

💡 The Genius Guide to:

FEATS OF IMMEDIATE ACTION



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Everyone loves rolling a high initiative when a combat starts. Going first is its own reward, allowing a player to get the jump on foes, grab points of tactical advantage, and set the tone for the combat to come, but it's also just fun. Finding yourself at the bottom of the initiative order is significantly less exciting. For low rollers, the combat round can seem to lag on, having little to do but watch while other players accumulate memorable moments. Sometimes a player going last doesn't even pay attention to the action until it gets close to his time to take a turn, assuming he can "catch-up" once his character gets to go. This often leads to delays as players must have recent combat events explained, need time to look up rules for whatever action they decide to take based on that update, and get feedback from other players who now aren't paying attention until it's close to their turn. The longer it is between player turns the more likely players are to tune out, which only adds to the length of time between turns.

The whole game goes much smoother and is more enjoyable for everyone when all the players stay involved mentally, actively absorbing the current action while waiting for their own moments of glory. That is much more likely to occur when there is some kind of combat action that the character can perform at any time—a way to occasionally jump the queue and join the battle right now. (Just think about how much more attention a player pays if his character has delayed his action.) Even if such options have consequences, the possibility itself encourages the players to stay focused on what's happening at all times so that they're able to react quickly when they can make a difference. To that end, we need a way for characters to perform actions out of the normal initiative order, to link its use to specific combat situations so players want to pay attention, and to

TABLE 1: NEW FEATS

| FEAT | PREREQUISITES | BENEFIT |
|------------------------------|--|--|
| Brace For Impact* | Combat Reflexes | You are able to brace your weapon against a charging foe. |
| Combat Instincts* | Combat Reflexes, base attack bonus +6 | You can hold your swift action for use as an immediate action. |
| Counter Charge* | Str 13, Improved Bull Rush, Power Attack, base attack bonus +1 | You are able to charge an enemy who is charging you. |
| Distracting Feint* | Int 13, Combat Expertise, Improved Feint | You are able to distract an enemy, making it easier for an ally to attack. |
| En Garde* | Dodge, Dex 13 | You are able to fight defensively at a moment's notice. |
| Encircle* | Dex 15, Agile Maneuvers | You are able to avoid an attacking opponent, move your opponent, and then take a step to set up a better attack for yourself and others. |
| Equip Shield* | Alertness | You are able to equip your shield at a moment's notice. |
| Flick of the Wrist* | Quick Draw, base attack bonus +1 | You are able to make an attack with a thrown weapon at any time during the round. |
| Hit The Deck* | Dex 13, Dodge | You can quickly throw yourself prone. |
| Immediate Cantrip/Orison | Int, Wis or Cha 13, ability to cast 3rd level spells | You are able to cast 0-level spells at a moment's notice. |
| Improved Brace For Impact* | Brace for Impact, Combat Reflexes, base attack bonus +9 | You are able to take a 5-foot step and brace your weapon against a foe charging you or an adjacent ally. |
| Improved Flick Of The Wrist* | Flick of the Wrist, Quick Draw, base attack bonus +1 | Your immediate thrown-weapon attacks become more accurate. |
| Improved Interrupting Spell | Int, Wis or Cha 13, Immediate Cantrip/Orison, Interrupting Spell, ability to cast 5th-level spells | You are able to cast a defensive 2nd-level spell at a moment's notice. |
| Intercepting Move | Fleet | You are able to make a sudden move to intercept an enemy. |
| Interrupting Channel Energy | 2d6 channel energy ability | You are able to channel energy at any point during the round. |
| Interrupting Spell | Int, Wis or Cha 13, Immediate Cantrip/Orison, ability to cast 4th-level spells | You are able to cast a defensive 1st-level spell at a moment's notice. |
| Intervening Lay On Hands | Lay on hands | You are able to target yourself for lay on hands at any time. |
| Play Dead | Cha 13, Deceitful | You are able to pretend convincingly to have been killed after being hit by a successful attack. |
| Pop Up | Dex 13 | You can stand up immediately. |
| Reactive Grapple* | Dex 13, Improved Grapple, Improved Unarmed Strike | You can attempt to grapple after a foe fails to grapple you. |
| Reactive Sunder* | Str 13, Improved Sunder, Power Attack, base attack bonus +1 | You can attempt to sunder the weapon of a foe after that foe fails to sunder an item of yours. |
| Release Two-Handed Weapon* | Base Attack +6 | You can release your off-hand grip on your two-handed weapon. |
| Slam A Door | Dex 13 | Dungeons are full of doors and many of them are inconveniently open—you can fix that! |
| Snap Off A Shot* | Point Blank Shot | You are able to make a ranged attack with a bow or crossbow any time during the round. |
| Spontaneous Rage | Rage ability | You are able to fly into a berserk rage even when it is not your turn. |
| Spontaneous Wild Shape | Wis 13, ability to wild shape twice per day | You are able to activate your wild shape ability even when it is not your turn. |
| Sudden Tumble* | Dex 13, Acrobatic Steps, Nimble Moves | You are able to tumble after you are attacked by an opponent. |

* This is a combat feat and can be selected as a fighter bonus feat

make sure the cost of doing so is high enough that it's not happening every round, but low enough players feel taking such an action is worthwhile.

A look at Chapter 8 of the *Pathfinder RPG Core Rulebook* reveals an interesting combat option—between “swift actions” and “miscellaneous actions” is the very promising sounding “immediate action.” The immediate action fills all the gaps we’ve identified; it just needs of broader set of options. To answer that need, we present a new set of immediate action feats—feats that give characters new actions they may perform in specific situations if they are willing to spend an immediate action.

The Genius Guide to Feats of Immediate Action gives characters more potential ways to act when it is not their turn, encourages new tactical opportunities to spice up game play, creates a more flexible and reactive battle field, and gives players a strong incentive to pay attention throughout the combat round.

Nobody likes waiting for their turn and with immediate action feats you will never have to wait for your turn again.

THE IMMEDIATE ACTION—EVOLVED!

Adding immediate action feats to your campaign means dealing with immediate actions much more frequently, so a quick review of how such actions work is in order. Unlike other action types, an immediate action can be used at any time, except when a character is flat-footed. This essentially

allows you to interrupt the flow of play in response to the actions of other characters or emergent events. If you use an immediate action on your turn it counts as your swift action for that turn. If you use an immediate action when it is not your turn—as an interrupting action—then it counts as using a swift action during your upcoming turn and you cannot perform another immediate action until after that turn is completed.

The application of immediate action feats can also cause some confusion, so it is best to have a rule in mind before introducing these feats to your campaign. The question that must be resolved is: Must the declaration of intent to use an immediate action feat be made before the dice have been rolled, or can it be done in reaction to the results of the die roll?

For many campaigns, particularly those where combat is run with an emphasis on abiding by the letter of the rules, it is best to declare the intention to use an immediate action feat before the dice are rolled. After all, if you are going to interrupt the casting of a spell you should act before the spell hits. However, some groups may prefer to be more liberal in their application of these feats, allowing them to be used as virtual safety nets so that characters can save themselves and each other from unforeseen or merely unlucky circumstances. Whatever option works best for your group, the important thing is to clearly communicate how these feats will work before beginning the first combat in which they will be used.

NEW FEATS IN YOUR CAMPAIGN

Introducing *The Genius Guide to Feats of Immediate Actions* in your campaign is fairly easy. Once the GM has decided to allow new feats into a campaign, it's a simple matter to give players a list of the feats and allow them to select them at future levels. If a large number of new feats are introduced into a high level campaign, the GM can choose to allow characters an opportunity to re-write their characters to incorporate feats they would have wanted earlier, but did not know existed. This is especially understandable in the case of feats that require a chain of prerequisites. The GM should also feel comfortable making any feat now allowed for players also available to NPCs and monsters.

New feats can also be used to build the feel of a campaign world, distinguishing various organizations by including additional prerequisites—racial limitations, national limits, or stating that they can only be learned from specific instructors. Perhaps only the Verspasian Monks of the Temple of Whispering Winds can teach a character the Encircling Step feat, or taking Counter Charge requires performing a ritual on the Endless Steppes in which characters must seek out and defeat a razor-claw tiger. If a GM enjoys building campaign-specific prestige classes, rather than being

generally available at all, new feats may instead be used as powers for specific prestige classes. Players aren't likely to complain if Brace for Impact is actually a power in the Bronze Spear Brotherhood prestige classes, since the players had no expectation of being able to take the feat anyway.

Another great way to introduce new feats is to make them rewards for players befriending or joining some powerful force or group. If the player characters successfully defend a lost temple of the Goddess of Peace and Tranquility from destruction at the hands of a B'alhalathmugut the Pyre Dragon, they might all wake the next day to discover they gained the Hit The Deck feat. The GM may even opt to waive the feat's



normal prerequisites, as it was gained as a boon through divine intervention. This allows a GM to reward characters with abilities that can't be stolen by some thief in a crowded bazaar, but don't overpower characters to a point of game imbalance. It's also a nice way to get some treasure value to a party (a single bonus feat is worth between 2,500 and 10,000 gp—averaging 5,000 gp each—depending on its prerequisites and how useful it is to a specific character) without describing yet another pile of silver pieces, random potions, and a +2 shocking halberd no characters want.

UNDERSTANDING IMMEDIATE

ACTION FEATS

Under the standard *Pathfinder Roleplaying Game* rules, in a given round a character can take the following actions: a standard action and a move action (or a full-round action to replace both), one or more free actions, and one swift or immediate action. Immediate actions can be taken at any time, even when it's not your turn. If you take an immediate action when it is your turn, it counts as your swift action. If you take one when it's not your turn (as is often the case), it consumes the swift action from your next turn and you cannot take another one until after your next turn.

Most immediate action feats allow you only to take a specific action (or type of action) in response to a specific event. For example, the Brace For Impact feat allows a character with a weapon that has the "brace" quality to make an attack in response to a foe charging him. That means the feat can only be used when the character is being charged by a foe, and the only

thing it lets the character do is attack that foe with a specific type of weapon.

Because many of these feats allow characters to perform acts that are more substantial than immediate actions usually grant, they also require a character to sacrifice some actions from their upcoming turn (noted under the "Action Loss" section of feats' descriptions). These action losses are important for game balance and players should track them closely and honestly. (Don't make the GM police your use of immediate actions, he has enough to worry about already.) Condition marking tokens (such as chips stacked under a miniature) make an effective way to track immediate actions performed as interruptions. Other options include tracking their use alongside hit points or hanging a clip on your character's initiative card (if your GM uses them).

For example, Farhanna is a 7th-level sorcerer with the *feather fall* spell. She and her friends are fighting snow harpies while crossing a treacherous ice bridge. On her turn, Farhanna decides she must leap off the bridge to escape combat, and casts *feather fall* on herself, a spell with a casting time of 1 immediate action. This also consumes her swift action for the round. Later in the same round (when it's not her turn), Farhanna sees one of her friends slip off the bridge and begin to tumble to his doom. As he falls past her, Farhanna casts *feather fall* on him as an immediate action. Since she's taking the immediate action when it is not her turn, it uses her swift action from her next turn. Also, she can't take another immediate

action until after her next turn. Farhanna crosses her fingers and hopes that all of her friends can remain on the bridge until she gets to go again.

Of course, under the standard *Pathfinder Roleplaying Game* rules, very few things count as immediate actions. The introduction of immediate action feats gives characters new ways to make use of immediate actions. Because many of these are significantly more powerful than typical immediate actions, in addition to requiring a feat many of them have an additional action loss. Most commonly, these feats cause the character using them to lose an attack of opportunity, a move action from his next turn, and/or the ability to take a 5-foot step. This action loss is always in addition to consuming a swift action (either from your current turn or from your next turn, as normal). The additional action a character must lose is detailed in the Action Loss entry for each feat.

If the use of a feat incurs penalties to a character's attacks, AC, or any other game score, those penalties apply immediately and remain in effect until the end of the character's next turn. If the character takes an action that also incurs such penalties during his next turn, the penalties stack.

For example, Corvin the Cult Hunter chooses to use an immediate action to activate the feat Brace for Impact against a foe that is charging him. Since he is doing this when it's not his turn, Corvin loses an attack of opportunity from his current round, and both a swift action and a move action from his next turn. He additionally suffers a -2 penalty to attack rolls, which lasts until the

end of his next turn. If, as standard action on his next turn, Corvin decides to use Power Attack against a target, his penalty to attack rolls from that feat stacks with the penalty from Brace for Impact, resulting in a -4 penalty to attack rolls.

NEW FEATS

BRACE FOR IMPACT (COMBAT, IMMEDIATE ACTION)

You are able to brace your weapon against a charging foe.

Prerequisites: Combat Reflexes.

Benefit: When charged by a foe, if you are using a weapon with the special feature “brace,” you may use an immediate action to set the weapon to receive the charge and make an attack against the charging foe as if you had readied to do so. You suffer a -2 penalty to attack rolls until the end of your next turn. Resolve your attack and damage before your opponent’s charge attack is resolved.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Brace For Impact), and it consumes a move action from your next turn.

COMBAT INSTINCTS (COMBAT)

You can keep a tiny portion of your attention ready to respond to the ebb and flow of battle.

Prerequisites: Combat Reflexes, base attack +6.

Benefit: During a given round, if you don’t take an immediate or swift action during your turn, you may take an immediate action before your next turn without losing the swift action from your next turn. You are still limited to one swift or immediate action per round.

Additionally, you may perform immediate actions even while you are flat-footed.

Normal: Usually, if you are flat-footed you cannot take an immediate action.

COUNTER CHARGE (COMBAT, IMMEDIATE ACTION)

You are able to charge an enemy who is charging you.

Prerequisites: Str 13, Improved Bull Rush, Power Attack, base attack +1.

Benefit: When you are the target of a charge from a foe, you may use an immediate action to meet your foe’s charge half way with a charge of your own. (If your movement is restricted in a way that would prevent you from performing the charge, you may not use Counter Charge.) You and the foe meet at a point halfway between your starting positions, or the distance you could travel in a move action from your starting position, whichever is shorter. Both you and your enemy get all of the benefits and drawbacks for making a regular charge. Your attack and damage are resolved after your opponent’s.

Action Loss: Your initiative count changes to be one below the enemy you counter charged. You cannot take any

attacks of opportunity for the remainder of this turn. This consumes a full-round action from your next turn, and you cannot take any attacks of opportunity until after your next turn.

DISTRACTING FEINT (COMBAT, IMMEDIATE ACTION)

You are able to distract an enemy, making it easier for an ally to attack.

Prerequisites: Int 13, Combat Expertise, Improved Feint.

Benefit: If you and an ally are flanking a target, you can use an immediate action to make a Bluff check. A successful check causes the target to be denied his Dexterity bonus to his AC against your flanking ally’s next attack. The DC of this check is equal to the target’s CMD or 10 + the target’s Sense Motive bonus, whichever is higher.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Distracting Feint), and consumes an attack of opportunity from your next round.

EN GARDE (COMBAT, IMMEDIATE ACTION)

You are able to fight defensively at a moment’s notice.

Prerequisites: Dodge, Dex 13.

Benefit: At any point during the round, you may use an immediate action to begin to fight defensively. You immediately get the benefit of the +2 dodge bonus to AC until the beginning of your next turn. You take the -4 penalty on all attacks until the end of your next turn.

Action Loss: This consumes a move action from your next turn.

ENCIRCLE (COMBAT, IMMEDIATE ACTION)

You are able to avoid an attacking opponent, move your opponent, and then take a step to set up a better attack for yourself and others.

Prerequisites: Dex 15, Agile Maneuvers.

Benefit: When a foe makes a melee attack against you and misses, you may use an immediate action to feint (Bluff DC equal to the attacker's CMD or 10 + the attacker's Sense Motive bonus, whichever is higher) to move your opponent a 5-foot step in any direction and then take a 5-foot step yourself. These moves do not trigger attacks of opportunity. You may take this action even if you have already moved this round, and the 5-foot step does not count against your movement rate. You and your opponent must both end in squares that are otherwise unoccupied and are adjacent to each other.

Action Loss: This consumes a 5-foot step and a move action from your next turn.

EQUIP SHIELD (COMBAT, IMMEDIATE ACTION)

You are able to equip your shield at a moment's notice.

Prerequisites: Alertness.

Benefit: At any point during the round, you may use an immediate action to equip your shield. You immediately get all the usual benefits of having your shield equipped.

Action Loss: This consumes a move action from your next turn.

FLICK OF THE WRIST (COMBAT, IMMEDIATE ACTION)

You are able to make an attack with a thrown weapon at any time during the round.

Prerequisites: Quick Draw, base attack bonus +1.

Benefit: At any point during the round, you may use an immediate action to make a single ranged attack with a light melee weapon that is intended to be thrown. This attack suffers a -4 penalty. It may preempt a target's action, as if you had readied the attack and thus, for example, may be used to disrupt a wizard's concentration during spell casting. This attack may be used at any point in a target's movement.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Flick Of The Wrist), and consumes an attack of opportunity from your next round.

HIT THE DECK (COMBAT, IMMEDIATE ACTION)

You can quickly throw yourself prone.

Prerequisites: Dex 13, Dodge.

Benefit: You may use an immediate action to drop to the ground—for example, in response to a ranged attack by a foe. Being prone grants a +4 bonus to AC against ranged attacks and a -4 penalty to AC from melee attacks.

Action Loss: This is a normal immediate action.

IMMEDIATE CANTRIP/ORISON (IMMEDIATE ACTION)

You are able to cast 0-level spells at a moment's notice.

Prerequisites: Int, Wis, or Cha 13, ability to cast 3rd-level spells.

Benefit: You can cast a cantrip or orison (a 0-level spell) as an interrupt action, but afterward the spell becomes temporarily unavailable to you.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Immediate Cantrip/Orison). In addition, you lose the ability to cast that spell again until the next time you prepare spells after resting.

IMPROVED BRACE FOR IMPACT (COMBAT, IMMEDIATE ACTION)

You are able to take a 5-foot step and brace your weapon against a foe charging you or an adjacent ally.

Prerequisites: Brace For Impact, Combat Reflexes, attack bonus +9.

Benefit: When you or an adjacent ally is attacked by a charging foe, if you are using a weapon with the special feature "brace," you may use an immediate action to take a 5-foot step and set a weapon to receive the charge and make an attack against the charging foe as if you had readied to do so. You suffer a -2 penalty to attack rolls until the end of your next turn. Resolve your attack and damage before your opponent's charge attack is resolved.

Action Loss: This counts as an attack of opportunity in your current round (you must still have an attack of opportunity available) and consumes a move action from your next turn.

Normal: With Brace For Impact you must be the target of the foe's charge, and you are not able to take a 5-foot step.

IMPROVED FLICK OF THE WRIST (COMBAT, IMMEDIATE ACTION)

Your immediate thrown-weapon attacks become more accurate.

Prerequisites: Flick Of The Wrist, Quick Draw, base attack bonus +1.

Benefit: When you use Flick Of The Wrist to make a single ranged attack as an immediate action, your ranged attack suffers only a -2 penalty to the attack roll.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Improved Flick Of The Wrist), and consumes an attack of opportunity from your next round.

IMPROVED INTERRUPTING SPELL (METAMAGIC, IMMEDIATE ACTION)

You are able to cast a defensive 2nd-level spell at a moment's notice.

Prerequisites: Int, Wis, or Cha 13, Immediate Cantrip/Orison, Interrupting Spell, ability to cast 5th-level spells.

Benefit: At any point during the round, you may use an immediate action to cast a defensive spell. The spell must be a 1st- or 2nd-level spell from the abjuration, conjuration, illusion, or transmutation

school. Additionally, the spell must have a range of personal or have a range of touch and a (harmless) entry in its saving throw.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Improved Interrupting Spell), and consumes a standard action from your next turn.

INTERCEPTING MOVE (IMMEDIATE ACTION)

You are able to make a sudden move to intercept an enemy.

Prerequisites: Fleet.

Benefit: In response to an enemy's movement, at any point during that move action, you may use an immediate action to take a single move action to position yourself in the path of the enemy's movement. (You can put yourself in between a moving foe and its intended target, in the path of a charging foe, in a position to block a foe taking a withdrawal action, or one moving for any other reason.) The enemy is allowed to change the course of his movement after you have made your intercepting move. Your new position may cause the enemy to provoke attacks of opportunity, and some previously available pathways may now be prohibited by your new position.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Intercepting Move), and consumes a move action from your next turn.

INTERRUPTING CHANNEL ENERGY (IMMEDIATE ACTION)

You are able to channel energy at any point during the round.

Prerequisites: The ability to heal or cause 2d6 damage with the channel energy ability.

Benefit: At any point during the round, you may use an immediate action to activate your channel energy ability. Channeling in this manner uses two of the cleric's available channel energy slots.

Action loss: This consumes a move action from your next turn.

HOW CAN I AVOID INTERCEPTION?

The Intercepting Move feat can cause some odd situations, such as a slower character dashing forward and cutting off a faster foe from a specific goal. Of course, the same thing can happen any time one character wins initiative or readies an action. However, the effect is made more obvious with a feat that allows such anomalies to happen regularly.

As an alternative, the GM may rule that once an Intercepting Move has been declared, the intercepting character and the foe whose movement provoked the use of the feat take turns making 5-foot moves, each able to react to and counter the movements of the other. Such motion starts with the character using Intercepting Move and continues until one of the two characters can no longer take any further movement (in which case the other character is free to use the rest of his movement however he wishes). While this is in some ways more realistic, it also takes longer and calls into question the nature of round-based combat. (Why can foes carefully maneuver around each other now, and not under other circumstances?)

Ultimately, each GM must decide which system works best for his campaign.

INTERRUPTING SPELL (IMMEDIATE ACTION)

You are able to cast a defensive 1st-level spell at a moment's notice.

Prerequisites: Int, Wis, or Cha 13, Immediate Cantrip/Orison, ability to cast 4th-level spells.

Benefit: At any point during the round, you may use an immediate action to cast a defensive spell. The spell must be a 1st-level spell from the abjuration, conjuration, or illusion school. Additionally, the spell must have a range of personal or have a range of touch and a (harmless) entry in its saving throw.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Interrupting Spell), and consumes a move action from your next turn.

INTERVENING LAY ON HANDS (IMMEDIATE ACTION)

You are able to target yourself for lay on hands at any time.

Prerequisites: The ability to lay on hands.

Benefit: You can target yourself for lay on hands as an immediate action.

Action Loss: This consumes a move action from your next turn.

Normal: Using the lay on hands ability on yourself is normally a swift action.

PLAY DEAD (IMMEDIATE ACTION)

You are able to convincingly pretend to have been killed after being hit by a successful attack.

Prerequisites: Cha 13, Deceitful.

Benefit: After being hit by an opponent's attack, you can use an immediate action to fall prone and pretend to be dead by performing a Bluff check (opposed by your opponent's Sense

Motive). If the Bluff check succeeds, your opponent believes you to be dead.

Action Loss: This is a normal immediate action.

POP UP (IMMEDIATE ACTION)

You can stand up immediately.

Prerequisites: Dex 13.

Benefit: You may use an immediate action to stand up from being prone—for example, in response to being knocked flat by a trip. This provokes attacks of opportunity normally.

Action Loss: This is a normal immediate action.

Special: If you also have the rogue's stand up talent, you do not provoke an attack of opportunity when you use Pop Up.

REACTIVE GRAPPLE (COMBAT, IMMEDIATE ACTION)

You can attempt to grapple after a foe fails to grapple you.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike.

Benefit: If a foe's CMB check to grapple you fails by 5 or more, as an immediate action you may attempt to grapple the attacker who made the failed attack.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Reactive Grapple), and consumes a move action from your next turn.

REACTIVE SUNDER (COMBAT, IMMEDIATE ACTION)

You can attempt to sunder the weapon of a foe after that foe fails to sunder an item of yours.

Prerequisites: Str 13, Improved Sunder, Power Attack, base attack bonus +1.

Benefit: If a foe's CMB check to sunder an item you are holding fails by 5 or more, as an immediate action you may attempt to sunder the weapon that was used to make the failed attack. (The foe must have attempted the maneuver with a weapon that can be sundered—this feat does not allow you to sunder unarmed or natural attacks.)

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Reactive Sunder), and consumes a move action from your next turn.

RELEASE TWO-HANDED WEAPON (COMBAT, IMMEDIATE ACTION)

You can release your off-hand grip on your two-handed weapon.

Prerequisites: Base Attack +6.

Benefit: You can use an immediate action to switch a two-handed weapon to a one-handed grip. If you are wearing a buckler, you immediately receive the benefits of its shield bonus. You cannot attack with the two-handed weapon until your next turn, when you may resume wielding it with two hands.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Release Two-Handed Weapon).

SLAM A DOOR (IMMEDIATE ACTION)

Dungeons are full of doors and many of them are inconveniently open—you can fix that!

Prerequisites: Dex 13.

Benefit: If you are in the same square as a door or adjacent to a door you may use an immediate action to close it. The door must not be stuck, locked, jammed, or braced open in any way. If the door has a lock or brace built into it, you may lock or brace it.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Slam A Door).

SNAP OFF A SHOT (COMBAT, IMMEDIATE ACTION)

You are able to make a ranged attack with a bow or crossbow at any time during the round.



Prerequisites: Point Blank Shot.

Benefit: At any point during the round, you may use an immediate action to make a ranged attack at a -4 penalty with a ranged weapon (such as a bow or a crossbow) at any target you can see. This attack may interrupt other character's actions, as if you had readied it, and thus may be used to disrupt a wizard's concentration during spell casting.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Snap Off A Shot), and consumes a move action from your next turn.

SPONTANEOUS RAGE (IMMEDIATE ACTION)

You are able to fly into a berserk rage even when it is not your turn.

Prerequisites: Rage ability.

Benefit: You can choose to begin your rage as an immediate action at any point during the round. This uses one extra round of your rage ability for the day.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Spontaneous Rage).

SPONTANEOUS WILD SHAPE (IMMEDIATE ACTION)

You are able to activate your wild shape ability even when it is not your turn.

Prerequisites: Wis 13, ability to wild shape twice per day.

Benefit: You can activate your wild shape ability as an immediate action at any point in the round. This counts as two of your daily uses of wild shape.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Spontaneous Wild Shape).

SUDDEN TUMBLE (COMBAT, IMMEDIATE ACTION)

You are able to tumble after an opponent attacks you.

Prerequisites: Dex 13, Acrobatic Steps, Nimble Moves.

Benefit: After an opponent attacks you, as an immediate action you can make an Acrobatics check (opposed by your opponent's CMD) to move up to half of your speed. If you wish, you may attempt to move through the opponent's space, though this increases the Acrobatics DC by +5. A failed check results in you not moving, though you still suffer the action loss for attempting this maneuver. You must end your movement adjacent to the opponent that attacked you.

Action Loss: This counts as an attack of opportunity in your current round (you must have an attack of opportunity available in order to use Sudden Tumble), and consumes a move action from your next turn.

WE ERR ON THE SIDE OF AWESOME! CREDITS

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