

# JUST A SECOND 1: CONVERGENCE FEATS

The new *Pathfinder Second Edition* has a ton of customizable options, and the **Just a Second** line gives you about a page of new rules content to incorporate into your campaign. A set of feats, linked spells, clever magic items, and so on. No fuss, no muss, just new ideas and mechanics for GMs and players alike!

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## JUST A SECOND 1: CONVERGENCE FEATS

Convergence feats are a special variety of feats designed for characters using multiclass archetypes, enabling them to better utilize abilities from both of their classes. A character can take a convergence feat in place of a class feat if they have taken at least one archetype feat. Most convergence feats require a specific class feature or set of class features to function.

### EAGER DABBLER

FEAT 4

#### CONVERGENCE

Treat your character level as 2 higher for the purpose of being able to select archetype feats.

**Special:** This feat is considered to be a feat from all archetypes for the purpose of being able to select dedication feats.

### EXPERT DILETTANTE

FEAT 4

#### CONVERGENCE

For the purpose of feats that allow you to gain class feats from other classes (such as Advanced Concoction or Advanced Fury), you may use your full character level in place of half your character level for the purpose of determining what feats you can select.

**Special:** This feat is considered to be a feat from all archetypes for the purpose of being able to select dedication feats.

### COMBAT READINESS

FEAT 4

#### CONVERGENCE

**Prerequisites:** ability to use at least two of the following actions: Hunt Prey, Rage, or one action with the Stance trait. You gain the following free action.

**Readiness**  **Trigger** You spend an action to perform one of the three actions listed as a prerequisite for this feat. **Effect** You may perform one of the others.

### FURIOUS MAGE

FEAT 4

#### CONVERGENCE

**Prerequisites:** ability to use the Cast a Spell action, ability to use the Rage action

The Cast a Spell, Dismiss, and Sustain a Spell actions gain the Rage trait, allowing you to use them while using Rage. In addition, you gain the following free action.

**Mage's Fury**  **Trigger** You use a verbal component for a spell while you are not raging

**Effect** You may use the Rage action

### MARKED FOR DEATH

FEAT 4

#### CONVERGENCE

**Prerequisites:** ability to use the Hunt Prey action, Sneak Attack

Whenever you would damage a creature with Sneak Attack, you may use Hunt Prey on the creature as part of the same action made to attack it. Treat creatures designated by Hunt Prey as always considered flat-footed for the purpose of being able to be affected by your Sneak Attack.

## MIGHTY SPELLSTRIKE

FEAT 6

#### CONVERGENCE

**Prerequisite:** Spellstrike

Whenever you use Spellstrike to make a weapon attack roll in place of a spell attack roll, the spell deals the weapon's normal damage in addition to the spell's damage

## REACTIVE READINESS

FEAT 4

#### CONVERGENCE

**Prerequisites:** ability to use either the Attack of Opportunity action or a Champion's Reaction action, ability to use the Hunt Prey action, the Rage action, or an action with the Stance trait

Whenever you would trigger an Attack of Opportunity or a Champion's Reaction, you may perform the Rage Action, the Hunt Prey action, or an action with the Stance trait as a reaction in place of your normal reaction.

## SOMATIC PHYSICALITY

FEAT 4

#### CONVERGENCE

**Prerequisites:** ability to use the Cast a Spell action, ability to use at least one action with the Stance trait

You gain the following free action

**Somatic Physicality**  **Trigger** You use an action with the Stance trait

**Effect** You are treated as having already applied a somatic component to one spell you cast this round.

## SPELLSTRIKE

FEAT 4

#### CONVERGENCE

**Prerequisite:** ability to use the Cast a Spell action

You may substitute a melee or ranged weapon attack for a melee or ranged spell attack whenever you would make a spell attack against a target's AC (using a melee weapon attack in place of a melee spell attack and a ranged weapon attack in place of a ranged spell attack). If you do, the spell uses the range of your melee or ranged weapon in place of its normal range. This is considered a weapon attack for all purposes, save that it does not deal weapon damage.

## SPELL BLENDING

FEAT 4

#### CONVERGENCE

**Prerequisite:** Ability to cast spells using at least two casting traditions

Once per round, you may have a material, somatic, or verbal component function for two spells you cast this round rather than just one. The spells must be cast from different casting traditions. The combined level of the two spells cannot exceed the level of the highest-level spell you can cast (cantrips count as 1st-level spells for this purpose). For example, a 12th-level wizard with this feat and the Expert Cleric Spellcasting feat could apply the same somatic component to a 3rd-level divine *chilling darkness* and a 3rd-level arcane *fireball*, but could not share the component between two 3rd-level divine *chilling darkness* spells, a 3rd-level arcane *fireball* and a 3rd-level arcane *lightning bolt*, or a 3rd-level *chilling darkness* and a 4th-level *fireball*.

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