

Epic Feats

(Feats that can only be taken by 20th level and higher characters)

- Additional Magic Item Space (Epic) Allows you to wear 1 more magic item in a chosen slot
- Armor Skin (Epic) +2 Natural Armor, doesn't stack with magical bonus to Natural Armor, this feat can be gained multiple times.
- Augmented Alchemy (Epic) Pre: Int 21, Alchemy 24+
B: By adding +20 to the creation DC and multiplying its price by five your item does double damage
- Automatic Quicken Power (C. Psi.) Pre: Quicken Power, Psicraft 30+, able to manifest 9th level powers
B: You can manifest all 1st level as quickened powers without expending your psionic focus. You can't quicken powers that have a manifesting time of 1 round or more and you still face the normal limits on how many psionic powers you can use per round. You can take this feat multiple times; each time affecting all the powers of the next highest level.
- Automatic Quicken Spell (Epic) Pre: Quicken Spell, Spellcraft 30+
B: You can cast 0-3rd level spells as quickened spells without having to use a higher spell slot
- Automatic Silent Spell (Epic) Pre: Silent Spell, Spellcraft 24+, able to cast 9th level spells
B: Cast 0-3rd level spells without using higher spell slots
- Automatic Still Spell (Epic) Pre: Still Spell, Spellcraft 27+, able to cast 9th level spells
B: Can cast 0-3rd level spells as stilled spells without using a higher slot
- Bane of Enemies (Epic) Pre: Knowledge (Nature) 24+, 5 or more favored enemies
B: Weapons you wield are treated as bane weapons against your favored enemies
- Beast Companion (Epic) Pre: Beast Wild Shape, Knowledge (Nature) 24+, Wild Shape 6/day
B: Can Wild Shape into a beast and gain the extraordinary abilities of that beast
- Blinding Speed (Epic) Pre: Dex 25
B: Can act as *haste* for 5 rounds/day as a free action
- Bonus Domain (C. Divine) Pre: Wis 21, able to cast 9th level divine spells
B: Chose a 3rd domain from your deity's list
- Bulwark of Defense (Epic) Pre: Con 25, Defensive Stance 3/day
B: Defensive Stance = +4 Str, +6 Con, +4 saves and +6 AC
- Chaotic Rage (Epic) Pre: Rage 5/day, Chaotic Alignment
B: Weapons you wield while in rage are chaotic and deal +2d6 damage to lawful creatures, doesn't stack with similar abilities
- Colossal Wild Shape (Epic) Pre: Able to Wild Shape into a Gargantuan creature
B: Able to Wild Shape into a Colossal creature
- Combat Archer (Epic) Pre: Dodge, Mobility, Point Blank Shot
B: do not incur any attacks of opportunity for firing a bow when threatened
- Craft Epic Magic Arms and Armor (Epic) Pre: Craft Magic Arms and Armor, Knowledge (Arcana) 28+, Spellcraft 28+
B: Able to craft arms and armor that has +6-+10 bonuses
- Craft Epic Rod (Epic) Pre: Craft Rod, Knowledge (Arcana) 32+, Spellcraft 32+
B: Able to craft Epic rods

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| Craft Epic Wondrous Item (Epic) | Pre: Craft Wondrous Item, Knowledge (Arcana) 26+, Spellcraft 26+ B: Able to craft Epic Wondrous Items |
| Damage Reduction (Epic) | Pre: Con 21 B: Gain DR 3/--, doesn't stack with other forms of DR |
| Deafening Song (Epic) | Pre: Perform 24+, Bardic Music feature B: Temporarily Deafen all enemies in 30' |
| Death of Enemies (Epic) | Pre: Bane of Enemies, Knowledge (Nature) 30+, 5+ favored enemies B: Can kill a favored enemy with one blow, unless they make a Fort save |
| Devastating Critical (Epic) | Pre: Str 25, Cleave, Great Cleave, Improved Critical, Overwhelming Critical, Power Attack, Weapon Focus B: When using the weapon selected for the above feats can force Foe to make a Fort save or die |
| Dexterous Fortitude (Epic) | Pre: Dex 25, Slippery Mind B: 1/rnd when targeted with an attack that requires a Fort save you can make a Reflex save instead |
| Dexterous Will (Epic) | Pre: Dex 25, Slippery Mind B: 1/rnd when targeted with an attack that requires a Will save you can make a Reflex save instead |
| Diminutive Wild Shape (Epic) | Pre: Able to Wild Shape into a Huge Animal B: Able to Wild Shape into a Diminutive Animal |
| Dire Charge (Epic) | Pre: Improved Initiative B: If you charge a foe in the 1st round of combat you can use a full attack |
| Distant Shot (Epic) | Pre: Dex 25, Far Shot, Point Blank Shot, Spot 20+ B: May throw or fire a ranged weapon and ignore range penalty |
| Dragon Wild Shape (Epic) | Pre: Wis 30. Beast Wild Shape, Knowledge (Nature) 30+, Wild Shape 6/day B: Can Wild Shape into a Dragon with all extraordinary and supernatural powers |
| Efficient Item Creation (Epic) | Pre: Item Creation feat, Knowledge (Arcana) 24+, Spellcraft 24+ B: Select 1 item creation feat and you can create items at the pace of 10,000 gp value of the completed item/day (min. 1 day) |
| Energy Resistance (Epic) | B: Gain Resistance 10 to 1 type of energy, doesn't stack with magic items, does stack with itself |
| Enhance Spell (Epic) | Pre: Maximize Spell B: Increase the damage cap for your spells by 10 dice for spells that deal damage based on your level |
| Epic Devotion (C. Divine) | Pre: Wis 21, Iron Will, Alignment different from the chosen component, patron deity who does not accept clerics who have the chose alignment component B: Gain +4 bonus on saves vs. spells of the chosen alignment |
| Epic Dodge (Epic) | Pre: Dex 25, Dodge, Tumble 30+, Improved Evasion, Defense roll B: 1/rnd you may automatically avoid all damage from 1 attack |
| Epic Endurance (Epic) | Pre: Con 25, Endurance B: When making a check for performing a action that extends over a period of time gain +10 |
| Epic Fortitude (Epic) | +4 Fort save |

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| Epic Inspiration (Epic) | Pre: Cha 25, Perform 30+, bardic music B: Double all bonuses granted by your bardic music |
| Epic Leadership (Epic) | Pre: Cha 25, Leadership, Leadership score 25+ B: Attract an epic cohort and followers |
| Epic Power Penetration (C. Psi.) | Pre: Greater Power Penetration, Power Penetration B: Gain a +2 bonus on manifester level checks made to overcome a creature's power resistance. Stacks with Power and Greater Power Penetration. |
| Epic Prowess (Epic) | B: Gain +1 on all attacks |
| Epic Reflexes (Epic) | B: Gain +4 on Reflex saves |
| Epic Reputation (Epic) | B: Gain +4 on Bluff, Diplomacy, Gather Info, Intimidate and Perform |
| Epic Skill Focus (Epic) | Pre: 20+ ranks in selected skill B: +10 with that skill |
| Epic Speed (Epic) | Pre: Dex 21, Run B: +30' move, doesn't stack with magic items |
| Epic Spell Focus (Epic) | Pre: Greater Spell Focus and Spell Focus with same school, able to cast 9th level spells B: +6 to the DC for all saving rolls for that school of magic |
| Epic Spell Penetration (Epic) | Pre: Greater Spell Penetration, Spell Penetration B: +6 vs. SR, overlaps not stacks with Spell Penetration and Greater Spell Penetration |
| Epic Spellcasting (Epic) | Pre: Spellcraft 24+, Knowledge (Arcana or Nature or Religion) 24+ able to cast 9th level spells B: Can develop and cast Epic Spells |
| Epic Toughness (Epic) | B: Gain +20 hit points |
| Epic Weapon Focus (Epic) | Pre: Weapon Focus B: +2 bonus to all attack rolls made with selected weapon |
| Epic Weapon Specialization (Epic) | Pre: Epic Weapon Focus, Weapon Focus, Weapon Specialization B: +4 damage with selected weapon, if ranged weapon then only within 30' |
| Epic Will (Epic) | B: +4 on all Will saves |
| Exceptional Deflection (Epic) | Pre: Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike B: Can deflect any ranged attack including ranged touch spells add the spell level to the DC to deflect the attack |
| Extend Life Span (Epic) | Add 1/2 the max result of your race's max age to your age categories |
| Familiar Spell (Epic) | Pre: Int 25 if wizard or Cha 25 is sorcerer B: Grant your familiar the ability to cast 1 of your spells of 8th level or less |
| Fast Healing (Epic) | Pre: Con 25 B: Gain Fast Healing 3 or add 3 to your existing fast healing |
| Fine Wild Shape (Epic) | Pre: Able to Wild Shape into a Diminutive creature B: You can Wild Shape into a Fine animal |
| Forge Epic Ring (Epic) | Pre: Forge Ring, Knowledge (Arcana) 35+, Spellcraft 35+ B: Can craft Epic rings |
| Gargantuan Wild Shape (Epic) | Pre: Able to Wild Shape into a Huge Animal B: Can Wild Shape into a Gargantuan weapon |
| Great Charisma (Epic) | B: +1 Cha |
| Great Constitution (Epic) | B: +1 Con |

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| Great Dexterity (Epic) | B: +1 Dex |
| Great Intelligence (Epic) | B: +1 Int |
| Great Smiting (Epic) | Pre: Cha 25, smite ability B: double your smite damage |
| Great Strength (Epic) | B: +1 Str |
| Great Wisdom (Epic) | B: +1 Wis |
| Group Inspiration (Epic) | Pre: Perform 30+, bardic music B: Double the number of allies you can effect with your music |
| Hindering Song (Epic) | Pre: Deafening Song, Perform 27, bardic music B: Can use your music to hinder a spellcaster within 30' with a forced Concentration check and a penalty of 1/2 your level |
| Holy Strike (C. Divine) | Pre: Smite Evil class feature, good alignment B: Any weapon you wield is treated as holy, it deals +2d6 points of damage vs. evil creatures, doesn't stack with similar bonuses |
| Ignore Material Components (Epic) | Pre: Eschew Materials, Spellcraft 25+, able to cast 9th level spells B: Can cast spells without material components, but still need focuses |
| Improved Alignment-Based Casting (Epic) | Pre: Access to Chaos, Evil Good or Law domain, able to cast 9th level spells B: Gain +3 to caster level with the proper domain |
| Improved Arrow of Death | Pre: Dex 19, Wis 19, Point Blank Shot, Precise Shot, Arrow of Death class feature B: +2 DC to your Arrows of Death |
| Improved Aura of Courage (Epic) | Pre: Cha 25, Aura of courage class ability B: Your aura of courage grants a +8 bonus against fear |
| Improved Aura of Despair (Epic) | Pre: Cha 25, Aura of Despair calls ability B: Your aura of despair causes a -4 morale save penalty |
| Improved Combat Casting (Epic) | Pre: Combat Casting, Concentration 25 B: You don't incur attacks of opportunity for casting spells when threatened |
| Improved Combat Manifestation (C. Psi.) | Pre: Combat Manifestation, Concentration 25 ranks B: Gain a bonus equal to 1/2 your manifester level on Concentration checks made to manifest a power, use a psi-like ability or achieve psionic focus while on the defensive or if grappled or pinned. |
| Improved Combat Reflexes (Epic) | Pre: Dex 21, Combat Reflexes B: There is no limit to the number of attacks of opportunity you can make in a round (max 1 per creature) |
| Improved Darkvision (Epic) | Pre: Darkvision B: Double the range of your darkvision, this doesn't stack with magical endowed darkvision |
| Improved Death Attack (Epic) | Pre: Death attack class feature, sneak attack +5d6 B: Add +2 to the DC of your death attack |
| Improved Elemental Wild Shape (Epic) | Pre: Wis 25, ability to wild shape in an elemental B: You can wild shape into an elemental of any size gaining all extraordinary and supernatural abilities of the elemental |
| Improved Favored Enemy (Epic) | Pre: 5 or more favored enemies B: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, Knowledge (Nature) checks and damage rolls against all your favorite enemies |

- Improved Heighten Spell (Epic) Pre: Heighten Spell, Spellcraft 20+
B: As Heighten Spell but there is no limit to the level to which you can heighten the spell
- Improved Ki Strike (Epic) Pre: Wis 21, Ki Strike +3
B: Add +1 to the effective enhancement bonus of your unarmed attacks
- Improved Low-Light Vision (Epic) Pre: Low-Light Vision
B: Double the range of your Low-Light Vision, doesn't stack with magical bonuses to low-light vision
- Improved Manifestation (Epic) Pre: Able to manifest of the normal limits of manifestation
B: Your metapsionic power point cost limit is increased by +2, can't grant psionic power to classes that don't have it
- Improved Manyshot (Epic) Pre: Dex 19, BAB +21, Manyshot, Point Blank Shot, Rapid Shot
B: As Manyshot, but the number of arrow can fire is limited only by your BAB (2 arrows +1 arrow/5 points of BAB above 6)
- Improved Metamagic (Epic) Pre: 4 metamagic feats , Spellcraft 30+
B: Reduce the spell slot modifier of all your metamagic feats by 1 to a minimum of +1 slot
- Improved Overchannel (C. Psi.) Pre: Overchannel, Psicraft 25 ranks
B: While manifesting a power you can increase your effective manifester level up to 2x actual manifester level, but for each level you increase your effective manifester level above your actual manifester level you take 2d8 hp damage. The effective change in your manifester level increases the number of PSPs you can expend on a single power manifestation, as well as increasing all manifester level dependent effects, such as range, duration, and overcoming power resistance.
- Improved Sneak Attack (Epic) Pre: Sneak attack +8d6
B: Add +1d6 to your sneak attack damage
- Improved Spell Capacity (Epic) Pre: Able to cast spells of the normal max level in at least 1 spellcasting class
B: Gain 1 spell slot/day of any level up to 1 level higher than the highest level you can already cast you must still have the requisite ability score (10+spell level) to cast the spell
- Improved Spell Resistance (Epic) Pre: Must have permanent SR from a feat or other source
B: +2 Spell Resistance
- Improved Stunning Fist (Epic) Pre: Dex 19. Wis 19, Improved Unarmed Str
B: +2 DC to your stunning attack
- Improved Whirlwind Attack (Epic) Pre: Int 13, Dex 23, Dodge, Combat Expertise, Mobility, Spring Attack, Whirlwind Attack
B: As a full-round action you may make 1 melee attack at your full BAB against each foe you threaten
- Incite Rage (Epic) Pre: Cha 25, Greater Rage class feature
B: Incite a barbarian rage in your allies within 60', those that wish are incited the duration is 3+ their Con modifier
- Inspire Excellence (Epic) Pre: Perform 30+, bardic music
B: Use a performance to grant a +4 bonus to a ability score to your allies

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| Instant Reload (Epic) | Pre: Quick Draw, Rapid Reload, Weapon Focus (Crossbow) B: Can fire the crossbow at your full normal attack rate, reloading as fast as an archer can reload their bow without provoking attacks of opportunity |
| Intensify Spell (Epic) | Pre: Empower Spell, Maximize Spell, Spellcraft 30+, able to cast 9th level spells B: Max all variables then double it, uses a slot 7 levels higher and can't be used with Empower Spell or Maximize Spell |
| Keen Strike (Epic) | Pre: Str 23, Wis 23, Improved Critical (unarmed strike) Ki Strike +3 B: Unarmed strike is considered to be a slashing keen weapon threatening a critical on 19-20, doesn't stack with similar abilities |
| Lasting Inspiration (Epic) | Pre: Perform 25+, bardic music B: The effects of your music lasts 10x as long after you stop |
| Legendary Climber (Epic) | Pre: Dex 21, Balance 12+, Climb 24+ B: Ignore check penalties for accelerated or rapid climbing |
| Legendary Commander (Epic) | Pre: Cha 25, Epic Leadership, Leadership, Diplomacy 30+, must rule own kingdom and have own stronghold B: Attract 10x the number of followers of each level that you can lead |
| Legendary Leaper (Epic) | Pre: Jump 24+ B: The distance of your jumps is not restricted by your height |
| Legendary Rider (Epic) | Pre: Ride 24 B: Suffer no reduction in rank when riding an unfamiliar mount can ride bareback without a penalty and never need to make a ride check to control a mount in combat |
| Legendary Tracker (Epic) | Pre: Wis 25, Track, Knowledge (nature) 30+ B: Can track across air DC 120 or water DC 60, underwater DC 80 |
| Legendary Wrestler (Epic) | Pre: Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 15+ B: Gain +10 on all grapple checks |
| Lingering Damage (Epic) | Pre: Sneak attack +8d6, crippling strike class feature B: If you deal sneak attack damage then the target takes equal damage on the next round |
| Magical Beast Wild Shape (C. Divine) | Pre: Wis 25, Beast Wild Shape, Knowledge (Nature) 27+, Wild Shape 6/day B: You can use your Wild Shape to take on the form of a magical beast, with the same size limitations and normal, and the ability to use all the beast's supernatural abilities whose form you take |
| Master Staff (Epic) | Pre: Craft Staff, Spellcraft 15+ B: Can substitute one of your spells for a charge on a staff |
| Master Wand (Epic) | Pre: Craft Wand, Spellcraft 15+ B: Can substitute one of your spells for a charge on a wand |
| Mighty Rage (Epic) | Pre: Str 21, con 21, greater rage class feature B: When you rage you get a +8 Str, +4 Con and a +4 morale bonus on Will saves |
| Mobile Defense (Epic) | Pre: Dex 15, Dodge, Mobility, Spring Attack, defensive stance 5/day class feature B: While in a defensive stance you may take a 5' step each round without losing the benefits of the stance |

- Multispell (Epic) Pre: Quicken Spell, able to cast 9th level spells
B: You can cast 1 additional quickened spell per round
- Multiweapon Rend (Epic) Pre: Dex 15, BAB 9+, 3 or more hands, Multidexterity, Multiweapon Fighting
B: If you hit a foe with 2 or more weapons (from different hands) then you automatically rend the foe; damage of the smallest weapon plus 1.5x Str modifier
- Music of the Gods (Epic) Pre: Cha 25, Perform 30+, bardic music
B: Bardic music affects those normally immune to mind-affecting effects, but they get a +10 Will save
- Negative Energy Burst (C. Divine) Pre: Cha 25, able to rebuke or command undead, able to cast *inflict* spells any evil alignment.
B: Expend a turn undead to unleash a wave of negative energy 60', roll a normal rebuke/command undead any creature that could be rebuked gains 1 negative level, any creature that could be commanded gains 2 negative levels
- Overwhelming Critical (Epic) Pre: Str 23, Cleave, Great Cleave, Improved Critical, Power Attack, Weapon Focus (same weapon)
B: Deal +1d6 point of extra damage on a critical hit, if the critical modifier is x3 then you do +2d6, if it is x4 then you do +3d6 damage
- Penetrate Damage Reduction (Epic) Your weapons gain a +2 bonus to defeat DR
- Perfect Health (Epic) Pre: Con 25, Great Fortitude
B: Immune to all nonmagical diseases as well as poisons whose Fort save is DC 25 or less
- Perfect Multiweapon Fighting (Epic) Pre: Dex 25, 3 or more hands, Greater Multiweapon Fighting, Multidexterity, Multiweapon Fighting
B: Make as many extra weapons as with your primary weapon using the same BAB, still take the normal penalties for fighting with two weapons
- Perfect Two-Weapon Fighting (Epic) Pre: Dex 25, Ambidexterity, Greater Two-Weapon Fighting, Two-Weapon Fighting
B: Can make as many attacks with your off hand as you can with your primary hand using the same BAB, still take the normal penalties for fighting with two weapons
- Permanent Emanation (Epic) Pre: Spellcraft 25+, able to cast the spell to be made permanent
B: Designate 1 of your spells that emanations from you to be made permanent, you can turn it off and on at will
- Planar Turning (Epic) Pre: Wis 25, Cha 25, able to turn/rebuke undead
B: Can turn/rebuke Outsiders as if they were undead. Outsiders have a turn resistance equal to 1/2 their SR (round down)
- Plant Wild Shape (Wild) Pre: Beast Wild Shape, Knowledge (nature) 24+, Wild Shape 6/day
B: Use your normal wild shape ability to take the form of a plant
- Polyglot (Epic) Pre: Int 25, Speak 5 Languages
B: You can speak all languages, if you are literate you can also read and write
- Positive Energy Aura (C. Divine) Pre: Cha 25, ability to turn undead and cast *dispel evil*
B: Automatically turns undead that come within 15', up to your HD-10 are automatically turned, your HD-20 are destroyed

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| Ranged Inspiration (Epic) | Pre: Bardic Music, Perform 25+ B: Double the range of your bardic ability |
| Rapid Inspiration (Epic) | Pre: Perform 25+, bardic music B: Use your bardic music abilities as a standard action |
| Reactive Countersong (Epic) | Pre: Combat Reflexes, Perform 30+, bardic music B: You can begin a countersong at any time, even if it is not your turn, can't use it at the same time you are using another music ability |
| Reflect Arrow (Epic) | Pre: Dex 25, Deflect Arrows, Improved Unarmed Strike B: When you deflect an arrow or other ranged attack you may reflect the attack upon the attacker at your ranged BAB |
| Righteous Strike (Epic) | Pre: Wis 19, Improved Unarmed Strike, Stunning Fist, lawful B: Unarmed strike is treated as a lawful weapon dealing +d26 points against chaotic foes, doesn't stack with other abilities |
| Ruinous Rage (Epic) | Pre: Str 25, Power Attack, Sunder, rage 5/day B: In rage you ignore the hardness of any object you strike also double your Str bonus for the purposes of Str checks to break an item |
| Scribe Epic Scroll (Epic) | Pre: Scribe Scroll, Knowledge (arcana) 24+ Spellcraft 24+ B: You can scribe a spell that goes beyond 9th level, but you cannot scribe an Epic spell onto a scroll |
| Self-Concealment (Epic) | Pre: Dex 30, Hide 30+, Tumble 30+, improved evasion B: Attacks against you have a 10% chance to miss if you are not flatfooted |
| Shattering Strike (Epic) | Pre: Epic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration 25+, ki strike +3 B: When using an unarmed strike to break something, rather than dealing normal damage or making a Str check; make a Concentration Check. The DC remains the same and it is a full round action that provokes attacks of opportunity. You can't use Shattering Strike to escape bonds (unless you have a length; like with a chain) |
| Sneak Attack of Opportunity (Epic) | Pre: Sneak Attack +8d6, opportunist class feature B: Any attack of opportunity is a sneak attack |
| Spectral Strike (C. Divine) | Pre: Wis 19, able to turn or rebuke undead B: Your attacks deal damage normally against incorporeal creatures (no 50% miss chance) |
| Spell Knowledge (Epic) | Pre: Able to cast spells of the maximum normal spell level of an arcane spellcasting class B: You can learn 2 additional spells of any spell level that you can cast |
| Spell Opportunity (Epic) | Pre: Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 25+ B: May cast and attack with a touch spell as your attack of opportunity, this incurs attacks of opportunity as normal for casting a spell |
| Spell Stowaway (Epic) | Pre: Spellcraft 24+, caster level 12th B: If another spellcaster within 300' of you uses magic you immediately gain the magic's effects as if it had been cast by you, you must have direct line of sight to the spellcaster |

- Spellcrasting Harrier (Epic) Pre: Combat Reflexes
B: Any spellcaster you threaten in melee take a penalty on Concentration checks to cast defensively equal to 1/2 your level
- Spontaneous Domain Access (Epic) Pre: Wis 25, Spellcraft 30+, able to cast 9th level divine spells
B: Can spontaneously convert spells into spells from 1 of your domains
- Storm of Throws (Epic) Pre: Dex 23, Point Blank Shot, Quick Draw, Rapid Shot
B: As a full-round action you may throw a light weapon at your full BAB at each foe within 30', all light weapons thrown don't have to be the same type
- Superior Initiative (Epic) Pre: Improved Initiative
B: +8 bonus on initiative checks, doesn't stack with Improved Initiative
- Swarm of Arrow (Epic) Pre: Dex 23, Point Blank Shot, Rapid Shot, Weapon Focus (bow)
B: You may, as a full round action, attack all foes at your full BAB who are within 30'
- Tenacious Magic (Epic) Pre: Intimidate 25+, Rage 5/day
B: When raging any enemies that view you must make a Will save opposed by your Intimidate check or become panicked if they have fewer HD than you do up to 2x your HD for 4d6 rounds
- Thundering Rage (Epic) Pre: Str 25, rage 5/day
B: Any weapon you wield, while in rage, is treated as a thundering weapon that deals extra damage on a critical hit (DMG 225)
- Trap Sense (Epic) Pre: Search 25+, Spot 25+, able to find traps as a rogue
B: If you pass within 5' of a trap you are entitled to a Search check to notice it as if you were actively looking for it
- Two-Weapon Rend (Epic) Pre: Dex 15, BAB 9+, Ambidexterity, Improved Two-Weapon Fighting, Two-Weapon Fighting
B: If you hit a foe with a weapon in each hand in the same round you may automatically rend the foe the damage equals the base damage for your smaller weapon +1.5x your Str modifier. You can only rend once per round
- Uncanny Accuracy (Epic) Pre: Dex 21, Point Blank Shot, Precise Shot, Spot 20+
B: When throwing or shooting a weapon you can ignore up to 90% cover
- Undead Mastery (C. Divine) Pre: Cha 21, able to turn or rebuke undead
B: You may command up to 10 times your level in undead
- Unholy Strike (C. Divine) Pre: Smite good class feature, any evil alignment
B: Any weapon you wield is treated as an unholy weapon and deals +2d6 points of damage against good creatures, it doesn't stack with similar other abilities
- Vermin Wild Shape (Epic) Pre: Beast Wild Shape, Knowledge (nature) 24+ Wild Shape 6/day
B: You can Wild Shape into Vermin, the size limit is the same as your limit on animal size
- Vorpal Strike (Epic) Pre: Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, ki strike +3
B: Your unarmed strike is considered to be a slashing Vorpal weapon, doesn't stack with similar abilities

Widen Aura of Courage (Epic) Pre: Cha 25, aura of courage class ability

B: Your aura of courage extends to all allies within 100'

Widen Aura of Despair (Epic) Pre: Cha 25, aura of despair class ability

B: Your aura of despair extends to all allies in 100'

Zone of Animation (C. Divine) Pre: Cha 25, Undead Mastery, able to rebuke or command undead

B: Use a turn undead check to animate a number of undead that would equal the total number of undead that you could command with that turning attempt (but you can't animate more undead than available corpses) these undead are under your control up to the maximum undead that you can command.

