

Counterspells (Revision)

It is possible to cast any spell as a counterspell. By doing so, you are using the spell's energy to disrupt the casting of a spell by another character. Counterspelling works even if one spell is divine and the other arcane, but does not affect spell-like abilities or supernatural abilities.

How Counterspells Work: To use a counterspell, you must select an opponent as the target of the counterspell. You do this by choosing to ready an action. In doing so, you elect to wait to complete your action until your opponent tries to cast a spell. You may still move at your normal speed, since ready is a standard action.

If the target of your counterspell tries to cast a spell, make a Spellcraft check (DC 15 + the spell's level). This check is a free action. If the check succeeds, you correctly identify the opponent's spell and can attempt to counter it. With knowledge of the spell, you may select a spell of an appropriate level to increase your chances of a successful counter. If the check fails, you may still attempt to counter the spell, but will be at a disadvantage due to lack of knowledge.

To complete the action, and the target is within range, you must then successfully make a Counterspell check (1d20 + your caster level + spellcasting ability modifier) against DC (DC = 11 + the spell's caster level + spellcasting ability modifier). If successful, that spell is negated and your prepared spell or spell slot is expended. You are able to counter spells using any prepared spell or spell slot, with appropriate modifiers to your counterspell check as listed on the Counterspell Modifiers table.

Counterspelling Metamagic Spells: Spells that are modified by metamagic feats are treated as spells of their effective level.

Specific Exceptions: Cantrips and Orisons cannot be used as counterspells.

Dispel Magic as a Counterspell: Remove the entries for dispel magic as a counterspell in the description.

| Circumstance | Counterspell Check Modifier |
|---|-----------------------------------|
| Counterspell is lower level | -2 penalty for each level lower. |
| Counterspell is the same level | Normal. |
| Counterspell is higher level | +2 bonus for each level higher. |
| Arcane spell countering a divine spell | -4 penalty to Counterspell check. |
| Divine spell countering an arcane spell | -4 penalty to Counterspell check. |

Wizard Class Features Modifications

Bonus Feats: At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a counterspell feat, metamagic feat, an item creation feat, or the Spell Mastery feat. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of Counterspell Feats, Item Creation Feats, Metamagic Feats, or the Spell Mastery feat when choosing those feats.

Counterspell School

Associated School: Abjuration.

Replacement Powers: The following school powers replace the protective ward power and the energy absorption power of the abjuration school.

Disruption (Su): At 1st level, you gain the ability to disrupt spellcasting with a touch. As a melee touch attack, you can place a disruptive field around the target. While the field is in place, the target must make a Concentration check to cast any spell or to use a spell-like ability in addition to any other required Concentration checks. The DC of this check is equal to 15 + twice the spell's level. If the check is failed, the target's spell is wasted. This field lasts for a number of rounds equal to 1/2 your wizard level (minimum 1). You can use this ability a

number of times per day equal to 3 + your Intelligence modifier.

Counterspell Mastery (Su): At 6th level, you gain Improved Counterspell as a bonus feat. If you already have the feat, you may choose another counterspell feat for which you meet the prerequisites. Additionally, you gain the ability to counter spell-like abilities as if they were spells, once per day, using the spell-like effect's equivalent spell level and caster level. You must use a spell at least one level higher than the spell being countered to use this ability. You can use this ability once per day at 6th level, plus one additional time per day for every 4 levels beyond 6th.

Feat Descriptions

Counterspell Defense [Counterspell, General] (new)

Your spells are particularly difficult to counter.

Prerequisite: Improved Counterspell, 5th-level spellcaster.

Benefit: The DC to counterspell one of your spells is increased by an amount equal to your spellcasting ability modifier (minimum 1).

Counterspell Mastery [Counterspell, General] (new)

You have mastered the art of counterspelling.

Prerequisites: Improved Counterspell, any two counterspell feats, 13th-level spellcaster.

Benefits: When you successfully counter another spell, you have a 50% chance of drawing in sufficient energies to replenish the prepared spell or spell slot you expended to counter the spell. If you are using a higher-level spell to counter a lower-level spell, the chance of replenishment is reduced by 10% per level of difference.

Divine Countermagic [Counterspell, General] (new)

You channel divine energies to counter spells.

Prerequisite: Divine spellcaster 3rd-level, channel energy class feature.

Benefit: You can counter someone else's spell by expending a use of the Channel Energy class feature, rather than casting a spell. You must spend one use of channel energy, plus one additional use of channel energy per level of the spell being countered. In all other respects, including using a readied action and identifying the spell with Spellcraft, this ability functions the same as a standard counterspell attempt.

Special: Feats that modify the use of the Counterspell option also modify the use of Divine Countermagic. In the case of Counterspell Mastery, a successful check indicates no uses of channel energy were expended.

Normal: To counter a spell, you must use a prepared spell or spell slot.

Improved Counterspell [Counterspell, General] (revision)

You are skilled at countering the spells of others.

Prerequisite: Spellcaster.

Benefit: You may attempt to counterspell an opponent's spell as an immediate action (instead of a readied action).

Normal: You may counter a spell only with a readied action.

Parry Spell [Counterspell, General] (classification revision)

You can throw an enemy spell back at its caster.

Prerequisite: Improved Counterspell, 15th-level spellcaster.

Benefit: Whenever you successfully counter a spell, it returns back to its caster. This works exactly like the spell turning spell.

Potent Counterspelling [Counterspell, General] (new)

Your ability to counter the spells of others is highly developed.

Prerequisite: Improved Counterspell, 5th level spellcaster.

Benefit: You add your spellcasting ability modifier to your Counterspell checks made to counterspell.

Retributive Counterspelling [Counterspell, General] (new)

You are able to turn some of the spell energy used by others against them.

Prerequisite: Improved Counterspell, 5th-level spellcaster.

Benefit: When you counterspell a spell, the spellcaster of that spell takes 1d6 points of damage per level of the spell you counterspelled.