

0.1 Opportunistic Counterspelling v1.2

Whenever you notice an opponent casting a spell and succeed in identifying it with Spellcraft (as a free, out of turn action), you may try to Counterspell it by spending one Attack of Opportunity attempt. This follows the normal rules for Counterspelling as described in the Core Rulebook page 207, except that no Readied Action is required.

Change the Abjuration-Counterspelling specialist's level 6 school ability to the following:

Counterspell Mastery (Su): At 6th level, you gain **Improved Counterspell** as a bonus feat.

~~You may attempt to counterspell an opponent's spell once per day as an immediate action (instead of a readied action). You must use a spell at least one level higher than the spell being countered to use this ability.~~

In addition, once per day you may use Improved Counterspell with a spell from an incorrect school. You can use this ability once per day at 6th level, plus one additional time per day for every 4 levels beyond 6th.

0.1.1 Explanation

Counterspelling is a neglected aspect of magical combat because it's just too hard; according to the normal rules you must have an action Readied to counterspell. Therefore we rarely see wizards' duels.

Meanwhile, Attacks of Opportunity are a rarely-used resource among spellcasters, but they're a well-tested subsystem for managing out-of-turn actions. This implementation is very easy.

Expected balance effects: spellcasters are now better able to directly interfere with each other. A well-built PC spellcaster could slow down an NPC spellcaster while the martial PCs close in. Likewise, an NPC's chief spellcasting minion could stop the PC spellcasters from ending the encounter prematurely.

Another possible effect is between full and limited spellcasters. Full spellcasters like the cleric know many of the spells on the limited lists (like the Inquisitor or Paladin lists). They'll be able to shut down the spellcasting of non-dedicated casters more easily than the reverse. With the already-existing Improved Counterspelling feat, they'll be able to stump lesser spellcasters quite effectively.

0.1.2 Version history and future

1.0 This is the first version.

1.1 Added line for the Abjuration-Counterspelling specialist to replace Immediate-action countering.

1.2 Cleaned up language.