

APPENDIX β: TEAM ATTACKS SUPPLEMENT

D&D® Unofficial Rules Amend — A Shared Campaign Supporting Document

Effective July 1st, 2025

CHARACTER OPTIONS: TEAM ATTACKS

This document presents supplemental ruling to play in Shared Campaigns. Content herein incorporates both new and old mechanics revisited to function as designed for the 2024 Player's Handbook.

THIS IS COMMUNITY INSPIRED MATERIAL

This article is presented for playtesting and feedback. This D&D material is in draft form, usable in your D&D campaign but not refined by full game development and editing. It isn't officially part of the game.

When creating your character, always consult with your DM about homebrewed content, and what they allow in their games!

GRATITUDE 4. Ryoko's Guide to the Yokai Realms.

NEW OPTION: TEAM ATTACKS

Team Combinations or Team Attacks are a way for player characters to perform impactful, collaborative actions in combat (referred to herein as 'striking'). Through teamwork, adventurers can perform extraordinary actions and players can experience incredible, cinematic moments, reflecting their characters' bonds as companions and warriors.

Team Attacks are a place for players to explore freely and creatively. The scale and spectacle of a Team Attack may vary depending on the level of realism your game adheres to. DMs should use these rules as a guide on balancing Team Attacks, working with players to allow them the freedom to craft their own Team Attacks in a way that enhances combat.

DESIGN NOTE: A DEADLY ADDITION

Team Attacks are a "power upgrade" to an adventuring party's arsenal. These rules are written primarily for players to explore, but the DM may wish to give enemy teams (or other nonplayer characters) access to Team Attacks too, evening the playing field with devastating, tactical manoeuvres on both sides.

Enemy Team Attacks should be saved for significant encounters, used as a storytelling device to communicate the relationship between enemies, prepared in advance so that they can be narrated swiftly and dramatically, and never used more than once per encounter.

Enemy Team Attacks should never have more than four participants (one planner and three strikers).

Also keep in mind that NPCs could also be part of a party's Team Attack.

High Level Play. Recommendation is given to adhere this option to any participant's traits upon reaching level 12+. However, characters with the TEAM STRIKER Feat would gain access to Team Attacks much earlier along with their party members.

PERFORMING A TEAM ATTACK

Team Attacks are spectacular moments of synchronized combat virtuosity performed by player characters in combat, and each participant can alter or enhance it in a unique way.

Initiating a Team Attack. A Team Attack can be initiated whenever a player character makes an attack on their turn, before the die is rolled but after the attack is declared. The character who makes that attack is directing the Team to follow its plan, so they are referred to as the planner.

TRAIT

Planning or Initiating a Team Attack. Whenever you make an attack roll on your turn as part of an Action, a Bonus Action, or a Reaction. Before the die is rolled but after the attack is declared. You can direct your allies (strikers) in performing a "Team Attack" with their Reaction, provided that they can see you. Once you use a Team Attacks's benefit, you can't do so again until you finish a long rest.

If you spend your Heroic Inspiration when using this trait, you could later initiate or strike in a Team Attack, even if you have already initiated or struck in a Team Attack on the current combat.

During combat, whenever you start a turn where you have already initiated or struck in a Team Attack, you could attempt to initiate or strike in a Team Attack again, if you expend all of your Hit Dice. This benefit of the trait can only be used again until you finish a Long Rest.

Participating in a Team Attack. Other player characters who can see the planner can each use their Reaction to enhance the attack by performing a Team action (presented below). A character who assists in this way is referred to as a striker. In the case of a Team Attack with more than one striker, the strikers take their reactions in initiative order. Once any strikers have taken their reactions, the planner makes their attack roll to finish the Team Attack.

REACTION

Striking in a Team Attack. *Trigger.* You strike with an ally (planner) that you can see in performing a Team's Effect. Check each Team Attack for prerequisites on its specific Trigger. *Response.* Varies by the Team's Effect. When you use this reaction, if you spend your *Heroic Inspiration* as part of that reaction's response, you regain the use of your reaction at the end of the current turn. Once you use this reaction's response, you can't do so again until you finish a Long Rest.

Limitations. Participating in a Team Attack is an exhausting endeavor. Once a player character is a planner or a striker in a Team Attack, they can't direct or strike in another Team Attack until they finish a Long Rest.

Team Attacks also require participants to be familiar with each other. Only characters who have spent at least one week adventuring together, over which time they observe one another's fighting style and

movements, have the integral knowledge required to perform Team Attacks together.

TEAM ATTACK OPTIONS

There are multiple ways for Team Attacks to operate, depending on how those participating in the Team Attack assist the planner. strikers within reach of the planner can enhance the Team Attack in different ways to those at a distance, or to those who cast spells. Each in a unique way.

Each Team Attack Option has a prerequisite, usually dictating the maximum distance a striker can be from the planner's target to assist. For ease of use, Team actions are divided into Melee, Ranged, and Spellcasting options. Any player character can strike using any Team Attack option, provided they meet the prerequisite Trigger and are an ally of the planner.

Devastating Strikes. No matter the Team action used, the threshold for the planner to score a critical hit on their initiating attack roll is reduced by 1 for each striker assisting them. For example, if two player characters strike with the planner on a Team Attack, the critical hit threshold is reduced by 2, so the planner scores a critical hit on a roll of 18, 19, or 20.

MELEE TEAM ATTACKS

When you use your reaction to strike on a melee Team Attack, you can choose one of the following Team options:

UNISON ONSLAUGHT

(Trigger: The planner's target is within your reach)

Response— You make a swift melee weapon attack against the target, striking in unison with your ally. On a hit, you deal damage as normal, but you don't add your ability modifier to the damage of the attack, unless that modifier is negative.

Team Attack's Effect. Whether you hit or miss, your attack serves as a potent distraction. The planner can roll an additional d20 as a part of their attack roll, choosing between it or their own roll.

GOADING RUSH

(Trigger: You are within 15 feet of the planner's target.)

Response— You charge into the fray, tearing the target's attention away from your ally and onto yourself. You move towards the target of the attack, ending your movement as close to them as possible as you distract them with a goading insult.

Team Attack's Effect. The target has disadvantage on attack rolls against creatures other than you until the end of the planner's next turn.

STAGGERING CHARGE

(Trigger: The planner and their target are within your reach)

Response— You barrel into the target, attempting to knock it off balance as your ally strikes. Make a **Strength (Athletics)** check contested by the target's **Strength (Athletics)** or **Dexterity (Acrobatics)** check. If you win the contest, you knock the target prone or shove it 5 feet away from you (your choice). A target two or more sizes larger than you automatically succeeds in this contest.

Team Attack's Effect. Whether you win the contest or not, your charge serves as a distraction. The planner can roll an additional d20 as part of their attack roll, choosing between it or their own roll.

ALLY LAUNCHER

(Trigger: The planner is within your reach and within 5 feet of the target, your carrying capacity is greater than the planner's weight, and the target is no more than one size larger than you)

Response— You toss the planner through the air, over the enemy, allowing them to strike from above and land in a different position.

Team Attack's Effect. Your unorthodox assault opens up a weakness in the enemy's guard. The planner can roll an additional d20 as a part of their attack roll, choosing between it or their own roll.

In addition, the planner lands in an unoccupied space of their choice within 5 feet of the target.

RANGED TEAM ATTACKS

When you use your reaction to strike on a ranged Team Attack, you can choose one of the following Team Attack options:

FLINCHSHOT

(Trigger: The planner's target is within range of a ranged or thrown weapon you are wielding)

Response— You make a swift ranged weapon attack, perfectly timed to momentarily distract an enemy. On a hit, you deal your weapon's damage as normal, but you don't add your ability modifier to the damage of the attack, unless that modifier is negative.

Team Attack's Effect. Hit or miss, your attack serves as a potent distraction. The planner can roll an additional d20 as part of their attack roll, choosing between it or their own roll.

SUPPRESSING FIRE

(Trigger: The planner's target is within range of a ranged or thrown weapon you are wielding)

Response— You provide a well-timed ranged attack, targeting the space between the planner and their target, which provides cover for your ally to strike and retreat.

Team Attack's Effect. The planner can roll an additional d20 as a part of their attack roll, choosing between it or their own roll. In addition, until the end of the planner's turn, they don't provoke opportunity attacks from the target.

DISARMING COMBINATION

(Trigger: The planner's target is within range of a ranged or thrown weapon you are wielding)

Response— You attempt to strike an object the target is holding with a ranged attack, potentially knocking it loose from its grasp.

Team Attack's Effect. The target makes a **Strength saving throw** with disadvantage (DC equals 8 + planner's proficiency bonus + planner's Strength modifier). On a failed save, it drops one item it is holding (your choice).

SPELLCASTING TEAM ATTACKS

A spellcaster can strike in a Team Attack while they are within 90 feet of the planner by choosing one spell the spellcaster can cast and expend a spell slot of any level. The effect of the Team Attack depends on the school of magic the chosen spell belongs to.

TRAIT

Magical Breach. Whenever you are using your Reaction to perform a Spellcasting Team Attack. You can expend a Hit Dice and roll it as part of that Reaction. If you roll an odd number, the spell slot used is kept and can be reused. If you roll an even number, the spell slot is expended. In addition, you could also expend a spell scroll or any magic item's charge instead of the spell slot required for a Spellcasting Team Attack

When you use your reaction to strike on a spellcasting Team Attack, you can choose one of the following Team options:

ABJURATION

(Trigger: You are within 90 feet of the planner, have an unexpended spell slot, and know or have prepared an abjuration spell of 1st level or higher)

Response— You expend one spell slot. Sparkling magic shimmers around the planner's body, fortifying them with temporary, spectral armor.

Team Attack's Effect. The next time the planner takes damage within the next minute, that damage is reduced by an amount equal to five times the level of the spell slot expended, and the armor disappears.

CONJURATION

(Trigger: You are within 90 feet of the planner, have an unexpended spell slot, and know or have prepared a conjuration spell of 1st level or higher)

Response— You expend one spell slot. Your magic spirals around the planner, wrenching them from harm's way after they make their attack.

Team Attack's Effect. Immediately after the planner makes their attack against the target, they can choose to teleport to an unoccupied space that they can see within a number of feet equal to 10 x the level of the spell slot expended.

DIVINATION

(Trigger: You are within 90 feet of the planner, have an unexpended spell slot, and know or have prepared a divination spell of 1st level or higher)

Response— You expend one spell slot. Your magic enhances the senses of the planner with supernatural precognition.

Team Attack's Effect. The planner gains a bonus to all saving throws equal to the level of the spell slot expended until the start of their next turn.

ENCHANTMENT

(Trigger: You are within 90 feet of the planner, have an unexpended spell slot, and know or have prepared an enchantment spell of 1st level or higher)

Response— You expend one spell slot. Hypnotic magic weaves through the force of the planner's attack to strike the target's mind.

Team Attack's Effect. The target must make a **Wisdom saving throw** against your **spell save DC**. The target has a penalty on its saving throw equal to the level of the spell slot expended. On a failed save, it is charmed by the planner until the end of the planner's next turn. This effect ends early if the planner deals any damage to the target.

EVOCATION

(Trigger: You are within 90 feet of the planner, have an unexpended spell slot, and know or have prepared an evocation spell of 1st level or higher)

Response— You expend one spell slot. The planner's attack bursts with bright, magical energy.

Team Attack's Effect. On a hit, the planner's attack deals extra acid, cold, fire, lightning, or thunder damage, or damage of a type that appears in an evocation spell you can cast (your choice). The extra damage equals 1d8 per level of the spell slot expended.

ILLUSION

(Trigger: You are within 90 feet of the planner, have an unexpended spell slot, and know or have prepared an illusion spell of 1st level or higher)

Response— You expend one spell slot. Spiralling illusions cloak the planner in darkness, dazzling light, or another visual effect, obscuring their form and movement.

Team Attack's Effect. The planner adds a bonus to their attack roll equal to the level of the spell slot expended, and their movement doesn't provoke opportunity attacks until the end of the turn.

NECROMANCY

(Trigger: You are within 90 feet of the planner, have an unexpended spell slot, and know or have prepared a necromancy spell of 1st level or higher)

Response— You expend one spell slot. Your magic courses through the planner, wrenching the lifeforce of their target and channeling it back to the source of the damage.

Team Attack's Effect. On a hit, the planner's attack deals extra necrotic damage equal to 1d4 per level of the spell slot expended. The planner then gains temporary hit points equal to the necrotic damage dealt by this effect.

TRANSMUTATION

(Trigger: You are within 90 feet of the planner, have an unexpended spell slot, and know or have prepared a transmutation spell of 1st level or higher)

Response— You expend one spell slot. Your magic bursts as a force of raw adrenaline in the planner.

Team Attack's Effect. Immediately after completing their attack, the planner can take another action. This action can only be used to take the Dash, Disengage, Dodge, Hide, or Utilize action.

If you expend a spell slot of 3rd level or higher, this action can instead be used to take the Attack action (grapple or shove only).

If you expend a spell slot of 5th level or higher, this action can instead be used to take the Attack action (one weapon attack only) or Magic action (cantrip only).

FEAT : TEAM STRIKER

(Prerequisite: Level 4+)

You are practiced in the art of collaborative combat and combination strikes, granting you the following benefits:

Ability Score Increase. Increase your Constitution score by 1, to a maximum of 20.

Additional Team Attack. You can initiate or strike in a Team Attack*, even if you have already initiated or struck in one since your last long rest. Once you use this benefit, you can't use it again until you finish a long rest.

Tactical Team Attack. When you initiate a Team Attack, one willing creature of your choice that you can see can strike in that Team without preventing them from striking in another Team Attack before they finish a Long Rest.

NEW TEAM ATTACK

When you use your reaction to strike on a Team Attack, you can choose one of the following Team actions:

ASSEMBLE

General Team Attack (Prerequisite: You can see or hear the planner's target)

Response— You make a melee or ranged attack against the target, striking in unison with your ally. On a hit, you deal damage as normal. If you expend a spell slot, your magic enhances the attack as well.

Team Attack's Effect. Whether you hit or miss, your attack serves as a potent distraction. The planner can roll an additional d20 as a part of their attack roll, choosing between it or their own roll.

If you perform this Team Attack using a spell slot of 5th level or higher, the planner also gains advantage on all D20 tests until the start of its next turn.

At Higher Levels: If you're at least level 10, whenever you initiate this Team Attack, two allies of your choice can strike in that Team Attack without preventing them from striking in another Team Attack before they finish a Long Rest.

Upon reaching level 16, whenever you are using your Reaction to perform this Team Attack. You can expend a Hit Dice and roll it as part of that Reaction. If you roll an odd number, you regain the use of your Reaction at the end of the current turn.

EXAMPLE TEAM ATTACK IN PLAY

DM: Okay players, the dodomeki is finally bloodied.

Nephelle, you're next.

Nephelle: I'm gonna use my action to attack the dodomeki! It's time to finish her off; I call out for our classic Team Attack Flaming Guillotine!

Humperdink: That's what we're calling it now?

DM: Okay, you call out to initiate a Team Attack. Is anyone going to strike with Nephelle?

Kortov: I'm standing next to Nephelle, so I use my reaction to strike with Ally Launcher, tossing her over the dodomeki, and she can roll an extra d20 as part of this attack roll!

DM: That's right! Humperdink, are you going to strike?

Humperdink: I initiated a Team earlier today with Luctecia, so I can't strike on another one until we have a long rest.

DM: Ah, of course! Ryoko: But I can help! I'm 70 feet away and have a spell slot. I'm going to strike with a Spellcasting Team Attack!

DM: What spell are you choosing, and what slot level are you expending?

Ryoko: I'll expend a 2nd-level spell slot, choosing burning hands, which is evocation and lets me add fire damage to Nephelle's damage roll, if the attack hits.

DM: Okay, that's everyone who can strike. Nephelle, make your attack roll, with an extra d20 thanks to Kortov's Team action.

Nephelle: Okay first one is a 3 and... second one is 18! Add my +5 and it's a 23 to hit!

DM: And that's a critical hit as well! Because two characters striked, the critical hit threshold is reduced by 2, scoring a crit on a roll of 18 or higher.

Ryoko: Yes! Now my evocation Team Attack's Effect, which would be 2d8 for a 2nd-level spell slot, is doubled to add 4d8 fire damage to the attack.

Nephelle: 2d10 slashing + 4d8 fire + 3 for a total of... 32 damage!

DM: With a fierce battle cry, Kortov launches Nephelle through the air. You feel yourself hanging in the air for a transcendent moment of weightlessness, before bringing your longsword slashing down at the dodomeki from above. As you bring your longsword lashing down, you feel a blast of scorching heat as the blade ignites in flame, cleaving through the air and into the yokai.

Nephelle: Do I look badass?

DM: You look extremely badass! But the fiend is not defeated. The dodomeki lets out a screech of fury and lunges towards you, its eyes burning with hateful vengeance!

CREATING ADDITIONAL TEAM ATTACK OPTIONS

These Team actions are suggestions, not an exhaustive list of all Teams possible. Players should work with their DM and each other to come up with ideas that play to the unique strengths and idiosyncrasies of their characters. In all cases, players should name their Team Attacks a suitably epic name.