



---

# 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!

Follow Legendary Games on Facebook, follow us on Twitter, and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).

## CREDITS

AUTHOR: Matt Daley  
DESIGN AND LAYOUT: Richard Kunz  
PUBLISHER: Jason Nelson  
EXECUTIVE PARTNER: Neil Spicer  
BUSINESS DIRECTOR: Rachel Ventura



Just a Second 1: Convergence Feats © 2019,  
Legendary Games; Author Matt Daley.  
First publication August 2019.



Legendary Games  
3734 SW 99th St.  
Seattle, WA 98126-4026  
[makeyourgamelegendary.com](http://makeyourgamelegendary.com)





## 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*.



## LEGAL

Compatibility with Pathfinder Second Edition requires Pathfinder Second Edition from Paizo Inc. See [paizo.com/pathfinder](http://paizo.com/pathfinder) to learn more about Pathfinder. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc. Pathfinder Second Edition and the Pathfinder Second Edition Compatibility Logo are trademarks of Paizo Inc. The Pathfinder-Icons font is © 2019 Paizo Inc. These trademarks and copyrighted works are used under the Pathfinder Second Edition Compatibility License. See [paizo.com/pathfinder/compatibility](http://paizo.com/pathfinder/compatibility) for more information on this license.

**Open Content:** Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Just a Second* 1: *Convergence Feats*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent \*\*such content does not embody the Product Identity and is an enhancement over the

prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or

Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

*Just a Second 1: Convergence Feats* © 2019, Legendary Games; Author: Matt Daley.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Designers: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Second Edition Bestiary © 2019, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, John Compton, Paris Crenshaw, Adam Daigle, Eleanor Ferron, Leo Glass, Thurston Hillman, James Jacobs, Jason Keeley, Lyz Liddell, Ron Lundeen, Robert G. McCreary, Tim Nightengale, Stephen Radney-MacFarland, Alex Riggs, David N. Ross, Michael Sayre, Mark Seifter, Chris S. Sims, Jeffrey Swank, Jason Tondro, Tonya Woldridge, and Linda Zayas-Palmer.