harm's Way, Improved Critical, Improved Feint, Improved Critical, Improved Two-Weapon Fighting, Inspirational Combatant, Iron Will, Legendary GROPOS, Lighting Reflexes, Lighting Reload, Martial Arts, Precise Shot, Toughness, Two Weapon Fighting, Veteran GROPOS, Weapon Focus, Weapon Specialization

Advanced Orders I: At 4th level, the Combat Tactician can use his Basic Orders bonus towards **Stealth, and Notice skill checks** as well as attack rolls and Defense Values. He can also double the number of allies he can use it with (2 x Int bonus) and he can also use audio devices (comlinks) with them. They do not have to be within 30 ft, but they do have to be engaged in the same combat situation as the Combat tactician.

Advanced Orders II: At 7th level, the Combat Tactician has a knack for multi-step plans that unfold over a short span of time. With Advanced Orders, the Combat Tactician can delay the on-set bonuses gained from a successful Basic Orders for up to three rounds, allowing him to include himself (gaining the bonuses from his own tactics!) for free as part of the effected friendly characters. Characters can only benefit from one set of Orders (Basic or Advanced) per round.

Master's Gambit: At 10th level the Combat Tactician can concoct truly grandiose tactical plans that could boggle the minds of those involved if they knew truly how elaborate they were. He now has no limit to the number of friendly characters he can affect with uses of Basic and Advanced Orders (although everyone effected must still be in audio contact with the Combat Tactician and engaged in the same combat situation).