

Pathfinder™ Epic-Level Handbook

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INTRODUCTION

In 1997, Renton, WA-based *Wizards of the Coast*--a company then famous primarily for the collectible card game *Magic: the Gathering*[™]--purchased failing *Dungeons & Dragons*[™] publisher TSR and there-by irrevocably changed the history of table-top role-playing. They launched D&D 3rd edition to critical acclaim and resurrected gaming groups the world over. Under the aegis of their d20 Open License, they took the fractured gaming market of the time and returned D&D to its historic place as the industry's standard bearer.

Unfortunately, though revolutionary for its time, 3rd edition is acknowledged for having many faults that have been repaired by new editions over the intervening decade. First was *Wizards's* own D&D 3.5 released in 2003. Then came their controversial decision in 2005 to scrap the entire d20 system and move to 4th edition, which was released in 2008. With updates for the beloved d20 system drying up, many players began creating their own hodgepodge of official and house rules, creating a sort of D&D 3.75 that differed from one group to the next. Then, in 2009 there came the *Pathfinder*[™] system, produced by Redmond, WA-based *Paizo Publishing* and drawing primarily on the old D&D 3.5 system.

Since then, *Pathfinder*[™] has taken the gaming world by the proverbial storm, capturing the hearts and wallets of many gamers disillusioned by D&D reduced focus on role-playing in favor of slick, MMO-based combat mechanics. Since their debut, *Pathfinder*[™] has been releasing a constant stream rulebooks, modules, and expansions that provide rules for gaming in any setting as well as world-specific information about their proprietary setting: the world of Golarion.

However, there remains one important area that has yet to be addressed by any official *Pathfinder*[™] material.

In 2002, *Wizards of the Coast* released the *Epic-Level Handbook*; a book with rules covering characters who

advanced beyond the normal 20-level progression given in all books to that point. It included spells of unrivalled power, feats that allowed characters to become super-human (or -elven, -dwarven, etc.), monsters that shook the heavens with their ferocity, and the sundry magical gear necessary for that level of play.

This book was never formally updated to D&D 3.5, instead receiving a small, online-only errata update late in 2003 that addressed a few of the book's issues. With the changeover to *Pathfinder*[™], the materials available have fallen even further behind the times. Though there has been some talk of creating epic-level rules for *Pathfinder*[™] by *Paizo* staff, they have confirmed that nothing will be released in the foreseeable future.

To that end, I have taken it upon myself to use the D&D 3rd edition rules, the 3.5 errata, and my own knowledge of *Paizo's* system and create an epic-level guide for *Pathfinder*[™]. I will be limiting this book to character advancement, feats, skills, spells, and magic items; there will be little or no material on monsters or concerns of setting. If you ever had questions about what is here, I suggest you consult the online *Pathfinder*[™] System Resource Documents (d20pfsrd.com) or the D&D 3.5 System Resource Documents (d20srd.org), the latter including sections about their epic level rules.

Finally, I would like to thank the wonderful folks at both *Wizards of the Coast* and *Paizo Publishing*. If you had not all created systems so rich in imagination and high in quality, I would never have been motivated to work on the rules contained here-in.

Truly!,

Jesse Jack Jones

05-22-2012

Obviously, knowledge of the *Pathfinder™* gaming system is necessary to use the rules and concepts outlined in the rest of this document. I am designing this expansion as a personal project without need or desire for compensation of any sort and all relevant copyrights are held by *Paizo Publishing* (for the system basics) and *Wizards of the Coast* (for the fundamental idea and many specific feats and abilities). Anything that does not fall under one of these two ownerships is my own personal, intellectual property. Feel free to distribute everything presented here, but I ask that no part of this document be changed for purposes of redistribution by a third party. Comments and criticisms are welcomed.

As the purpose of the document is to augment existing rules and **not** to create a new gaming system, I consider it necessary that interested parties keep on hand at least a copy of the *Pathfinder™ Core Rulebook*. The character creation rules are derived from this source and there are many places in this document where the reader will be directed to the appropriate places in the *Pathfinder™* material in lieu of my repeating the information. You may also find it useful to keep copies of the *Advanced Player Guide*, *Ultimate Magic*, and *Ultimate Combat* rule books on hand, as these are also consulted.

Additionally, you can view the *Pathfinder™* System Resource Documents, available for free online at <http://www.d20pfsrd.com>.

The term "epic" or "epic level" in the context of Dungeons & Dragons and *Pathfinder™* are used to refer to any character who has surpassed the regular 20-level spectrum that most rulebooks assume is the full limit of character advancement. For many games, this is sufficient, with characters achieving 20th level going on to retire and make room for the next generation of heroes to grow in their wake. But for some campaigns, they want something more...

They wish to challenge the gods, to fight greater battles and seek truly amazing treasures. They are not content to be heroes; they want to become **legends**.

An epic-level game has no upper ceiling of power. The rules that will be presented here form a basis for expanding infinitely into the unknown, for creating characters of level 30 or 50 or 100, if you have the time and imagination to carry your adventures that far.

Bear in mind, however, that the open-ended nature of the rules presented here will inevitably lead to the possibility of their abuse. If you have a group that gets to 20th level and still wants to continue their adventures, I would hope the DM understands them well enough to either keep their enthusiasm from wrecking the balance of the game...or else enough imagination to keep up with their attempts to do just that, if that's what your table enjoys doing.

Another problem is one of scale. Not scale in terms of plots or foes--that's the DM's provenance--but the scale of the powers the players will have access to. Though these rules endeavor to keep every player type viable, there will come some point where the difference between various classes may become insurmountable, where any foe that can hit your armored fighter cannot miss any other party member, where anything that can survive a round against your wizard's mightiest magics can survive a week of being assaulted by the party's warriors. Never let the rules get in the way of the group's enjoyment of the game and face the fact that, sooner or later, even the mightiest heroes will have to retire. These rules simply put that sorrowful day in a more distant future.

This guide is broken into sections that will detail the various aspects of creating an epic character, from universal character rules and changes to specific classes to new uses for skills, epic feats, and outfitting characters with new tiers of magical equipment.

CHAPTER 2 - UNIVERSAL ADVANCEMENT RULES

Upon reaching level 20, characters cease to advance in the fashion they have up to that point. At 21st level and beyond, their base attack bonuses and saving throw bonuses are no longer class dependant. They also cease to gain new class abilities, which will be addressed in Chapter 3. The universal rules for epic characters are shown in Table 2-1 below.

Experience: Characters continue to gain experience commensurate with their epic achievements, though leveling their characters is subject to the rules outlined in this document. Experience requirements continue to follow the same equation: the experience total needed for the next level is equal to the experience required to reach their current level plus their current level x 1,000.

Epic Attack Bonus: Rather than continuing to gain an additional base attack bonus, characters of 21st level and higher gain an epic bonus to their attack rolls, CMB, and CMD. This bonus is +1 at level 21 and an additional +1 for every 2 levels. You **never** gain additional attacks from an epic attack bonus.

Epic Save Bonus: As with the attack bonus above, characters of 21st level and higher gain an epic bonus to all three of their saving throws. This bonus is +1 at level 22 and increases by an additional +1 for every 2 levels (i.e., +2 at 24th, +3 at 26th, etc.).

Skill Ranks: The maximum number of ranks that can be invested in a skill remains equal to your character level, even at epic levels.

Feats: You continue to gain bonus feats every odd-numbered level as normal (a new feat at 21st level, 23rd, 25th, etc.). However, starting at level 21 you can begin selecting epic feats. Unlike the bonus feats gained from your class, character feats gained from leveling up can be used to select any epic feat for which you qualify. They can also be used to select non-epic feats if you wish. A complete list of epic feats can be found in Chapter 5.

Ability Score Increases: Your ability scores continue to increase as normal. You gain +1 to one ability score of your choice every four levels (+1 at 24th level, 28th, 32nd, etc.).

Table 2-1: Experience and Level-Dependant Benefits

Character Level	XP	Epic Attack Bonus	Epic Save Bonus	Max Skill Ranks	Bonus Feats	Ability Score Increase
21 st	210,000	+1	+0	21	11 th	--
22 nd	231,000	+1	+1	22	--	--
23 rd	253,000	+2	+1	23	12 th	--
24 th	276,000	+2	+2	24	--	6 th
25 th	300,000	+3	+2	25	13 th	--
26 th	325,000	+3	+3	26	--	--
27 th	351,000	+4	+3	27	14 th	--
28 th	378,000	+4	+4	28	--	7 th
29 th	406,000	+5	+4	29	15 th	--
30 th	435,000	+5	+5	30	--	--
+1	+1,000 x current level	+1 every odd level	+1 every even level	+1	+1 every odd level	+1 every 4 levels

Normal *Pathfinder* rules cover 11 classes from level 1 to level 20, while the *Advanced Player's Guide* adds a further 6 classes. These 17 classes are the focus of this document; we will not be addressing the Magus from *Ultimate Magic* nor the Gunslinger from *Ultimate Combat* here. Also avoided are the Anti-Paladin, Ninja, and Samurai, as well as all Prestige Classes. Using the rules in this book as a framework, you can work out with your DM appropriate class features and feats to select if you wish to pursue one of these alternate options.

This chapter will also address rules for archetypes and multiclassing,

Many class features continue to grow after 20th level, but always make sure to consult the relevant class section for details. The following guidelines describe how epic class progressions generally work, though the information in the individual class entries always supersedes that presented here:

- Hit Dice and hit points continue to accrue as normal. Your Hit Die never increase or decrease in type as a result of achieving epic levels.
- Skill points are gained as normal. Your base skill points per level and class skills remain unchanged.
- As noted in Chapter 2, your base attack bonus and base saving throws cease to grow. Instead, you begin gaining epic bonuses to attack, CMB, CMD, and saving throws as indicated in Table 2-1.
- Generally speaking, any class feature that uses your class level as part of a mathematical formula, such as the duration of a barbarian's rage or the size of a monk's *ki* pool continue to grow.
- The DC of abilities based on character level, such as a monk's stunning fist, continue to increase at the normal rate.
- The caster level of spellcasting classes continues to increase. However, spells per day do **not** increase automatically after 20th level.

- The powers of familiars, special mounts, and animal companions continue to increase with level.
- Any class feature that increases or accumulates as part of a repeated pattern, such as an alchemist's bomb damage or a rogue's sneak attack, continues to grow at the same rate.
- Regularly accruing new abilities such as a barbarian's rage powers or a rogue's rogue talents are no longer gained. Instead, class feats can also be spent on these abilities if desired.
- You never gain new class abilities beyond 20th level. Instead, classes gain bonus feats at a constant rate that can be spent on epic-level feats drawn from the individual class lists **or** on any non-epic feat for which the character qualifies.

Alchemist

The epic alchemist is an unrivalled master of concoctions, brewing alchemical items with a speed and potency unimaginable to lesser minds. Their bombs are as potent as any wizard's artillery and their mutagens can produce truly terrifying abominations.

Table 3-1: The Epic Alchemist

Level	Special
21 st	Bomb 11d6
22 nd	Bonus feat
23 rd	Bomb 12d6
24 th	--
25 th	Bomb 13d6
26 th	Bonus feat
27 th	Bomb 14d6
28 th	--
29 th	Bomb 15d6
30 th	Bonus feat

Extracts: An alchemist's epic levels are included when determining their caster level. They cease to automatically gain more extracts per day after 20th level.

Bomb: A alchemist's bomb damage continues to increase by +1d6 damage every odd-numbered level.

Bonus Feat: The epic alchemist gains a bonus feat at

22nd level and an additional bonus feat every four levels (26th, 30th, 34th, etc). These bonus feats can be selected from the following list: Augmented Alchemy, Epic Extracts, Epic Mutagen, Epic Skill Focus, Extra Extract, Extract Bomb, Fast Healing, Improved Bomb, Meta-Extract, Mutagen Bomb, Perfect Health, Prismatic Bomb, Second Breakthrough, and Storm of Throws.

Additionally, an alchemist may select an Alchemist's Discovery in lieu of an epic class bonus feat.

Barbarian

The epic barbarian is a terror to behold. The very incarnation of rage, this furious warrior can cut his foes to ribbons with awe-inspiring ease.

Table 3-2: The Epic Barbarian

Level	Special
21 st	Trap sense +7
22 nd	DR 6/--
23 rd	Bonus feat
24 th	Trap sense +8
25 th	DR 7/--
26 th	Bonus feat
27 th	Trap sense +9
28 th	DR 8/--
29 th	Bonus feat
30 th	Trap sense +10

Rage: A barbarian continues to increase the number of rounds per day they can rage by 2 for every level beyond 20th.

Trap Sense: A barbarian's bonus to Reflex saves and AC against traps continues to increase by +1 at 21st level and every 3 levels afterwards.

Damage Reduction: A barbarian's DR continues to increase by 1 at 22nd level and every 3 levels afterwards.

Bonus Feat: The epic barbarian gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from the following list: Armor Skin, Chaotic Rage, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Incite Rage, Legendary Climber, Legendary Leaper, Legendary

Wrestler, Mightier Rage, Mightiest Rage, Overwhelming Critical, Ruinous Rage, Terrifying Rage, Thundering Rage, and Weapon Aficionado.

Additionally, a barbarian may select a Barbarian Rage Power in lieu of an epic class bonus feat.

Bard

The epic bard's music can move even the cruelest, most soulless creature, or inspire his allies to the heights of power and bravery.

Table 3-3: The Epic Bard

Level	Special
21 st	--
22 nd	Bonus feat
23 rd	--
24 th	Bonus feat
25 th	--
26 th	Bonus feat
27 th	--
28 th	Bonus feat
29 th	--
30 th	Bonus feat

Spells: A bard's epic levels are included when determining their caster level. They cease to automatically gain more spells per day or spells known after 20th level.

Bardic Knowledge: A bard's epic levels count towards their total class level for bardic knowledge.

Bardic Performance: A bard continues to increase the number of rounds per day they can perform by 2 for every level beyond 20th. Their *inspire courage* and *inspire competence* abilities cease to improve automatically.

Bonus Feat: The epic bard gains a bonus feat at 22nd level and an additional bonus feat every other level (24th, 26th, 28th, etc). These bonus feats can be selected from the following list: Augmented Alchemy, Deafening Song, Epic Inspiration, Epic Leadership, Epic Reputation, Epic Skill Focus, Group Inspiration, Hindering Song, Improved Combat Casting, Improved Metamagic, Improved Spell Capacity, Inspire Excellence, Lasting Inspiration, Master Staff, Master Wand, Music of the Gods, Permanent Emanation, Polyglot, Ranged Inspiration, Rapid

Inspiration, Reactive Countersong, Spell Knowledge, Spell Stowaway, Spell Opportunity, Tenacious Magic.

Cavalier

The epic cavalier is a master rider and a peerless leader of men. Her challenges can shake foes to their core and entire armies will break when they see her banner borne fearlessly aloft.

Table 3-4: The Epic Cavalier

Level	Special
21 st	--
22 nd	Challenge, 8/day
23 rd	Bonus feat
24 th	--
25 th	Challenge, 9/day, tactician, 6/day
26 th	Bonus feat
27 th	--
28 th	Challenge, 10/day
29 th	Bonus feat
30 th	Tactician, 7/day

Mount: A cavalier's mount continues to grow in power as they increase in level. See Table 3-18: Animal Companions and Mounts at Epic Levels.

Order: Level-dependent benefits from your Order continue to increase beyond 20th level.

Banner: The bonuses of a cavalier's banner cease to improve automatically after 20th level.

Challenge: A cavalier can issue an additional challenge per day at 22nd level and every 3 levels thereafter.

Tactician: A cavalier can use her tactician ability an additional time per day at 25th level and every 5 levels thereafter.

Bonus Feat: The epic cavalier gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from the following list: Banner of Kings, Banner of the Golden Sun, Banner of the Red Path, Banner of the White Blossom, Dire Charge, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Indomitable Challenge, Legendary Commander, Legendary Rider, Relentless Challenge, Superior Initiative, and Weapon Aficionado.

Cleric

The epic cleric stands as one of his deity's most elite servants, an inspiration to entire churches and systems of belief. He also stands as the solid center of an adventuring party, providing power and assistance to his companions.

Table 3-5: The Epic Cleric

Level	Special
21 st	Channel energy, 11d6
22 nd	Bonus feat
23 rd	Channel energy, 12d6
24 th	--
25 th	Channel energy, 13d6
26 th	Bonus feat
27 th	Channel energy, 14d6
28 th	--
29 th	Channel energy, 15d6
30 th	Bonus feat

Spells: A cleric's epic levels are included when determining their caster level. They cease to automatically gain more spells per day after 20th level.

Domain: A cleric includes their epic levels when calculating the effects of their domain powers.

Channel Energy: A cleric's channel energy power continues to increase by +1d6 damage every odd-numbered level.

Bonus Feat: The epic cleric gains a bonus feat at 22nd level and an additional bonus feat every four levels (26th, 30th, 34th, etc). These bonus feats can be selected from the following list: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Flesh or Bone, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Multispell, Negative Energy Aura, Overchannel, Perfect Spell, Permanent Emanation, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic.

Druid

The epic druid is a mighty symbol of the power of the natural world, able to focus the primal forces of the elements to do her bidding and adopt the form of any creature known to man...and perhaps a few wholly unknown to any save herself.

Table 3-6: The Epic Druid

Level	Special
21 st	--
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	Bonus feat
30 th	--

Spells: A druid's epic levels are included when determining her caster level. They cease to automatically gain more spells per day after 20th level.

Nature Bond: A druid's nature bond ability--either the granted power from her chosen domain or her animal companion--continues to improve. For domain powers, include the druid's epic levels when calculating their effects. For animal companions, see Table 3-18: Animal Companions and Mounts at Epic Levels.

Wild Empathy: A druid's epic levels count towards her total class level for wild empathy.

Wild Shape: A druid's epic levels count towards her total class level when determining the duration of her wild shape ability.

Bonus Feat: The epic druid gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from the following list: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Colossal Wild Shape, Dragon Shape, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Fast Healing, Fine Wild Shape, Gargantuan Wild Shape, Ignore Material Components, Improved Combat Casting, Improved Elemental Wild Shape, Improved Heighten

Spell, Improved Metamagic, Improved Spell Capacity, Magical Beast Wild Shape, Multispell, Perfect Health, Perfect Spell, Permanent Emanation, Spell Stowaway, Spell Opportunity, Spontaneous Spell, and Tenacious Magic.

Fighter

The epic fighter is a combat machine, a master of more battle maneuvers than any other character in the game. More than a mere sword-slinger, the epic fighter knows how to best his opponents in any arena.

Table 3-7: The Epic Fighter

Level	Special
21 st	--
22 nd	Bonus feat, bravery +6
23 rd	--
24 th	Bonus feat
25 th	--
26 th	Bonus feat, bravery +7
27 th	--
28 th	Bonus feat
29 th	--
30 th	Bonus feat, bravery +8

Bravery: A fighter's bravery ability continues to improve by 1 at 22nd level and every four levels thereafter.

Armor Training: A fighter's armor training ceases to improve after 20th level.

Weapon Training: A fighter's weapon training ceases to improve after 20th level.

Bonus Feat: The epic fighter gains a bonus feat at 22nd level and an additional bonus feat every other level (24th, 26th, 28th, etc). These bonus feats can be selected from the following list: Armor Skin, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manyshot, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction,

Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swarm of Arrows, and Uncanny Accuracy.

Inquisitor

The epic inquisitor can find corruption wherever it hides, from darkened allies to the throne rooms of empires. They bring judgment down on demon lords and fallen angels as easily as their brethren might on more mortal perils.

Table 3-8: The Epic Inquisitor

Level	Special
21 st	--
22 nd	Judgment, 8/day
23 rd	Bonus feat
24 th	--
25 th	Judgment, 9/day
26 th	Bonus feat
27 th	--
28 th	Judgment, 10/day
29 th	Bonus feat
30 th	---

Domain: An inquisitor includes their epic levels when calculating the effects of their domain powers.

Judgment: An inquisitor can invoke an additional judgment per day at 22nd level and every 3 levels thereafter. Their epic levels are included when calculating the effects of their judgments.

Stern Gaze: An inquisitor includes their epic levels when calculating the effects of their stern gaze ability.

Track: An inquisitor includes their epic levels when calculating the effects of their track ability.

Bane: An inquisitor includes their epic levels when calculating the duration of their bane ability.

Discern Lies: An inquisitor includes their epic levels when calculating the duration of their discern lies ability.

Bonus Feat: The epic inquisitor gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc.). These bonus feats can be selected from the following list:

Monk

The epic monk has achieved an inner tranquility that lesser characters can't even dream of. Her speed, power, grace, and force of will are unmatched by mortal beings.

Table 3-9: The Epic Monk

Level	AC Bonus	Fast Movement	Special
21 st	+5	+70 ft.	--
22 nd	+5	+70 ft.	Bonus feat
23 rd	+5	+70 ft.	--
24 th	+6	+80 ft.	--
25 th	+6	+80 ft.	--
26 th	+6	+80 ft.	Bonus feat
27 th	+6	+90 ft.	--
28 th	+7	+90 ft.	--
29 th	+7	+90 ft.	--
30 th	+7	+100 ft.	Bonus feat

AC Bonus: A monk's bonus to AC and CMD increases by 1 at 24th level and again at every four levels (28th, 32nd, etc.).

Fast Movement: A monk's enhancement bonus to speed increases by 10 at 21st level and again every 3 levels (24th, 27th, etc.).

Flurry of Blows: A monk's flurry of blows ability ceases to improve automatically after 20th level.

Unarmed Strike: A monk's unarmed strike damage ceases to improve automatically after 20th level.

Maneuver Training: A monk includes her epic levels when calculating her CMB.

Ki Pool: A monk includes her epic levels when calculating her *ki* pool.

High Jump: A monk includes her epic levels when calculating the bonus to Acrobatics checks made while jumping.

Wholeness of Body: A monk includes her epic levels when calculating the number of hit points healed by this ability.

Abundant Step: A monk includes her epic levels when calculating her caster level for this ability.

Diamond Soul: A monk includes her epic levels when calculating her spell resistance.

Quivering Palm: A monk includes her epic levels when calculating the Fortitude DC needed to resist this ability.

Bonus Feat: The epic monk gains a bonus feat at 22nd level and an additional bonus feat every four levels (26th, 30th, 34th, etc). These bonus feats can be selected from the following list: Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Dodge, Epic Prowess, Epic Speed, Epic Toughness, Exceptional Deflection, Fast Healing, Improved Combat Reflexes, Improved *Ki* Strike, Improved Spell Resistance, Improved Stunning Fist, Infinite Deflection, Keen Strike, *Ki* Channel, Legendary Climber, Legendary Wrestler, Reflect Arrows, Righteous Strike, Self-Concealment, Shattering Strike.

Oracle

The epic oracle is a direct conduit for the divine quintessence that drives creation. He speaks with the voice of creation and acts with the will of entire pantheons.

Table 3-10: The Epic Oracle

Level	Special
21 st	--
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	Bonus feat
30 th	--

Spells: An oracle's epic levels are included when determining his caster level. He ceases to automatically gain more spells per day or spells known after 20th level.

Revelation: An oracle includes his epic levels when calculating the effects or DCs of his revelations.

Bonus Feat: The epic oracle gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from the following list: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting,

Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Multispell, Perfect Spell, Permanent Emanation, Spectral Strike, Spell Knowledge, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic.

Paladin

The epic paladin stands at the forefront of the battle against chaos and evil in the world, shining as a beacon of hope to all who fight the good fight.

Table 3-11: The Epic Paladin

Level	Special
21 st	--
22 nd	Smite Evil, 8/day
23 rd	Bonus feat
24 th	--
25 th	Smite Evil, 9/day
26 th	Bonus feat
27 th	--
28 th	Smite Evil, 10/day
29 th	Bonus feat
30 th	--

Spells: A paladin's epic levels are included when determining their caster level. They cease to automatically gain more spells per day after 20th level.

Aura of Good: A paladin includes their epic levels when calculating the strength of their aura of good.

Smite Evil: A paladin can smite evil an additional time per day at 22nd level and every 3 levels thereafter. They include their epic levels when calculating the damage bonus against evil creatures.

Lay On Hands: A paladin includes their epic levels when calculating the number of times per day they can use this ability and the number of hit points it heals (or damages, if used against undead).

Mercy: A paladin ceases to automatically gain additional mercies when leveling up. They can select additional mercies in lieu of a bonus epic feat when leveling up.

Divine Bond: A paladin's divine bond ability--either the weapon enhancement power or their animal companion--continues to improve. The weapon

enhancement's duration and the number of times per day it can be used continues to increase, though the enhancement bonus granted no longer improves automatically. For animal companions, see Table 3-18: Animal Companions and Mounts at Epic Levels.

Bonus Feat: The epic paladin gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from the following list:

Additionally, a paladin may select a Mercy in lieu of an epic class bonus feat.

Ranger

Whether cunning protector of the wild or cold-blooded hunter of the weak, the epic ranger is one with the wilderness, moving with deadly grace and keen mind through the natural world.

Table 3-12: The Epic Ranger

Level	Special
21 st	Bonus feat
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	Bonus feat
26 th	--
27 th	Bonus feat
28 th	--
29 th	Bonus feat
30 th	--

Spells: A ranger's epic levels are included when determining their caster level. They cease to automatically gain more spells per day after 20th level.

Favored Enemy: A ranger ceases to automatically gain new favored enemies after 20th level.

Track: A ranger includes their epic levels when determining their bonus to Survival skill checks made to follow or identify tracks.

Wild Empathy: A ranger's epic levels count towards their total class level for wild empathy.

Favored Terrain: A ranger ceases to automatically gain new favored terrains after 20th level.

Hunter's Bond: A ranger's hunter's bond ability

continues to improve if they have selected an animal companion. See Table 3-18: Animal Companions and Mounts at Epic Levels.

If they have selected a bond with their companions, the favored enemy bonuses increase automatically every time they select the Extra Favored Enemy epic feat.

Bonus Feat: The epic ranger gains a bonus feat at 21st level and an additional bonus feat every two levels (23rd, 25th, 27th, etc). These bonus feats can be selected from the following list:

Rogue

The epic rogue is a trickster and a thief, a trap-detector and a tale-spinner. Her skills are legendary, and her tales of derring-do even more so. If you listen to the stories, there's nothing she can't do.

Table 3-13: The Epic Rogue

Level	Special
21 st	Sneak attack +11d6, trap sense +7
22 nd	--
23 rd	Bonus feat, sneak attack +12d6
24 th	Trap sense +8
25 th	Sneak attack +13d6
26 th	Bonus feat
27 th	Sneak attack +14d6, trap sense +9
28 th	--
29 th	Bonus feat, sneak attack +15d6
30 th	Trap sense +10

Sneak Attack: A rogue's sneak attack continues to increase by +1d6 every odd-numbered level.

Trapfinding: A rogue includes her epic levels when calculating her trapfinding bonuses.

Trap Sense: A rogue's bonus from trap sense increases to +7 at 21st level and by +1 every 3 levels thereafter.

Bonus Feat: The epic rogue gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from the following list:

Additionally, a rogue may select a Rogue Talent or Advanced Talent in lieu of an epic class bonus feat.

Sorcerer

The epic sorcerer has honed his natural arcane ability to mythical levels, but the need for ever-greater power never ceases.

Table 3-14: The Epic Sorcerer

Level	Special
21 st	--
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	Bonus feat
30 th	--

Spells: A sorcerer's epic levels are included when determining his caster level. He ceases to automatically gain more spells per day or spells known after 20th level.

Bloodline: A sorcerer includes his epic levels when determining any level-dependant effects of his bloodline powers.

Bonus Feat: The epic sorcerer gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from the following list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved COmbat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Master Staff, Master Wand, Multispell, Perfect Spell, Permanent Emanation, Scribe Epic Scroll, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

Summoner

None understand the planes as thoroughly as the epic summoner, who can call forth and treat with beings normal men could scarcely fathom and whose eidolon is

a truly wondrous--or horrendous--example of the illimitable horizon's of its master's imagination.

Table 3-15: The Epic Summoner

Level	Special
21 st	--
22 nd	Bonus feat
23 rd	--
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	--
30 th	Bonus feat

Spells: A summoner's epic levels are included when determining his caster level. He ceases to automatically gain more spells per day or spells known after 20th level.

Eidolon: A summoner's eidolon continues to improve. See Table 3-__ : Eidolons at Epic Levels.

Bond Senses: A summoner's epic levels are included when calculating the number of rounds per day he can use this ability.

Maker's Call: A summoner's epic levels are included when calculating the number of times per day that he can use this ability.

Merge Forms: The summoner's epic levels are included when calculating the number of rounds per day he can use this ability.

Twin Eidolon: The summoner's epic levels are included when calculating the number of rounds per day he can use this ability.

Bonus Feat: The epic summoner gains a bonus feat at 22nd level and an additional bonus feat every four levels (26th, 30th, 34th, etc). These bonus feats can be selected from the following list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved COmbat Casting, Improved Heighten Spell, Improved

Metamagic, Improved Spell Capacity, Master Staff, Master Wand, Multispell, Perfect Spell, Permanent Emanation, Scribe Epic Scroll, Spell Knowledge, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

Witch

The epic witch cares nothing for the fear of the common man--deserved or not--because she controls powers that can humble mobs and hold entire inquisitions at bay if they are foolish enough to challenge her.

Table 3-16: The Epic Witch

Level	Special
21 st	--
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	Bonus feat
30 th	--

Spells: A witch's epic levels are included when determining her caster level. She ceases to automatically gain more spells per day after 20th level.

Arcane Bond: A witch's familiar continues to improve. See Table 3-19: Familiars at Epic Levels.

Bonus Feat: The epic witch gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from the following list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved COMbat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Master Staff, Master Wand, Multispell, Perfect Spell, Permanent Emanation, Scribe

Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

Additionally, a witch may select a Hex, Major Hex, or Grand Hex in lieu of an epic class bonus feat.

Wizard

To the epic wizard, knowledge is power, and the quest for knowledge is never-ending. The secrets of greater magic and the creation of artifacts tempt the epic wizard, who pursues these secrets across the planes.

Table 3-17: The Epic Wizard

Level	Special
21 st	--
22 nd	--
23 rd	Bonus feat
24 th	--
25 th	--
26 th	Bonus feat
27 th	--
28 th	--
29 th	Bonus feat
30 th	--

Spells: A wizard's epic levels are included when determining their caster level. They cease to automatically gain more spells per day after 20th level.

Arcane Bond: A wizard's arcane bond ability continues to improve if they have selected a familiar. See Table 3-19: Familiars at Epic Levels.

Arcane School: A wizard includes their epic levels when calculating the effects level-dependant abilities from their arcane school.

Bonus Feat: The epic wizard gains a bonus feat at 23rd level and an additional bonus feat every three levels (26th, 29th, 32nd, etc). These bonus feats can be selected from the following list: Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved COMbat Casting, Improved Heighten Spell, Improved Metamagic,

Improved Spell Capacity, Master Staff, Master Wand, Multispell, Perfect Spell, Permanent Emanation, Scribe Epic Scroll, Spell Opportunity, Spell Stowaway, Spontaneous Spell, Tenacious Magic.

Archetypes

Multiclassing

Table 3-18: Animal Companions and Mounts at Epic Levels

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Bonus Tricks	Special
21 st	17	+12	+10	+10	+5	17	9	+14	+7	8	--
22 nd	18	+13	+11	+11	+6	18	9	+14	+7	8	--
23 rd	18	+13	+11	+11	+6	18	9	+14	+7	8	--
24 th	19	+14	+11	+11	+6	19	10	+16	+8	9	--
25 th	20	+15	+12	+12	+6	20	10	+16	+8	9	Ability score increase
26 th	21	+16	+12	+12	+6	21	11	+16	+8	9	Epic
27 th	21	+16	+12	+12	+6	21	11	+18	+9	10	--
28 th	22	+16	+13	+13	+7	22	11	+18	+9	10	--
29 th	23	+17	+13	+13	+7	23	12	+18	+9	10	--
30 th	24	+17	+14	+14	+8	24	12	+20	+10	11	Ability score increase
+1	+3/4 every level	+1 every odd HD	+1 every even HD	+1 every even HD	+1 every even HD	+1 every HD	+1 every 4 HD	+2 every 3 levels	+1 every 3 levels	+1 every HD	Ability score increase every 4 HD

Advanced Companions

From a druid's animal companion to a witch's familiar, many characters have a companion that has stood by their side for the last twenty levels; they are as much a part of that character's identity as a fighter's weapon or a wizard's spells. These companions continue to improve as outlined in the tables below.

When a companion of any type gains the "Epic" special quality--that is, when they reach 20 HD--they are eligible to select epic feats whenever they could otherwise select a normal feat. Additionally, their base attack bonus and saving throws begin following the typical epic progression: base attack increasing by +1 at every odd HD and saving throws by +1 every even HD.

When charting a companion's growth beyond 30th level, be sure to note the difference between an increase based on *level*, which refers to the class level of the character the companion follows, and based on *HD*, which refers to the companion's total Hit Die.

Table 3-19: Familiars at Epic Levels

Class Level	Natural Armor Bonus	Intelligence	Special
21 st - 22 nd	+11	16	--
23 rd - 24 th	+12	16	--
25 th - 26 th	+13	17	--
27 th - 28 th	+14	17	--
29 th - 30 th	+15	18	--
+1	+1 every 2 levels	+1 every 4 levels	--

When your single-class epic character gains a level, you may choose to increase the level of your current class or pick up a new class at 1st level. The standard rules for multiclass characters in the *Core Rulebook* still apply, but epic characters must keep in mind the rules for epic advancement.

The epic character gains all the 1st-level class skills, weapon proficiencies, armor proficiencies, spells, and other class features of the new class, as well as a Hit Die of the appropriate type. In addition, the character gets the usual skill points from the new class. Just as with standard multiclassing, adding the second class does not confer some of the benefits of a 1st-level character, including starting equipment, starting gold, or an

automatic animal companion.

An epic character does not gain the base attack bonuses and base save bonuses normally gained when adding a second class. Instead, an epic character uses the epic attack bonus and epic save bonus progression shown on Table 2-1: Experience and Level-Dependant Benefits, using their total character level to determine what benefits they receive. All class descriptions provide a list of bonus feats the characters must choose from. When you have to choose from a list of bonus feats in your second class (such as a fighter's bonus feats or a ranger's combat styles), you can also choose from the bonus epic feats described for each specific class above.

Skill Descriptions

ACROBATICS (DEX)

KNOWLEDGE (INT; TRAINED)

APPRAISE (INT)

LINGUISTICS (INT; TRAINED ONLY)

BLUFF (CHA)

PERCEPTION (WIS)

CLIMB (STR)

PERFORM (CHA)

CRAFT (INT)

PROFESSION (WIS; TRAINED ONLY)

DIPLOMACY (CHA)

RIDE (DEX)

DISABLE DEVICE (INT)

SENSE MOTIVE (WIS)

DISGUISE (CHA)

SLEIGHT OF HAND (DEX; TRAINED ONLY)

ESCAPE ARTIST (DEX)

STEALTH (DEX)

HANDLE ANIMAL (CHA; TRAINED ONLY)

SURVIVAL (WIS)

HEAL (WIS)

SWIM (STR)

INTIMIDATE (CHA or STR)

CHAPTER 5 - EPIC FEATS

More than almost any other single thing, it is feats that make an epic character. They are the primary method of gaining powers, augmenting your considerable strengths or eliminating what few of your weaknesses remain. You can learn to project magic with a thought, slice through steel as easily as flesh, or feather your foes from a mile away.

Like normal feats, epic feats give your characters new capabilities or improve existing ones. These abilities transcend the mundane, however, instead entering into the mythical. Even the most "mundane" epic character is capable of feats that defy belief, be it leaping across canyons and outrunning galloping horses or beheading one's foes with a single swipe of their unarmed hand.

Over a hundred and fifty feats are listed in this chapter and are designed to address not only epic characters in general but have at least a few options for each of the 17 specific character classes addressed in the *Core Rulebook* and *Advanced Player's Guide*. That being said, however, you should not consider the feats listed here as definitive; the scope of epic campaigns are tremendous and the potential for character growth should be equally without limits. If there is something specific you wish your character to be able to accomplish, discuss it with your DM and see if you can work out a feat or series of feats to accomplish what you wish. If you can dream of doing it, it can probably become an epic feat.

Acquiring Epic Feats

Epic feats are acquired just like normal feats, except that they can **never** be acquired by a character below 21st level. There are two methods of gaining epic feats:

- At 21st level and every two levels afterwards (23rd, 25th, 27th, etc.), the character's bonus feat can be

used for either a regular feat or for any epic feat that the character meets the prerequisites of.

- Each character class gains bonus epic feats based on its class description in Chapter 3. These feats must be selected either from the list of bonus epic feats for that class or any non-epic feat for which they meet the prerequisites.

Prerequisites

Most epic feats have prerequisites (in addition to the universal prerequisite of a character being level 21 or higher). You must have the listed ability score, feat, skill rank, class feature, and/or attack modifier in order to select that feat. For ability scores, you can include non-temporary bonuses from magic items such as those granted by belts or headbands, though if you lose those bonuses later and your ability score falls below the minimum necessary you lose access to the feat's benefits until you have again raised your score. Attack modifiers include the sum of both your base attack bonus and your epic attack bonus.

A character can gain an epic feat at the same level at which he or she gains the prerequisite, just as with regular feats.

A prerequisite expressed as a numerical value is a minimum; any value higher than the one given also meets the prerequisite.

You cannot use an epic feat if you've lost a prerequisite. Upon regaining it, you immediately restore access to the relevant feat(s) as well.

Benefit: You may cast all 0th-, 1st-level spells as quickened spells without using higher-level spell slots. The normal limit to the number of quickened spells you may cast per round applies. Spells with a casting time of more than 1 full round can't be quickened.

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next two lowest spell levels can now be quickened with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

Automatic Silent Spell

Prerequisites: Silent Spell, Spellcraft 21 ranks, caster level 21st.

Benefit: You may cast all 0th-, 1st-, 2nd-, and 3rd-level spells as silent spells without using higher-level spell slots.

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be silenced with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form. However, since bard spells can't be enhanced with the Silent Spell feat, they can't be affected by this feat either.

Automatic Still Spell

Prerequisites: Still Spell, Spellcraft 23 ranks, caster level 23rd.

Benefit: You may cast all 0-, 1st-, 2nd-, and 3rd-level spells as stilled spells without using higher-level spell slots.

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be stilled with no adjustment to their spell slots. This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

Bane Of Enemies

Prerequisites: Survival 21 ranks, Master Hunter class feature.

Benefit: Any weapon you wield against one of your favored enemies is treated as a bane weapon for that creature type (thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage). This ability doesn't stack with similar abilities.

Banner of Kings

Prerequisites: Cha 21, Greater Banner class feature.

Benefit: Increase all morale bonuses granted by your banner by 1.

Special: This feat may be selected multiple times. Its effects stack.

Banner of the Golden Sun

Prerequisites: Cha 21, Greater Banner class feature.

Benefit: Your banner now provides all allies within 60 feet a +2 morale bonus to their AC and Reflex saves as long as it is visible.

Banner of the Red Path

Prerequisites: Cha 21, Greater Banner class feature.

Benefit: Your banner now provides all allies within 60 feet a +2 morale bonus on all attack and damage rolls as long as it is visible.

Banner of the White Blossom

Prerequisites: Cha 21, Greater Banner class feature.

Benefit: Your banner now provides all allies within 60 feet 2 temporary hit points per hit die as long as it is visible. This is a morale bonus. No individual can benefit from this more than once per day.

Blinding Speed

Prerequisite: Dex 25.

Benefit: You can act as if affected by the *haste* spell

for 5 rounds per day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Special: You can gain this feat multiple times. Each time you take the feat, it grants an additional 5 rounds of haste per day.

Bonus Domain

Prerequisites: Wis 21, Divine caster level 21st.

Benefit: Choose an additional domain from your deity's domain list. You now have access to that domain's spells and granted powers as normal for your domain spells and the domain's granted powers.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different domain.

Chaotic Rage

Prerequisites: Chaotic alignment, Mighty Rage class feature.

Benefit: Any weapon you wield while in a rage is treated as an anarchic weapon (it is chaos-aligned and deals an extra 2d6 points of damage against creatures of lawful alignment). This ability does not stack with similar abilities.

Colossal Wild Shape

Prerequisite: Gargantuan Wild Shape

Benefit: You can use your wild shape to take the shape of a Colossal animal. This is identical to using the spell *beast shape III* to transform into an animal (not a magical beast) except that your form receives a +10 size bonus to Strength, a -4 penalty to Dexterity, a +4 size bonus to Constitution, and a +10 natural armor bonus.

Craft Epic Magic Arms And Armor

Prerequisites: Craft Magic Arms and Armor, Spellcraft 23 ranks.

Benefit: You can craft magic arms and armor using epic rules. See Chapter 6 for details.

Craft Epic Rod

Prerequisites: Craft Rod, Spellcraft 27 ranks.

Benefit: You can craft rods using epic rules. See Chapter 6 for details.

Craft Epic Staff

Prerequisites: Craft Staff, Spellcraft 30 ranks.

Benefit: You can craft staffs using epic rules. See Chapter 6 for details.

Craft Epic Wondrous Item

Prerequisites: Craft Wondrous Item, Spellcraft 21 ranks.

Benefit: You can craft wondrous items using epic rules. See Chapter 6 for details.

Damage Reduction

Prerequisite: Con 21.

Benefit: You gain damage reduction 3/-. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, or this feat itself.

Special: You can gain this feat multiple times. Each time you gain the feat, your damage reduction increases by 3.

Deafening Song

Prerequisites: Perform 21 ranks, Bardic Performance class feature.

Benefit: You can use song or poetics to temporarily deafen all enemies within a 30-foot burst centered on you. A successful Fortitude save (DC 10 + 1/2 your class level + the your Charisma modifier) negates the effect. The deafening effect lasts for as long as you continue the deafening song. You can choose to exclude as many characters as you wish from this effect. Rounds spent producing the deafening song count against the bard's

bardic performance limit.

Death Of Enemies

Prerequisites: Bane of Enemies, Survival 27 ranks

Benefit: Any time you threaten a critical hit against one of your favored enemies, you automatically confirm.

Special: Creatures immune to critical hits can't be affected by this feat.

Devastating Critical

Prerequisites: Str 25, Great Cleave, Improved Critical (chosen weapon), Overwhelming Critical (chosen weapon), Weapon Focus (chosen weapon).

Benefit: Choose one weapon for which you have Improved Critical, Overwhelming Critical, and Weapon Focus. When attempting to cleave with this weapon, if you succeed on a critical against the initial target, you automatically threaten critical strikes against all other cleave targets within reach.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon.

Dexterous Fortitude

Prerequisites: Dex 25

Benefit: Once per round, when targeted by an effect that requires a Fortitude saving throw, you may make a Reflex save instead to avoid the effect. Evasion and Improved Evasion do not apply to this save.

Dexterous Will

Prerequisites: Dex 25

Benefit: Once per round, when targeted by an effect that requires a Will saving throw, you may make a Reflex save instead to avoid the effect. Evasion and Improved Evasion do not apply to this save.

Dire Charge

Prerequisite: Improved Initiative.

Benefit: If you charge a foe during the first round of combat (or the surprise round, if you are allowed to act in it), you can make a full attack against the opponent charged.

Distant Shot

Prerequisites: Dex 25, Far Shot, Perception 17 ranks.

Benefit: You may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

Dragon Wild Shape

Prerequisites: Wis 30, Knowledge [Nature] 25 ranks, Wild Shape class feature at will.

Benefit: You may use wild shape to change into a metallic or chromatic dragon. This is identical to the spell *form of the dragon III*.

Efficient Item Creation

Prerequisites: Item creation feat to be selected, Spellcraft 21 ranks.

Benefit: Select an item creation feat. Creating a magic item using that feat requires an amount of spell power equal to the item's base cost / 500.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different item creation feat.

Note: These rules are written using a modified magic item creation system, the rules of which can be found here: www.jessesdnd.com/faengleis/mechanics/crafting.

Energy Resistance

Benefit: Choose a type of elemental energy: acid, cold, electricity, fire, or sonic. You gain resistance 10 to that type of energy, or your existing resistance to that type of energy increases by 10. This feat does not stack with energy resistance granted by magic items or nonpermanent magical effects.

Special: You can gain this feat multiple times. If the same type of energy is chosen, the effects stack.

Enhance Spell [Metamagic]

Prerequisite: Maximize Spell.

Benefit: The damage dice for spells you cast increase by one step (i.e., d6s become d8s, d8s become 2d6s, etc.). An enhanced spell uses up a spell slot four levels higher than the spell's actual level. This feat has no effect on spells that don't specifically deal damage.

Special: You may apply this feat multiple times to a spell. Each time you apply this feat, the damage die increase by another step and the enhanced spell takes up a spell slot an additional four levels higher.

Epic Dodge

Prerequisites: Dex 25, Dodge, Tumble 27 ranks, Improved Evasion class feature.

Benefit: Once per round, when struck by an attack from an opponent, you may automatically avoid all damage from the attack.

Epic Endurance

Prerequisites: Con 25, Endurance.

Benefit: Whenever you perform a task to which your Endurance bonus applies, you get an additional +10 bonus on the check. Additionally, you may sleep in heavy armor without becoming fatigued.

Epic Extracts

Prerequisite: Int 25, Craft [Alchemy] 25 ranks, Extra Extracts, ability to brew 7th level extracts.

Benefit: You gain access to the most potent extracts an Alchemist can brew. Add the following extracts to your Alchemist's formulae list:

7th level: *Elemental body IV, form of the dragon II, greater age resistance, greater arcane sight, greater polymorph, greater restoration, ice body, mass fly, plant shape III, regenerate, simulacrum, spell turning, statue*

8th level: *clone, demand, discern location, form of the dragon III, frightful aspect, giant shape II, greater*

spell immunity, iron body, mind blank, moment of prescience, protection from spells, seamantle, undead anatomy IV

9th level: *Communal mind blank, fiery body, foresight, overwhelming presence, ride the lightning, shapechange, time stop*

These extracts follow all the rules of regular extracts, except for their higher levels (which also determine their DCs). You do not automatically get the ability to brew extracts of a higher extract level than you have access to. See the Extra Extracts epic feat to gain access to higher extract levels.

Epic Fortitude

Benefit: You gain a +4 bonus on all Fortitude saving throws.

Epic Inspiration

Prerequisites: Cha 25, Perform 27 ranks, Bardic Performance class feature.

Benefit: All competence bonuses, dodge bonuses, and morale bonuses granted by your Bardic Performance abilities increase by +1. If you have the inspire greatness Bardic Performance ability, it grants one additional bonus HD.

Special: You can gain this feat multiple times. Its effects stack.

Epic Leadership

Prerequisites: Cha 25, Leadership, Leadership score 25.

Benefit: You attract a cohort and followers as shown in Table 5-2: Epic Leadership. In all other ways Epic Leadership functions as the Leadership feat.

Epic Mutagen

Prerequisite: Craft [Alchemy] 25 ranks, True Mutagen grand alchemist discovery.

Benefit: You mutagen now grants a +10 natural

armor bonus and a +10 alchemical bonus to Strength, Dexterity, and Constitution. The alchemist takes a -2 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists.

Epic Prowess

Benefit: Gain a +1 bonus on all attacks.

Special: You can gain this feat multiple times. Its effects stack.

Epic Reflexes

Benefit: You gain a +4 bonus on all Reflex saving throws.

Epic Reputation

Benefit: You gain a +6 bonus on Bluff, Diplomacy, Intimidate, and Perform checks.

Epic Skill Focus

Prerequisite: 20 ranks in the skill selected.

Benefit: You gain a +12 bonus on all skill checks with that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill.

Epic Speed

Prerequisites: Dex 21, Run.

Benefit: Your speed increases by 30 feet. This benefit does not stack with increased speed granted by magic items or nonpermanent magical effects.

Special: This feat only functions when you are wearing medium armor, light armor, or no armor.

Epic Spell Focus

Prerequisites: Greater Spell Focus in the school to be selected, caster level 23rd.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select

to focus on. This stacks with the bonuses from Spell Focus and Greater Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different school of magic.

Epic Spell Penetration

Prerequisites: Greater Spell Penetration

Benefit: You get a +2 bonus on caster level checks to beat a creature's spell resistance. This stacks with the bonuses from Spell Penetration and Greater Spell Penetration.

Epic Spellcasting

Prerequisite: Spellcraft 21 ranks; Knowledge [Arcana] 24 ranks, ability to cast 9th level arcane magic *OR* Knowledge [Religion] 24 ranks, ability to cast 9th level divine magic *OR* Knowledge [Nature] 24 ranks, ability to cast 9th level divine magic *OR* Craft [Alchemy] 27 ranks, ability to brew 9th level extracts.

Benefit: You may develop and cast epic spells, as detailed in Chapter 7. If you are an arcane spellcaster, you may cast a number of epic spells per day equal to your *ranks* in Knowledge [Arcana] divided by 10. If you are a divine spellcaster, you may cast a number of epic spells per day equal to your *ranks* in Knowledge [Religion] or Knowledge [Nature] divided by 10.

Special: If you meet more than one set of prerequisites, the limit on the number of spells you may cast per day is cumulative.

Epic Toughness

Benefit: You gain +30 hit points.

Special: You can gain this feat multiple times. Its effects stack.

Epic Trapfinding

Prerequisites: Perception 22 ranks, Trapfinding class feature.

Benefit: If you pass within 5 feet of a trap, you are entitled to a Search check to notice it as if you were actively looking for it.

Epic Weapon Focus

Prerequisite: Greater Weapon Focus in the chosen weapon.

Benefit: Add a +2 bonus to all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a different type of weapon.

Epic Weapon Specialization

Prerequisites: Epic Weapon Focus in the chosen weapon, Greater Weapon Specialization in the chosen weapon.

Benefit: Add +4 to all damage you deal using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different type of weapon.

Epic Will

Benefit: You gain a +4 bonus on all Will saving throws.

Exceptional Deflection

Prerequisites: Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike.

Benefit: You can deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows.

Extended Life Span

Benefit: Add one-half the maximum result of your race's maximum age modifier to your normal middle age, old, and venerable age categories. Calculate your maximum age using the new venerable number. This feat

can't lower your current age category.

Special: You can gain this feat multiple times. Its effects stack.

Extra Extract

Prerequisites: Int 21, ability to brew 6th-level extracts.

Benefit: When you select this feat, you gain one extract slot per day of any level up to one level higher than the highest-level extract you can already brew. You must still have the requisite Int score (10 + extract level) in order to brew any extract stored in this slot. If you have a high enough Int modifier to gain one or more bonus extracts for this extract level, you also gain the bonus extracts for this extract level.

Special: You can gain this feat multiple times.

Extract Slots Above 6th Level: The Extra Extracts feat allows characters to gain extract slots above 6th level (which can be used to brew lower-level extracts, extracts gained with the Epic Extracts feat, or extracts whose level has been increased beyond 6th by the use of the Meta-Extract feat).

A character with a very high Int score may receive bonus extracts of those levels, up to 9th level as normal and above 9th level as shown on Table 5-3: Expanded Ability Modifiers and Bonus Spells, but only if they already have at least one extract slot of that level. A character without any extract slots of a level can't receive any bonus extracts of that level, even if their Intelligence is high enough to award them.

Even though the table only includes Int scores up to 61 and extract slots up to 25th level, the progression continues infinitely in both directions. For Int scores beyond 61, or for extract slots above 25th level, expand the table to follow the same patterns as shown.

Extract Bomb

Prerequisite: Craft [Alchemy] 27 ranks, Bomb 10d6 class feature, Infusion alchemist discovery.

Benefit: Rather than inflicting damage, you can craft bombs that affect all targets as if they had just imbibed one of your extracts. Doing so requires you expend one of your daily uses of said extract (or an empty slot of the same spell level or higher) for every affected target. You do not have to have the extract brewed before-hand, but if you do using the extract bomb renders the prepared extract inert. If you do not have enough uses of the extract for all targets, determine the affected targets randomly. Extract bombs do not stack with other non-stacking bomb discoveries.

Familiar Spell

Prerequisite: Int 25 (if your spellcasting is controlled by Intelligence) or Cha 25 (if your spellcasting is controlled by Charisma).

Benefit: Choose one arcane spell you know of 8th level or lower. Your familiar can now use this spell once per day as a spell-like ability, at a caster level equal to your caster level. You cannot bestow a spell to your familiar if the spell normally has a material component cost of more than 1 gold.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your familiar a different spell-like ability or another daily use of the same spell-like ability.

Fast Healing

Prerequisite: Con 25.

Benefit: You gain fast healing 3, or your existing fast healing increases by 3. This feat does not stack with fast healing granted by magic items or nonpermanent magical effects.

Special: You can gain this feat multiple times. Its effects stack.

Fine Wild Shape

Prerequisite: Wild Shape at will class feature.

Benefit: You can use your wild shape to take the

shape of a Fine animal. This is identical to using the spell *beast shape III* to transform into an animal (not a magical beast) except that your form receives a +12 size bonus to Dexterity, a -6 penalty to Strength, and no natural armor bonus.

Flesh or Bones

Prerequisites: Wis 23, ability to channel energy

Benefit: When you channel energy--regardless of positive or negative--you can affect both the living and undead with the same burst, healing one and harming the other simultaneously depending on the type of energy you are capable of channeling.

Forge Epic Ring

Prerequisites: Forge Ring, Spellcraft 30 ranks.

Benefit: You can forge magic rings using epic rules. See Chapter 6 for details.

Gargantuan Wild Shape

Prerequisite: Wild Shape at will class feature.

Benefit: You can use your wild shape to take the shape of a Gargantuan animal. This is identical using to the spell *beast shape III* to transform into an animal (not a magical beast) except that your form receives a +8 size bonus to Strength, a -4 penalty to Dexterity, a +4 size bonus to Constitution, and a +8 natural armor bonus.

Great Charisma

Benefit: Your Charisma increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Constitution

Benefit: Your Constitution increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Dexterity

Benefit: Your Dexterity increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Intelligence

Benefit: Your Intelligence increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Smiting

Prerequisites: Cha 25, Smite ability (from class feature or domain granted power).

Benefit: Whenever you make a successful smite attack, add twice the appropriate level to damage (rather than just your level).

Special: You may select this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Great Strength

Benefit: Your Strength increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Great Wisdom

Benefit: Your Wisdom increases by 1 point.

Special: You can gain this feat multiple times. Its effects stack.

Group Inspiration

Prerequisite: Perform 27 ranks, Bardic Performance class feature.

Benefit: The number of allies you can affect with your *inspire competence* or *inspire greatness* Bardic Performance ability doubles. When inspiring competence in multiple allies, you can choose different skills to inspire for different allies.

Special: You can gain this feat multiple times. Its effects stack. Remember that two doublings equals a

tripling, and so forth.

Hindering Song

Prerequisite: Deafening Song, Perform 24 ranks

Benefit: You can use song or poetics to hinder enemy spellcasters within a 30-foot spread centered on you. To successfully cast a spell within this area, a spellcaster must make a Concentration check as if he or she were casting defensively, and all such checks have a penalty equal to half your level. You can choose to exclude as many characters as you wish from this effect. Every round that you sustain your hindering song uses two rounds of your Bardic Performance ability.

Holy Strike

Prerequisites: Smite Evil class feature, any good alignment.

Benefit: Any weapon you wield is treated as a holy weapon (is good-aligned and deals an extra 2d6 points of damage against creatures of evil alignment). If the weapon already has an alignment, this feat has no effect on the weapon.

Ignore Material Components

Prerequisites: Eschew Materials, Spellcraft 23 ranks, caster level 21st.

Benefit: You may cast spells without any material components. This feat does not affect the need for a focus or divine focus.

Improved Alignment-Based Casting

Prerequisites: Access to domain of Chaos, Evil, Good, or Law, alignment must match domain chosen, Divine caster level 21st.

Benefit: Select an alignment-based domain--Chaos, Evil, Good, or Law--to which you have access. You cast spells with that alignment descriptor at +3 caster level.

Special: This benefit overrides (does not stack with) the granted powers of the Chaos, Evil, Good, and Law

domains. You may select this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different alignment-based domain to which you have access.

Improved Aura Of Courage

Prerequisite: Cha 25, Aura of Courage class feature.

Benefit: Your aura of courage grants a +8 morale bonus on saving throws against fear effects.

Improved Bomb

Prerequisite: Bomb 8d6.

Benefit: Add +1d6 to your bomb damage.

Special: You can gain this feat multiple times. Its effects stack.

Improved Combat Casting

Prerequisites: Combat Casting, caster level 22nd.

Benefit: You don't incur attacks of opportunity for casting spells when threatened.

Improved Combat Reflexes

Prerequisites: Dex 21, Combat Reflexes.

Benefit: There is no limit to the number of attacks of opportunity you can make in one round. You still cannot make more than one attack of opportunity for a given opportunity.

Improved Darkvision

Prerequisite: Darkvision.

Benefit: The range of your darkvision doubles. This feat does not stack with darkvision granted by magic items or nonpermanent magical effects.

Special: You can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

Improved Elemental Wild Shape

Prerequisites: Wis 25, Wild Shape at will class

feature.

Benefit: Your ability to wild shape into an elemental is expanded to include ice, lightning, magma, and mud elementals of any size that you can take when using wild shape to become an animal. This ability is identical to using the relevant *elemental body* spell (*I, II, III, or IV*), except you gain the following abilities:

Ice Elemental: Use the same ability bonuses as an earth elemental of the same size. You gain darkvision 60 feet, cold resistance 20, and the Ice Glide, Icewalking, and Snow Vision abilities. You gain the Numbing Cold ability based on your size.

Lightning Elemental: Use the same ability score bonuses as an air elemental of the same size. You gain darkvision 60 feet, lightning resistance 20, and the Metal Mastery and Spark Leap abilities. Small, medium, and large lightning elementals gain a fly speed of 60 feet (perfect); this increases to 120 feet (perfect) for huge elementals.

Magma Elemental: Use the same ability score bonuses as a fire elemental of the same size. You gain darkvision 60 feet, fire resistance 20, and the Earth Glide and Lava Puddle abilities. You also gain the fire elemental's Burn ability based on your size, but with a -2 to the DC.

Mud Elemental: Use the same ability score bonuses as a water elemental of the same size. You gain darkvision 60 feet and the Earth Glide and Entrap abilities.

Improved Favored Enemy

Prerequisite: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks and +2 on damage rolls against all your favored enemies.

Special: You can gain this feat multiple times. Its effects stack.

Improved Heighten Spell

Prerequisites: Heighten Spell, Spellcraft 17 ranks.

Benefit: As Heighten Spell, but there is no limit to the level to which you can heighten the spell.

Improved Ki Strike

Prerequisites: Wis 21, Ki pool (adamantine) class feature.

Benefit: Your ki strikes are treated as epic magic weapons for the purposes of damage reduction.

Improved Low-Light Vision

Prerequisite: Low-light vision.

Benefit: The range of your low-light vision doubles. This feat does not stack with low-light vision granted by magic items or nonpermanent magical effects.

Special: You can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

Improved Manyshot

Prerequisites: Dex 19, attack bonus +21, Many-shot

Benefits: As Manyshot, but the number of arrows you can fire is limited only by your attack bonus (the combination of your base attack bonus and epic attack bonus). With a full attack action, you can fire two arrows with every attack instead of only with the first.

Special: Regardless of the number of arrows you fire, you only apply precision-based damage (such as sneak attack damage or the ranger's favored enemy bonus) once. If you score a critical hit, only one of the arrows deals critical damage (your choice); all others deal normal damage.

Improved Metamagic

Prerequisites: Four metamagic feats, Spellcraft 27 ranks.

Benefit: The spell slot modifier of all your metamagic feats is reduced by one level, to a minimum of +1. This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

Special: You can gain this feat multiple times. The effects stack, though you can't reduce any metamagic feat's spell slot modifier to less than +1.

Improved Sneak Attack

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to your sneak attack damage.

Special: You can gain this feat multiple times. Its effects stack.

Improved Spell Capacity

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest-level spell you can already cast in a particular class. You must still have the requisite ability score (10 + spell level) in order to cast any spell stored in this slot. If you have a high enough ability modifier to gain one or more bonus spells for this spell level, you also gain the bonus spells for this spell level. You must use the spell slot as a member of the class in which you can already cast spells of the normal maximum spell level.

Special: You can gain this feat multiple times.

Spell Slots Above 9th Level: The Improved Spell Capacity feat allows characters to gain spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased beyond 9th by the use of metamagic feats).

A character with a very high score in the ability associated with his or her spellcasting (Intelligence for alchemists, witches, and wizards; Wisdom for clerics, druids, inquisitors, paladins, and rangers; or Charisma for bards, oracles, sorcerers, and summoners) may receive bonus spells of those levels, as shown on Table __: Expanded Ability Modifiers and Bonus Spells, but only if they already have at least one spell slot of that level (such as from the Improved Spell Capacity feat). A character without any spell slots of a level can't receive

any bonus spells of that level, even if the appropriate ability score is high enough to award them.

Even though the table only includes ability scores up to 61 and spell slots up to 25th level, the progression continues infinitely in both directions. For ability scores beyond 61, or for spell slots above 25th level, expand the table to follow the same patterns as shown.

Improved Spell Resistance

Prerequisite: Must have spell resistance from a feat, class feature, or other permanent effect.

Benefit: Your spell resistance increases by +2.

Special: You can gain this feat multiple times. Its effects stack.

Improved Stunning Fist

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of your stunning attack.

Special: You can gain this feat multiple times. Its effects stack.

Improved Whirlwind Attack

Prerequisites: Int 13, Dex 23, Whirlwind Attack.

Benefit: Your Whirlwind Attack is now only a standard action, instead of a full attack action. Additionally, you may take one 5-foot adjustment during the action, though you can still only strike an individual creature once per attack.

Incite Rage

Prerequisites: Cha 25, Mighty Rage class feature.

Benefit: When you enter a rage, you can incite a barbarian rage in any or all willing allies within 60 feet. Any ally who doesn't wish to become enraged is unaffected. The ally gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but takes a -2 penalty to AC, for as long as you remain raging. The rage of affected allies lasts a number of rounds equal

to 3 + their Constitution modifier, regardless of whether they remain within 60 feet of you. This is otherwise identical with normal barbarian rage (including the fatigue at its end).

Special: This is a mind-affecting effect.

Indomitable Challenge

Prerequisites: Demanding Challenge class feature.

Benefit: You are immune to the effects of fatigue and exhaustion as long as you have an active challenge issued.

Infinite Deflection

Prerequisites: Dex 25, Combat Reflexes, Deflect Arrows

Benefit: You may spend attacks of opportunity granted by Combat Reflexes to deflect additional arrows as per the Deflect Arrows feat.

Inspire Excellence

Prerequisite: Perform 30 ranks, Bardic Performance class feature.

Benefit: You can use song or poetics to grant a bonus to one ability score to your allies. To be affected, an ally must hear you sing for 1 full round. Each ally to be inspired gains a +4 competence bonus to the same ability score, which you must choose before you begin inspiring. Inspire excellence is a supernatural, mind-affecting ability. Every round that you sustain your hindering song uses two rounds of your Bardic Performance ability.

Keen Strike

Prerequisites: Str 23, Wis 23, Improved Critical (unarmed strike), Stunning Fist, *Ki* Pool (Adamantine) class feature.

Benefit: Your unarmed strike has a critical threat range of 18-20, a critical multiplier of x3, and deals slashing damage (at your option any attack can deal bludgeoning damage, but cannot then take advantage of

the enhanced threat range or multiplier). This ability doesn't stack with other abilities that expand your unarmed strike's threat range.

Ki Channel

Prerequisite: Wis 24, Heal 22 ranks, *Ki Strike* (Adamantine) class feature.

Benefit: You gain the ability to Channel Positive Energy as a cleric equal to your monk level - 8 by spending 6 *ki* points. You can increase your virtual cleric level by 2 for every additional 2 *ki* points you spend, to a maximum equal to your monk level. You can only use this energy to heal living creatures, not harm undead.

Special: This ability allows you to qualify for Channeling Feats except those that allow you to channel additional times per day (such as Extra Channel) or require you to channel negative energy.

Lasting Inspiration

Prerequisite: Perform 22 ranks, Bardic Performance class feature.

Benefit: The effects of *inspire courage*, *inspire competence*, *dirge of doom*, *inspire greatness*, *frightening tune*, and *inspire heroics* last for ten rounds after you stop performing. No creature can have more than one performance by the same bard affecting them at one time; any new performances replace the old one.

Legendary Climber

Prerequisites: Dex 21, Balance 12 ranks, Climb 21 ranks.

Benefit: You can climb up to twice at your base speed per round without penalty.

Legendary Commander

Prerequisites: Cha 25, Epic Leadership, Diplomacy 27 ranks, must rule own kingdom and have a stronghold.

Benefit: Multiply the number of followers of each level that you can lead by 10. This has no effect on

cohorts.

Legendary Leaper

Prerequisite: Acrobatics 21 ranks.

Benefit: You are always considered to have a running start when making a jump. Additionally, when using Acrobatics to soften a fall, a successful check allows you to ignore the first 30 feet fallen, though you still end up prone if you take damage.

Legendary Rider

Prerequisite: Ride 21 ranks.

Benefit: You don't take a penalty on Ride checks when riding a mount without a saddle (bareback) or a creature that is ill suited as a mount. You never need to make a Ride check to control a mount in combat, even if the mount is not combat-trained.

Legendary Tracker

Prerequisites: Wis 25, Track, Knowledge [Nature] 25 ranks, Survival 25 ranks.

Benefit: You can follow tracks across water, underwater, or through the air. See Table 5-4 for DCs. These are affected by survival DC modifiers like any other tracks.

Legendary Wrestler

Prerequisite: Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 12 ranks.

Benefit: You gain a +10 bonus to your CMB when grappling and to your CMD when being grappled.

Lingering Damage

Prerequisite: Sneak attack +8d6, Crippling Strike advanced rogue talent.

Benefit: Any time you deal damage with a sneak attack, that target takes damage equal to your sneak attack bonus damage on your next turn as well.

Magical Beast Wild Shape

Prerequisites: Wis 25, Knowledge [Nature] 24 ranks, Wild Shape at will class feature.

Benefit: You can use your normal wild shape ability to take the form of a magical beast. The size limitation is the same as your limitation on animal size. This ability is identical to the spell *beast shape IV*, but can be used to transform into either an animal or a magical beast.

Note: This feat can be used in conjunction with the Colossal Animal, Fine Animal, and Gargantuan Animal Wild Shape feats, allowing you to become a Colossal, Fine, or Gargantuan magical beast. You still use the ability score and natural armor modifiers of those feats, but can draw on the magical animal abilities listed in *beast shape IV*.

Master Staff

Prerequisite: Craft Staff, Spellcraft 12 ranks.

Benefit: When you activate a staff, you can substitute a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a staff charge. You may not lose prepared spells from your school of specialty, if any. The spell slot lost must be equal to or higher in level than the specific spell stored in the staff, including any level-increasing metamagic enhancements. You cannot emulate a charge for a staff function that does not match a specific spell.

Master Wand

Prerequisite: Craft Wand, Spellcraft 12 ranks.

Benefit: When you activate a wand, you can substitute a spell slot instead of using a charge. The spell slot must be one you have not used for the day, though you may lose a prepared spell to emulate a wand charge. You may not lose prepared spells from your school of specialty, if any. The spell slot lost must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements. Activating a wand in this way uses your caster level and

ability score modifier to affect the relevant spell variables.

Meta-Extract

Prerequisite: Int 21, ability to brew 6th-level extracts.

Benefit: Choose one meta-magic feat you meet the prerequisites for. You can now apply that meta-magic feat to your extracts while brewing them. The extract slot used increases just as applying a meta-magic feat to a normal spell increases the spell slot, and any feat or class feature you have that applies to meta-magic feats also applies to your meta-extracts.

Special: You can gain this feat multiple times. Its effects do not stack. Instead, choose a different meta-magic feat each time.

Mightier Rage

Prerequisites: Str 21, Con 21, Mighty Rage class feature.

Benefit: When you rage, your bonus to Strength and Constitution increase to +10 and your morale bonus to Will saves increases to +6.

Mightiest Rage

Prerequisites: Str 23, Con 23, Mightier Rage.

Benefit: When you rage, your bonus to Strength and Constitution increase to +12 and your morale bonus to Will saves increases to +8.

Multispell

Prerequisites: Quicken Spell, caster level 21st.

Benefit: You may cast one additional quickened spell in a round.

Special: You can gain this feat multiple times. Its effects stack.

Music Of The Gods

Prerequisites: Cha 25, Perform 27 ranks, Bardic Performance class feature.

Benefit: Your bardic performance can affect even

those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.

Mutagen Bomb

Prerequisite: Craft [Alchemy] 25 ranks, Infuse Mutagen alchemist discovery, Bomb 10d6 class feature.

Benefit: A mutagen bomb is created using the rules for mutagens, taking the alchemist 1 hour to complete. He can only have one mutagen bomb at a time. It follows all the normal rules for a bomb, except instead of inflicting damage, all targets affected by the bomb gain the benefits and penalties of the alchemist's Mutagen class feature (without the benefit of any discoveries the alchemist may have gained). The nature of the physical bonus and mental penalty are determined when the bomb is being created and cannot be changed afterwards; a new mutagen bomb must be made to replace the old one. Mutagen bombs do not stack with other non-stacking bomb discoveries.

Negative Energy Aura

Prerequisites: Wis 23, ability to channel negative energy

Benefit: By expending one use of your Channel Energy ability, you create a zone with a radius of 15 feet around you that lasts for one minute. All creatures within this zone that you designate take 1 point of negative energy damage for every d6 your Channel Energy burst would normally inflict (i.e., 10d6 becomes 10 damage, 11d6 becomes 11, etc.). The save DC for half damage is the same as if you had just channeled a burst of negative energy. This effect heals undead instead of damaging them.

Overchannel

Prerequisites: Wis 23, ability to channel positive energy

Benefit: Up to three times per day, when you

channel positive energy, any hit points you heal above a character's normal maximum are gained as temporary hit points that last for a maximum of 1 minute per level of channeling class. If a character still has some temporary hit points left and this effect is used again, the new temporary hit points replace the old ones.

Overwhelming Critical

Prerequisites: Str 23, Great Cleave, Improved Critical (chosen weapon), Weapon Focus (chosen weapon).

Benefit: When using the weapon you have selected, you deal an extra 1d6 points of bonus damage on a successful critical hit. If the weapon's critical multiplier is ×3, add +2d6 points of bonus damage instead, and if the multiplier is ×4, add +3d6 points of bonus damage instead. Creatures immune to critical hits can't be affected by this feat.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different type of weapon.

Penetrate Damage Reduction

Benefit: Select a special material, such as mithral or adamantine. Your melee weapons (including natural weapons) are treated as being crafted from the chosen special material for the purposes of bypassing the damage reduction of any creature you strike. None of the other special properties of special materials are gained by your melee weapons.

Special: You can gain this feat multiple times. Each time the feat is selected you select a different special material. Your melee attacks are treated as being crafted of all chosen materials for the purposes of bypassing damage reduction.

Perfect Health

Prerequisite: Con 25, Great Fortitude.

Benefit: You are immune to all nonmagical diseases, as well as to all poisons whose Fortitude save DC is 25 or

less.

Perfect Spell [Metamagic]

Prerequisites: Empower Spell, Maximize Spell, Spellcraft 27 ranks, caster level 25th.

Benefit: All variable, numeric effects of a perfected spell are maximized, then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. An intensified spell uses up a spell slot seven levels higher than the spell's actual level. You can't combine the effects of this feat with any other feat that affects the variable, numeric effects of a spell.

Perfect Two-Weapon Fighting

Prerequisites: Dex 25, Greater Two-Weapon Fighting.

Benefit: You gain a fourth attack with your off-hand weapon, albeit at a -15 penalty.

Permanent Emanation

Prerequisites: Spellcraft 22 ranks, ability to cast the spell to be made permanent.

Benefit: Designate any one of your spells whose area is an emanation centered on you. This spell's effect is permanent (though you can dismiss or restart it as a free action). Effects that would normally dispel this spell instead suppress it for 2d4 rounds.

Special: You can gain this feat multiple times. Each time, select a different spell to become permanent.

Polyglot

Prerequisites: Int 25, Linguistics 5 ranks.

Benefit: You can speak all languages. If you are literate, you can also read and write all languages (not including magical script).

Positive Energy Aura

Prerequisites: Wis 23, ability to channel positive energy

Benefit: By expending one use of your Channel Energy ability, you create a zone with a radius of 15 feet around you that lasts for one minute. All creatures within this zone that you designate heal 1 point of damage for every d6 your Channel Energy burst would normally inflict (i.e., 10d6 becomes 10 damage, 11d6 becomes 11, etc.). This effect damages undead instead of healing them. The save DC for half damage is the same as if you had just channeled a burst of negative energy.

Prismatic Bomb

Prerequisite: Craft [Alchemy] 25 ranks, Acid Bomb alchemist discovery, Madness Bomb alchemist discovery, Poison Bomb alchemist discovery, Shock Bomb alchemist discovery, Sticky Bomb alchemist discovery.

Benefit: Your alchemist can manufacture a prismatic bomb. It behaves in most ways like a normal bomb, except that instead of inflicting bomb damage, all targets react as if subject to the *prismatic spray* spell. The save DCs are the same as the alchemist's other bomb effects (10 + 1/2 alchemist level + Int modifier). A prismatic bomb takes 1 hour to craft and an alchemist can only have one prepared at a time. If a new prismatic bomb is prepared, the old bomb becomes useless. Prismatic bombs do not stack with other non-stacking bomb discoveries.

Special: You can gain this feat multiple times. Every time you do, the alchemist can produce another prismatic bomb per day.

Ranged Inspiration

Prerequisite: Perform 21 ranks, Bardic Performance class feature.

Benefit: Double the range of any bardic performance ability that has a range. If the creature must hear you to be affected by the ability, that requirement doesn't

change regardless of any extended range your ability may have.

Special: You can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Rapid Inspiration

Prerequisite: Perform 21 ranks, Bardic Performance class feature.

Benefit: You can begin a bardic performance as a free action.

Reactive Countersong

Prerequisite: Combat Reflexes, Rapid Inspiration, Perform 27 ranks, Bardic Performance class feature.

Benefit: You can begin a countersong at any time, even when it isn't your turn without having to ready an action to do so. This allows you to countersong even instantaneous sonic or language-dependant magical attacks, provided they allow a saving throw. You can't use Reactive Countersong at the same time you are using another bardic performance ability, though you could stop the other bardic music ability to begin Reactive Countersong if so desired.

Reflect Arrows

Prerequisites: Dex 25, Deflect Arrows.

Benefit: When you deflect an arrow or other ranged attack, the attack is reflected back upon the attacker at your base ranged attack bonus.

Relentless Challenge

Prerequisites: Indomitable Challenge, Demanding Challenge class feature.

Benefit: Once per day, when issuing a challenge, you recover a number of hit points equal to your character level and gain fast healing 3 for the duration of your challenge.

Righteous Strike

Prerequisites: Wis 19, Stunning Fist, any lawful alignment.

Benefit: Your unarmed strike is treated as an axiomatic weapon. It is lawfully aligned and deals an extra 2d6 points of damage against creatures of chaotic alignment. This ability doesn't stack with similar abilities.

Ruinous Rage

Prerequisites: Str 25, Improved Sunder, Mightier Rage.

Benefit: While in a rage, you ignore the hardness of any object you strike. Also, double your Strength bonus for the purposes of any Strength check made to break an object with sudden force rather than by dealing normal damage (including bursting bindings, such as ropes or manacles).

Scribe Epic Scroll

Prerequisites: Scribe Scroll, Spellcraft 21 ranks.

Benefit: You can scribe scrolls using epic rules. See Chapter 6 for details. Even this feat does not allow you to scribe a scroll with an epic spell.

Second Breakthrough

Prerequisite: Craft [Alchemy] 27 ranks, Grand alchemist discovery.

Benefit: You may select a second grand alchemist discovery and apply its benefits in addition to your first. You cannot select the same grand discovery twice. This feat only grants you the grand discovery itself; not the two normal discoveries the alchemist learned upon reaching 20th level.

Self-Concealment

Prerequisites: Dex 30, Stealth 27 ranks, Tumble 27 ranks, Improved Evasion class feature.

Benefit: Attacks against you have a 10% miss chance, similar to the effect of concealment. You lose this benefit

whenever you would lose your Dexterity bonus to AC.

Special: You can gain this feat multiple times. Each time it is taken, the miss chance increases by 10% to a maximum of 50% after it has been taken five times.

Shattering Strike

Prerequisites: Epic Weapon Focus (unarmed strike), *Ki* Pool (adamantine) class feature.

Benefit: When using an unarmed strike to attempt to break an object with sudden force (rather than by dealing normal damage), use your character level + your Wisdom modifier rather than a Strength check. The break DC remains the same. Using Shattering Strike is a full-round action that incurs attacks of opportunity. You can't use Shattering Strike to escape bonds unless you are so bound as to allow you to make an unarmed strike against your bindings.

Sneak Attack Of Opportunity

Prerequisites: Sneak attack +8d6, Opportunist advanced rogue talent.

Benefit: Any attack of opportunity you make is considered a sneak attack.

Spectral Strike

Prerequisites: Wis 19, Ability to channel positive energy.

Benefit: Your attacks deal damage normally against incorporeal creatures.

Spell Knowledge

Prerequisite: Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

Benefit: You learn two new arcane spells of any level up to the maximum level you can cast. This feat does not grant any additional spell slots.

Special: You can gain this feat multiple times.

Spell Opportunity

Prerequisites: Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 23 ranks.

Benefit: Whenever you are allowed an attack of opportunity, you may cast (and attack with) a touch spell as your attack of opportunity. This incurs attacks of opportunity just as if you had cast the spell normally.

Spell Stowaway

Prerequisites: Spellcraft 21 ranks, caster level 12th.

Benefit: Choose a spell-like ability you have or a spell you can cast. You are attuned to the magic you choose. If another spellcaster within 300 feet of you uses this magic, you also immediately gain the magic's effect as if it had been used on you by the same caster. You must have direct line of effect to the spellcaster in order to gain the benefit of the attuned magic (though you do not have to know the spellcaster is present, and you can be flat-footed). The magic's duration, effect, and other specifics are determined by its original caster's level.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different spell or spell-like ability.

Spellcasting Harrier

Prerequisite: Combat Reflexes, Disruptive.

Benefit: Any spellcaster you threaten in melee provokes an attack of opportunity if he or she tries to cast defensively. You get a +4 bonus on this attack roll.

Spontaneous Domain Access

Prerequisites: Wis 25, Spellcraft 27 ranks, Divine caster level 23rd.

Benefit: Select a domain you have access to. You may spontaneously convert any prepared cleric spell (except a domain spell) into a domain spell of the same level in the selected domain, just as a cleric channels energy to convert spells into cure spells.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a different domain.

Spontaneous Spell

Prerequisite: Spellcraft 21 ranks, ability to cast the maximum normal spell level of at least one spell-casting class.

Benefit: Select a spell you can cast. You may spontaneously convert any prepared spell of the selected spell's level into the selected spell, just as a cleric channels energy to convert spells into cure spells.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a different spell.

Storm Of Throws

Prerequisite: Dex 23, Quick Draw, Rapid Shot.

Benefit: As a full-round action, you may throw a light weapon at your full base attack bonus at each opponent within 30 feet. All light weapons thrown need not be the same type.

Superior Initiative

Prerequisite: Improved Initiative.

Benefit: You get a +10 bonus on initiative checks. This bonus overlaps (does not stack with) the bonus from Improved Initiative.

Swarm Of Arrows

Prerequisites: Dex 23, Rapid Shot, Weapon Focus (type of bow used).

Benefit: As a full-round action, you may fire an arrow at your full base attack bonus at each opponent within 30 feet.

Tenacious Magic

Prerequisites: Spellcraft 12 ranks.

Benefit: Choose one spell you know or spell-like ability you possess. Whenever the chosen form of magic would otherwise end due to a dispel effect, the magic is instead only suppressed for 1d4 rounds. The magic still ends when its duration expires, but the suppressed

rounds do not count against its duration. You can dismiss your own spell or spell-like ability (if dismissible) or dispel your own tenacious magic normally.

Special: You can gain this feat multiple times. Each time you take this feat, it applies to a different spell or spell-like ability.

Terrifying Rage

Prerequisites: Intimidate 21 ranks, Mighty Rage class feature

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if it has HD less than your character level) or shaken (if it has HD equal to or up to twice your character level) for 4d6 rounds. An enemy with Hit Dice greater than twice your character level is not affected by this feat.

Thundering Rage

Prerequisites: Str 25, Mighty Rage class feature.

Benefit: Any weapon you wield while in a rage is treated as a thundering weapon. The DC of the Fortitude save to resist deafness is equal to 10 + 1/2 your level + your Str modifier. This ability does not stack with similar abilities.

Trap Sense

Prerequisites: Perception 21 ranks, Trapfinding class feature.

Benefit: If the character passes within 5 feet of a trap, he or she is entitled to a Perception check to notice it as if the character was actively looking for it.

Uncanny Accuracy

Prerequisites: Dex 21, base attack bonus +11, Improved Precise Shot, Perception 17 ranks.

Benefit: Your ranged attacks ignore the miss chance granted to targets by total concealment. You must aim your attacks at the correct square to take advantage of

this feat.

Weapon Aficionado

Prerequisites: Base attack bonus +15.

Benefit: Select one weapon group (see the Fighter's weapon training class feature for groups). You receive a +1 to hit and damage with all weapons in this group. Additionally, treat yourself as a Fighter of half your character level for the purposes of qualifying for feats (such as weapon specialization and greater weapon focus). Any Fighter levels a character may have are not divided when figuring your qualifications for feats.

Special: This feat can be selected multiple times. It's

effects do not stack. Every time it is chosen, it applies to a new weapon group. Weapons falling into more than one group still only receive the bonus to hit and damage once.

Note: This feat does not stack with the bonus from a Fighter's Weapon Training class feature.

Widen Aura

Prerequisite: Cha 25, Aura class feature to be chosen.

Benefit: Select one of your auras. It now extends 100 feet from you.

Special: This feat can be selected multiple times. Each time, it applies to a new aura.

Epic Wondrous Items

Crafting Epic Items

Epic Weapons

Epic Armor

Epic Rings

Epic Rods

Epic Staves

Epic Wands

Epic Scrolls

True Dweomers