

Epic Heroes

Rules for Epic-Level Play in PF1

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Chapter 1: Introduction to Epic Levels

Advancing to 21st level is not like the previous 19 level-ups. Depending on the needs of the campaign, it may simply be a matter of gaining enough experience, or the GM may require a special quest, gaining the sponsorship of a powerful being or organisation, or visiting a special magical locale. Either way, the benefits of gaining Epic levels are different from those gained previously.

Epic Progressions¹

Character do not gain additional class levels at Epic levels, unless they take the Epic Class Training feat. Instead, the main form of chosen advancement at Epic levels is Epic feats. Epic feats are similar to normal feats, but much more powerful. Epic feats are gained in their own slots, and are not interchangeable with normal feat slots. Characters gain three Epic feats when they advance to 21st level, and one per level thereafter.

Characters' base attack bonus and base saves do not advance after 20th level.

A character's skill ranks are capped at 20 ranks in any given skill, and characters do not gain automatically gain any further skill ranks. They may gain more by choosing one as a favoured-class benefit (see below), or by taking the Cunning and/or Open Minded feats if they do not already have them (which effectively give 20 ranks each at Epic levels). Once a character has 20 ranks in linguistics, they cannot take any further ranks as usual, but they can continue to spend skill ranks to gain languages.

Characters gain an Epic Bonus (EB) as shown in the table below (for characters without racial HD or level adjustment, it is character level minus 20, divided by two and rounded up). By default, this bonus adds to a character's Attack Rolls, Combat Manoeuvre Defence, and the DCs of the character's spells and abilities. Certain feats, spells, and other abilities allow it to be added to other things.

At 22nd level, Epic characters gain a +1 resistance bonus to saves, a +1 deflection bonus to AC. At every even level thereafter (24th, 26th, and so on), those bonuses increase by a further +1.

For each level above 20th, Epic characters gain a +1 bonus to any and all caster levels, manifester levels, and initiator levels they may possess, and a +1 competence bonus to all skills. These are referred to "Epic caster level bonus" etc, and "Epic skill bonus".

At 21st level, and every third level thereafter (24th, 27th, etc) the character gains a standard feat slot.

Ability Scores

At 21st level, characters gain a +2 bonus to all ability scores. Thereafter, the bonus to all physical ability scores increases at every even level (22nd, 24th, and so on), and the bonus to all mental ability scores at every odd level (23rd, 25th, and so on). If a character has any extra ability scores² that are not considered physical or mental, they also increase at odd

¹ The idea of all this is to give numbers to go up mostly automatically. If I have done my arithmetic right, the automatic bonuses add up to three-quarters of level (with either magic items or ABP filling in the other quarter).

² Future proofing.

levels. These bonuses are considered both inherent and enhancement bonuses, and so stack with neither.

Hit Points

Characters gain 3 + Con bonus hit points at each Epic level.

Favoured Class Bonus

Characters always gain favoured class benefits at each Epic level, regardless of what class(es) they selected at first level. They may gain a skill rank or hit point as normal, or a class-specific benefit for any of their classes (including those selected with Epic Class Training). If they have fewer than max levels in a class, the number of levels of favoured class bonus they can select for that class is capped by class level.

All these gains (for the first forty levels) are summarised in table 1-1, below:

<i>Level</i>	<i>Epic Bonus</i>	<i>Epic Feats</i>	<i>Normal Feats</i>	<i>Ability Scores</i>	<i>Skills/Caster/Manifest/Initiator</i>	<i>Misc Bonuses</i>
21st	+1	3	1	+1 to all	+1	-
22nd	+1	1	-	+2 physical	+2	+1 resistance/deflection
23rd	+2	1	-	+2 mental	+3	-
24th	+2	1	1	+3 physical	+4	+2 resistance/deflection
25th	+3	1	-	+3 mental	+5	-
26th	+3	1	-	+4 physical	+6	+3 resistance/deflection
27th	+4	1	1	+4 mental	+7	-
28th	+4	1	-	+5 physical	+8	+4 resistance/deflection
29th	+5	1	-	+5 mental	+9	-
30th	+5	1	1	+6 physical	+10	+5 resistance/deflection
31st	+6	1	-	+6 mental	+11	-
32nd	+6	1	-	+7 physical	+12	+6 resistance/deflection
33rd	+7	1	1	+7 mental	+13	-
34th	+7	1	-	+8 physical	+14	+7 resistance/deflection
35th	+8	1	-	+8 mental	+15	-
36th	+8	1	1	+9 physical	+16	+8 resistance/deflection
37th	+9	1	-	+9 mental	+17	-
38th	+9	1	-	+10 physical	+18	+9 resistance/deflection

39th	+10	1	1	+10 mental	+19	-
40th	+10	1	-	+11 physical	+20	+10 resistance/deflection

Table 1-1: Epic Progression

Feats

Epic Feats

As mentioned above, Epic feats are the main form of advancement at Epic levels, taking the role that class features filled at lower levels. As Epic feats requires their own dedicated slots which you do not gain until you reach 21st level, they have implied prerequisite of being an Epic character.

Legendary Feats³

Legendary feats are similar to Epic feats in that they solely for characters of 21st level and above. However, they occupy normal feat slots rather than Epic slots, and are available to any creature who can meet the prerequisites.

Incremental Feats⁴

The final new category of feats introduced in this document; Incremental feats can be taken more than once but only with certain limitations. They always have at least one numerical prerequisite, which becomes higher each time you take the feat. Incremental feat descriptions have and “Increment:” section which describes what prerequisites increase and by how much.

Regardless of prerequisites, no character can take two increments of the same feat at the same level.

Prerequisites that form part of an increment must always be met directly; they can never be ignored or substituted, unless the ability allowing such explicitly says it works for incremental feats.

Other Epic Features

Epic Saves

Epic characters are hard to put down. When called upon to make a saving throw, they roll 2d20 and count the higher of the two dice. If due to some ability, they were already rolling two dice (or gain such an ability later), they may instead roll a d6 and add it to the total.

Epic Resilience

When reduced to zero hit points or below, the range at which an Epic character can still act but are staggered is increased by a number of values equal to their Constitution bonus (if any), and the range at which they are alive, but unconscious is increased by their

³ After I decided Epic feats should be their own thing in their own slot, I realised I needed somewhere to put those feats I could not think of a way to beef up to Epic status. Plus, something to give dragons, titans, etc (who could take original-flavour Epic feats but not mine).

⁴ If possible, there would be a pressure to take feats like Epic Class Training or Epic Spellcaster every level, which would be boring – but they obviously need to be takeable more than once. Hence the increment.

Constitution score. While staggered, the character loses a hit point if they take a standard action but can safely take a move action, just as if they were at zero hit points. For a typical character, this means that a character will stay conscious until a negative hit point total equal to one less than the inverse of the constitution bonus, and will die at a negative hit point total equal to twice their constitution score. However, these increases in range stack with other such abilities.

If they have an ability such as the Diehard feat that allows them to remain conscious and act at negative hit points, they decide whether to use it when they would fall unconscious by the above rules. When they reach the point that they would normally have died (usually negative Con hit points), they may choose again to fall unconscious – if they do not wish to, they must make a Fortitude save or a Will save to remain conscious. The character adds an additional ability score bonus to this save: Charisma or Wisdom in the case of Fortitude; Constitution or Charisma in the case of Will (use whichever combination provides the highest bonus, without adding the same score twice). The DC of this save is equal to 10 plus the inverse of the current hit point total.

Epic Recoveries⁵

Each Epic character regains a daily pool of Recoveries which they can use to restore hit points. The character has a number of Recoveries equal to two-fifths of their bab, and gains one at every five levels above 21st. Each has a value equal to one quarter of the character total hp. They can be spent in two ways:

Firstly, a character can spend one as a free action whenever they are subject to a spell or effect that directly restores hit points. Each character can only spend one Recovery for any given effect, and each one restores hit points equal to its value. The player may see the result of any die rolls pertaining to the triggering effect before deciding whether to spend a Recovery, but the extra hit points from the Recovery are part of the same healing as the original rather than a separate instance.

Secondly, when a character successfully completes a short rest, they may spend any number of Recoveries, restoring a number of hit points equal to the value multiplied by the number spent.

Other Terminology & Principles

Maximum Levels⁶

Characters have maximum levels in a class when they 20 levels in a base class, or the total number of available levels in a prestige class (which is usually 10). Levels of abilities provided by the Epic Class Training feat count for this purpose. There is no way to exceed the maximum class level.

Certain feats and abilities allow class levels to stack for the purposes of a particular ability. Where these provide direct numerical bonuses, they can continue to stack and are not limited to 20. Otherwise, they are limited to a maximum of 20 effective levels. For example, a character could have 25 effective paladin levels for the purposes of Smite Evil damage, because that directly adds the paladin's level (possibly doubled) to damage. But not for the

⁵ Mostly to prevent the number of CLW charges being ridiculous.

⁶ One of the first decisions I made was that there was no point in ever-escalating class levels when there are no class features at those levels.

purposes of Smite Evil uses per day, because that requires consulting the class table rather than using the number directly.

Note that, whether they would stack or not, the number of levels that can contribute to any given progression is capped at your character level.

Donor Class

Some feats allow the spell list of one class to be added to another class. The former class is referred to as the “donor class”. Unless the feat in question specifically says otherwise, the donor class must be one that has its own spell list; not a class that refers to another class or continues another class’s spellcasting. For example, if you took the Epic Votary feat you could select Cleric or Druid as your donor class, but not Oracle or Hunter (because they cast spells from the Cleric or Druid/Ranger lists respectively).⁷

Qualifying

The term “qualifying” appears in several feat descriptions, usually in the form “qualifying class”, “qualifying ability”, or “qualifying feat”; this is a shorthand for referring to the class, ability, or feat used to meet a prerequisite.

For example, the Epic Divinate has (amongst others) a prerequisite of “Maximum level in a class that grants the ability to cast divine spells (or equivalent spellcasting ability)”. If a character had 20 levels of Cleric, their qualifying class would be Cleric. If that character also had 20 levels of Druid, that would also be a qualifying class.

Qualifying Classes and “Equivalent Spellcasting Ability”

Spell casters with prestige classes are a special case. Any prestige classes that provide their own spellcasting ability are treated like any other class. Prestige classes that provide “+1 level of existing class”-type advancement do not count as a qualifying class when relating to spellcasting. However, if the prerequisite include a parenthetical note of “or equivalent spellcasting ability” (as in the example above), they can be considered as levels of the class to which they add. To extend the above example, if the Cleric was in fact a Cleric 10/Loremaster 10 he would meet the prerequisite and be able to take Epic Divinate. Cleric would be a qualifying class, but Loremaster would contribute to Cleric levels rather than being a qualifying class in its own right.

Note that prestige-class levels count toward maximum levels in another class only for the purposes of meeting prerequisites (and then only those that specify “or equivalent spellcasting ability”). They do not preclude taking further levels in the base class (see Caps & Level Shuffling, below).

The phrase “equivalent spellcasting ability” also includes the innate spellcasting of certain powerful species. For example, the oldest red dragons cast spells as 19th-level sorcerers; they would only need one more level of sorcerer to count as 20th level sorcerer for equivalent-spellcasting prerequisites (although unless the variant rule was in operation, they would require 19 levels in other classes before becoming Epic – see Powerful Races and Epic Levels below).

The phrases “equivalent manifester ability” and “equivalent initiator ability” operate similarly.

⁷ To prevent people picking Oracle to get the Cleric list without having to prepare the spells or meet the Wisdom requirement. Might head off some other abuses I have not thought of yet....

Caps & Level Shuffling

In addition to never being able to take maximum levels in a single class, no character may have a bab higher than +20, or more than 20 ranks in any given skill.

In addition to the above hard caps, characters can have no more than 20 levels contributing to bab, base saves in each category, or spellcasting in any given class. In general, these will be the 20 levels that a character gained as a pre-Epic character. However, characters taking the Epic Class Training may substitute levels gained therewith that have a better progression with of bab or saves. The substitution is done on an individual basis for the four progressions (bab and the three saves), so that the character counts the best 20 levels in each case. Substituting in levels can continue until the character has 20 levels of the best possible progression in each category.

Similar to how save and bab progressions work in Gestalt, substituted levels add more levels of a general progression, rather than counting each class's levels individually, which means that characters cannot use this substitution to double up on first-level bonuses like they can with normal multiclassing (although double-ups acquired pre-Epic levels are not lost).

You can count the best 20 levels for the purposes of hit points, adjusting based on the difference between die sizes.

For example, a sorcerer 20 uses Epic Class Training to take two levels of Barbarian would swap two levels of poor bab and poor fortitude save for two levels of good progression (for a net +1 bab and +3 fortitude). It would increase two hit dice from d6s to d12s; as an increase of three steps this would add 3 hp per die, but since the first hit die is maximised you can swap that one (once) and gain a net +6 to that one and +3 to the second (for a total +9 hp).

Finally, once you have enough levels in a base class that you no longer gain full benefit from levels in a Prestige Class that grants "+1 level of existing spellcasting class", you can switch the benefit of that class over to another class in which you have levels. For example, if a character had 10 levels of Cleric and 10 levels of Loremaster, allowing it cast spells as a 20th-level Cleric. If it took the Epic Class Training feat to take two more levels of Cleric it would gain no further spellcasting (as there is no such thing as a 22nd-level Cleric). On the other hand, if the character took a level of Cleric and a level of Wizard, they could switch the "wasted" level to provide Wizard spellcasting, so that they cast spells as a 20th-level Cleric and a 2nd-level Wizard.

Mixing Preparing & Spontaneous Casting

Certain combinations of feats and class abilities allows the character to have both spell they cast spontaneously and spells they prepare in the same set of slots. Where this happens, the caster prepares spells normally, taking advantage of the option to leave some slots open for later. As well as being available for later preparations, these open slots can also be used to cast spontaneous spells.

Slots which are full because they have a spell prepared in them cannot be used for spells from the spontaneous list, and of course, slots that have already been used for the day cannot be used again for any kind of spell.

Classes that can give up prepared spells to spontaneously cast certain spells (such as Druids with Summon Natures Ally) can still do so, but can also use open slots.

For example, if an Inquisitor uses the Epic Votary feat to gain access to the Cleric spells list, he will have the option each day of using some of his Inquisitor slots to prepare cleric spells. Slots not used for preparing spells would remain open for casting Inquisitor spells. If he later took the Epic Divinate Feat to gain a Domain and spontaneously cast spells from it, she can use either full or open slots for spontaneous domain spells.

Divine Patrons

The rules in this document refer to a “divine patron”, as a generic terms for whatever grants a divine caster their spells and other abilities. What form these patrons take will vary from setting to setting, and possibly from class to class, but may be a specific god, a pantheon, a specific holy order, a philosophy, or some other mysterious force.

Order of Acquisition

In general, even though the text in this book sometimes refer to “already” having a feat or other ability, it does not matter in what order abilities are acquired. For example, Epic Healer refers to “already” having the ability to channel positive energy, but if you were to take Cleric levels after gaining the feat (having met the prerequisites in another way) you would still end up with the same pool of uses. Similarly, if feat A has a synergy entry relating to feat B, it does not matter whether you take A or B first; the moment you have both A & B, the synergy entry kicks in.

Epic Characters and Old Age

The ravages of old age have limited effect on Epic characters. They no longer have suffer any penalties for aging nor gain any bonuses for aging – if the character had already accrued such bonuses and penalties when they become Epic, they are removed. They can still die of old age when their time is up, but their maximum lifespan for their species is doubled, and then an additional 20 years per point of EB added.

Powerful Species & Epic Levels

Only characters that already have 20 levels in actual classes can advance to Epic level. Racial hit dice do not count towards whether a character is Epic or not. However, racial hit dice *do* count towards the character-level prerequisite implicit to Legendary feats.

Base attack bonuses, save bonuses, and skill ranks gained from racial HD are ignored for the purposes of the cap given above, so powerful races can have a bab higher than +20; however, this still does not allow more than four iterative attacks. Bonuses gained from racial hit dice are fixed – they cannot be exchanged for better progressions using levels shuffling.

Variant: Alternatively, the GM decide that in a particular campaign, racial hit dice *do* contribute to becoming Epic, at least for PCs. This is particularly appropriate if there are a mixture of character in the party with widely disparate numbers of racial HD – so they can all become Epic at the same time.

Gestalt & Epic Levels

If the gestalt rules are in effect in the campaign, they cease to apply at Epic levels, so regardless of what went before all character gains the same amount for each epic level (although the Epic Class Training feat allows you to take 2 class levels worth of abilities, thanks to its increment you can only take it every other level).

A formerly-gestalt character ceases to be bound by the restrictions on classes such as Mystic Theurge, and can take them at Epic levels if desired.

Mythic & Epic Levels

Epic characters count as Mythic for the purposes of defending against and overcoming the defences of Mythic character and creatures, but do not gain any other benefits of being mythic unless they actually have mythic tiers.

Exemplars⁸ & Epic Levels

Exemplars are exceptional individuals who develop an extraordinary breadth of ability, and as such are particularly suitable for campaigns with a small number of players. Exemplars who reach Epic levels progress much as other Epic characters do, but gain additional feats:

Exemplars (both true and lesser) gain a standard feat at 21st level and every two levels thereafter.

Lesser exemplars gain four Epic feats at 21st level, and thereafter gain one at every even level and two at every odd level.

True exemplars gain four Epic feats at 21st level, and two Epic feats at every level thereafter. They may take Epic Class Training twice per increment, but still only once at any given level.

The ability score increases they get for being Epic stack with the ability score increases they get for being exemplars.

⁸ Exemplars are characters with extra abilities to help with smaller than normal groups. Another bit of my homebrew.

Chapter 2: Epic Feats

As mentioned above, Epic feats are the main way of gaining new abilities for Epic-levels characters. As such, they are much more powerful than normal feats, and tend to be rather more complicated. Due to this complexity, the summary in table 3-1 below only described the general theme of the feat's benefits, and it important to read the full text of the feat (even more so than with normal feats).

Epic feats often grant additional abilities or bonuses to characters with the certain feats or class features. Where this is the case, these are described under a Synergy entry in the feat's description.

Name	Prerequisites	Summary
Automatic Metamagic	See text (Incremental)	Automatically apply metamagic feats to spells you cast
Automatic Metapower	See text (Incremental)	Automatically apply metapsionic feats to powers you manifest
Blinding Speed	Dex 25, ki pool, or rage	Move faster than normal several times per day
Cosmic Spellcaster	See text	Cost cosmic spells (see chapter
Epic Arcane Caster	See text	Gain access to the Epic Arcane spell list
Epic Class Training	EB +1 (Incremental)	Gain 2 effective levels in a class
Epic Companion	Animal Companion or Mount	Companion of Mount gain various offensive and defensive benefits
Epic Crafter	1 Item Creation feat, Craft or Spellcraft 20 ranks	Craft Epic magic items, and craft lesser magic items more quickly
Epic Criticals	See text	Improved Crit works for all weapons. Keen increases multiplier. Maximised damage.
Epic Champion	See text	Gain Domain and domain-related weapon abilities
Epic Divinate	Max-level divine caster, Wis 15, Cha 15.	Gain Domain and divine casting abilities
Epic Divine Caster	See text	Gain access to the Epic Divine spell list
Epic Fortitude	Con 19	Bonus to fort saves. Disease & poison resistance. Increased lifespan
Epic Galant	See text	Gain panache & deeds, initiator level & stance
Epic Healer	See text	Extra uses for channel positive energy
Epic Manifester	See text (Incremental)	Gain extra PP and at wills from psychic lists
Epic Martial Arts	See text	Gain initiator level and ki pool related abilities
Epic Multi-Attack	See text	Gain bonuses on full attack or attack every enemy within 30 ft
Epic Occult Caster	See text	Gain access to the Epic Occult spell list
Epic Performer	Max Bardic Performance or Raging Song, Perform 20 ranks	Performance rounds not tracked. Gain new uses for performance
Epic Primal Caster	See text	Gain access to the Epic Primal spell list
Epic Psychic Caster	See text	Gain access to the Epic Psychic spell list
Epic Rage	Mighty Rage class feature, Con 19	Improve Rage and gain access to extra rage powers
Epic Reflexes	Dex 19	Bonus to reflex saves. Combat reflexes.
Epic Spellcaster	See text (Incremental)	Move spell slots up 1 level. At-will level 1s (etc).

Epic Theurge	Max-level caster, Int 15, Wis 15, Cha 15.	Add an extra divine spell list to an arcane spellcasting class or vice versa
Epic Votary	Max level divine caster, Wis 15, Cha 15.	Add an extra divine spell list
Epic Warrior	See text	Make better single attacks and full attacks
Epic Weapon Master	bab +20, weapon-specific feats	Weapon specific feats affect groups. Stowe weapons as swift action.
Epic Will	Cha or Wis 19	Bonus to will saves. Extra save against compulsions
Perfect Two-Weapon Fighting	See text	Gain a fourth attack with your off hand & other bonuses

Table 2-1: Epic Feats

Epic Feat Descriptions

Automatic Metamagic [Epic, Incremental]

Prerequisites: Maximum levels in a spellcasting class (or equivalent spellcasting ability); Spellcraft 20 ranks; Int, Wis, or Cha 21; EB+1; one or more of Centred Spell, Enlarge Spell, Extend Spell, Intensified Spell, Intuitive Spell, Logical Spell, Merciful Spell, Quicken Spell, Selective Spell, Silent Spell, Still Spell, Threnodic Spell, Transdimensional Spell, Vast Spell, and Widen Spell

Benefits: When you cast a spell of 1st, 2nd, or 3rd level, you may choose to apply a qualifying metamagic feat to that spell without requiring a higher level slot, an increased casting time, or having to have selected it a preparation time. The feat you apply must have a slot level modifier of less than or equal to 1 + your EB. You may apply more than one metamagic feat, as long as the total modifiers does not exceed this limit. Count metamagic feats with a modifier of less than +1 as +1 for the purposes of this limitation.

You can combine this feat with metamagic feats applied in the conventional way, as long as the modifier for the conventional metamagic feat does not take the spell's level outside the permitted range.

Increment: You may take this feat up to two further times. Each time you do so, the EB prerequisites increase by 2 and the ability score prerequisite by 2. You can apply the benefits of this feat to a further three levels of spells (if you have tenth level spells slots, the third iteration also applies to tenth-level spells).

Synergy: Each time you take the Epic Spellcasting, the range of levels of spells for the relevant class that can benefit from this feat are shifted up by one level, along with your spell slots in that class. Note that spells affected by this feat are not "unmodified" for the purposes of the second benefit of that feat.

Automatic Metapower [Epic, Incremental]

Prerequisites: Maximum levels in a manifesting class (or equivalent manifesting ability); Spellcraft 20 ranks; Int, Wis, or Cha 21; EB+1; one or more of Burrowing Power, Delay Power, Enlarge Power, Extend Power, Opportunity Power, Quicken Power, Unconditional Power, Widen Power.

Benefits: When you manifest a power of 1st, 2nd, or 3rd level, you may choose to apply a qualifying metamagic feat without increasing the power point cost or expending your psionic focus. The feat you apply must have a power point modifier of less than or equal to your twice your EB. You may apply more than one metamagic feat, as long as the total modifiers does not exceed this limit - count metamagic feats with a modifier of less than +1 as +1 for the purposes of this limitation.

You can combine this feat with metapsionic feats applied in the conventional way, as long as the total power point cost is not greater than the that of an unmodified power at the top of the range.

Increment: You may take this feat up to two further times. Each time you do so, the EB prerequisites increase by 2 and the ability score prerequisite by 2. You can apply the benefits of this feat to a further three levels of powers.

Synergy: Each time you take the Epic Manifester, the range of levels of powers for the relevant class that can benefit from this feat are shifted up by the increase in power levels that class provides. Note that the spells converted to 0-level powers cannot be affected by this feat.

Blinding Speed [Epic]

Prerequisites: Dexterity 25, Ki Pool, or Rage.

Benefits: Your basic speed increases by 5. You gain three abilities which you can use a total number of times per day equal to 2 + your EB, in any combination. Each is an extraordinary ability.

You may charge up to twice your speed as a standard action or four times your speed as a full-round action. You gain a dodge bonus to AC equal to your EB.

You may move up to twice your speed as a move action or five times your speed as a full-round action. If you move in a straight line, you may instead move three times your speed as a move action or six times your speed as a full-round action. You gain a dodge bonus to AC equal to EB.

As a free action, you may become *hasted* as per the spell for five minutes, or until you wish to end the effect. Instead of the usual dodge bonuses to AC and Reflex, you gain dodge bonuses equal to your EB. After the effect ends, you are fatigued for one minute for each minute you were *hasted* (rounded up).

While you are *hasted* (either because of the above ability or from some other source), you have partial concealment, giving attacks against you a 20% miss chance.

Synergy: If you have the Tireless Rage feature or the Endurance feat, after using the above *haste* ability you are fatigued for one round per minute of *haste* (rounded up) rather than one minute per minute. If you have both, you are not fatigued at all.

Cosmic Spellcaster [Epic]⁹

Prerequisites: Maximum levels in a spellcasting class (or equivalent spellcasting ability), Spellcraft 20 ranks, Knowledge (Arcana, Nature, or Religion) 20 ranks, Knowledge (Arcana, Nature, and Religion) 10 ranks, ability to cast spells from at least two spell lists, Epic Spellcaster, Int 19, Wis 19

Benefits: You can develop and cast cosmic spells, see Chapter 6 – Cosmic Spellcasting.

Epic Arcane Caster [Epic]

Prerequisites: Maximum level in a class that grants the ability to cast arcane spells (or equivalent spellcasting ability), Knowledge (Arcana) 20 ranks, Spellcraft 20 ranks, Epic Spellcaster, 11th-level spell slots for qualifying class, Int 21, score of 21 in key ability of qualifying class.

Benefits: You can learn and cast 11th-level Epic spells from the Epic Arcane spell list, effectively adding them to the spell list for the qualifying class. If you have enough iterations of Epic Spellcaster that you have slots of levels higher than 11, you may also learn and cast spells from the Epic Arcane spell list of those levels, provided you have scores in Intelligence and the key ability score for your qualifying class of 10 plus the spell level.

You learn two spells of each available level automatically when you take this feat (and when each subsequently spell level becomes available). If you store spells in a Spellbook or Familiar, you can add additional spells by the usual methods described for those abilities. Otherwise, you can learn more by taking the Expanded Spell Knowledge legendary feat.

If you have more than one qualifying class for which you meet the other prerequisites, you add the spells to all of their lists, but must share the automatic spells known amongst them.

If you have any qualifying classes that do not store their spells in a Spellbook or Familiar, any time your EB increases, you may replace one of the spells known with a different one of the same level (and/or switch one of the spells known to a different class, if applicable).

Epic Champion [Epic]

Prerequisites: Dex 15 or Str 15; 20 levels (total) in a class or classes that grant Smite Evil or Smite Good, Channel Energy, Divine Bond, Judgment, or Sacred Weapon features.

Benefits: Select one Domain appropriate to your patron from table 3-4 below. The Domain's spells are added to spell list (if any) for the relevant class, and you gain the granted power (counting the level in the relevant class as your Cleric level. If you have a Domain class feature from another class, the Domain you select must be one other those selected for your other classes and vice-versa, and the levels in all classes that grant the domain stack for the purposes of granted powers.

Additionally, you gain additional abilities based on that domain (and any other domains you may possess:

⁹ I actually renamed Epic spellcasting to Cosmic spellcasting before I decided to add the Epic spell lists (by about a decade). With the development times and costs, Cosmic spells are only really applicable for extended Epic campaigns, and I wanted something for characters who get to 21 or 22 and stop (which is probably a more common use-case).

Domain	Ability Gained
Chaos	Your Chaos Blade ability can be used at will. Additionally, it applies continuously whenever you are wielding or holding a weapon; the duration only begins when you release the weapon.
Death	When you hit a foe with a melee attack, you may activate your Bleeding Touch against that enemy without having to make a touch attack.
Destruction	You may declare use of your Destructive Smite after you have hit an opponent (but before rolling for damage or to confirm a threat), rather than before making the attack.
Evil	Your Scythe of Evil ability can be used at will. Additionally, it applies continuously whenever you are wielding or holding a weapon; the duration only begins when you release the weapon.
Fire	Any weapon you wield gains the Flaming Burst property for as long as you wield it. If the weapon is already Flaming, double the added damage, and if it is already Flaming Burst also double the burst damage.
Glory	Any weapon you wield gains the Bane quality against outsiders with the alignment subtype(s) which oppose your alignment. Any weapon that already has such an ability is upgraded to a Dread weapon of the appropriate type.
Good	Your Holy Lance ability can be used at will. Additionally, it applies continuously whenever you are wielding or holding a weapon; the duration only begins when you release the weapon.
Healing	You may Rebuke Death as a swift action rather than a standard action, and the range increases from touch to 5ft per point of EB.
Law	Your Staff of Order ability can be used at will. Additionally, it applies continuously whenever you are wielding or holding a weapon; the duration only begins when you release the weapon.
Sun	Any weapon you wield gains the Bane quality against undead. If it already has the Bane quality against undead, it upgraded to Dread.
War	Your Weapon Master ability becomes continuous. You can choose a different combat feat at the start of your turn as a free action.
Weather	Any weapon you wield gains the Shocking Burst property for as long as you wield it. If the weapon is already Shocking, double the added damage, and if it is already Shocking Burst also double the burst damage.

Table 2-2: Epic Champion Domain Benefits

Synergy: If you have the Smite Evil or Smite Good ability, levels in all your qualifying classes stack for the purposes of effective level with that ability. You gain one additional use, plus one per five levels above level 21. You may use your Wisdom bonus rather than your Charisma bonus, if it is higher, to determine the attack bonus and deflection bonus to AC

provided by smite, and the latter now stacks with the deflection bonus provided by Epic levels (it still overlaps with other deflection bonuses as normal).

If you have the Judgement ability, levels in all your qualifying classes stack for the purposes of effective level with that ability. You gain one additional use, plus one per five levels above level 21.

If you have the Sacred Weapon ability, levels in all your qualifying classes stack for the purposes of effective level with that ability. You add half your EB (minimum +1) to the enhancement bonus you can apply to a weapon using this ability (both in terms of the amount of bonus available to distribute and the total maximum applicable “real” enhancement bonus).

If you have the Divine Bond ability with the bonded-weapon option, levels in all your qualifying classes stack for the purposes of effective level with that ability, and you may activate the ability as a swift action. You add half your EB (minimum +1) to the enhancement bonus you can apply to a weapon using this ability (both in terms of the amount of bonus available to distribute and the total maximum applicable “real” enhancement bonus).

If you have two or more of Judgement, Smite, Sacred Weapon, and Divine Bond bonded weapon, you can initiative (or switch, in the case of Judgement) any two of them with the same action.

Epic Class Training [Epic, Incremental]¹⁰

Prerequisites: EB +1.

Benefits: Choose a class in which you have no more than two fewer than the maximum number of levels, or two classes in which they have no more than one fewer than the maximum number of levels. Your class levels increase as appropriate, and you gain the full class abilities and features (except bab, saves, hit points, and skill ranks) of two levels that class or classes.

For example, a Ftr 19/Wiz 1, taking this feat at 21st level, could not take two levels of Fighter because that would make the Ftr level 21, but could take one level of Fighter and one of something else, or two of any class other than Fighter (including Wizard, of course).

As with normal multiclassing, you may not select levels in unchained class for which you already have the standard version, nor vice versa. Similarly, you may not select levels in the same class you already have but with different archetypes. However, the restriction on taking levels in a class and its alternate (rogue and ninja, cavalier and samurai) are waived at Epic levels.

Instead of two level in normal classes, you can instead take a single level in a wide class, even if you were not previously gestalt. Similarly, you can take a level in a supplementary class and its co-requisite class. However, the character is not otherwise considered gestalt, so for example does not have restrictions on prestige classes.

¹⁰ This feat was pretty-much the first thing I designed when I created the original version of this document. After I decided that I did not want class levels that pretty much gave bonus feats, I realised I needed a feat that could give class levels. It then set the pattern for how chunky Epic feats were going to be.

Increment: You may take this feat more than once. Each time you do so the EB prerequisite increases by 1.

Special: In some circumstances you can count levels gains via this feat as part of your progression for bab and base saves. See Caps & Level Shuffling on page XX.

Epic Companion [Epic]

Prerequisites: Animal Companion or Mount class feature

Benefits: Your Animal Companion or Mount (hereafter, your “Companion”) gains a number of benefits.

Your companion gains a +5 resistance bonus to all saving throws and a +5 deflection bonus to AC. Add your EB to your Companion’s saving throws, attack, and damage rolls, and skill and ability checks. Add an enhancement bonus to your Companion’s natural armour and a dodge bonus to your companion’s AC equal to your EB. Your Companion gains one additional hit die for each level you have above 20. It gains the Uncanny Dodge and Stalwart features. It gains spell resistance equal to 30 plus your EB (which does not apply to your spells). It gains dark vision to 60 ft and low-light vision – if it already has darkvision it adds 60 ft to the range.

You double your epic skill bonus applied to Ride, Handle Animal, and Heal skill checks relating to your Companion.

When you Share Spells to cast a spell on your Companion, you may choose to also have the spell affect yourself. If use a teleportation spell or spell-like ability, and you are riding or adjacent to your Companion, you may teleport it with you without its counting toward the limits of creatures teleported.

If you have more than one Companion, the bonuses above apply to all of them, although you can only share spells with or share teleports with one Companion at a time.

Synergy: If you activate a Smite or Judgement ability while adjacent to or riding your Companion, your Companion also gains the benefits.

If you have Uncanny Dodge, your Companion gains Improved Uncanny Dodge treating its hit dice as its effective level. If you have Improved Uncanny Dodge, your levels in Improved Uncanny Dodge granting class(es) add to your Companion’s effective level for its Improved Uncanny Dodge.

If you have the ability to Wild Shape, your Companion gains a certain limited ability to change form depending on your level in the class that grants Wild Shape, as summarised in table 2-3 below:

Wild Shape level	Abilities Gained by Companion
5th	<p>Your Companion can grow wings if it does not already have them, gaining a Fly speed of 60 ft (poor).</p> <p>Additionally, your Companion can change size to become Small or Large.</p>
8th	Your Companion can change size to become Tiny or Huge.
12th	<p>Your Companion can change its body composition to take on one of the following elemental forms. You gain elemental traits, plus the following:</p> <p><i>Fire:</i> Natural attacks do an additional d6 points of fire damage, and Burn.</p> <p><i>Air:</i> Gains a Fly speed of 60 ft (perfect). Whirlwind. +2 Dex, -2 Str.</p> <p><i>Water:</i> Swim 90ft, Drench, +2 Str</p> <p><i>Earth:</i> Doubles the base number of damage dice rolled for natural attacks, burrow 20ft, Earthglide, +2 Str, -2 Dex.</p>

Table 2-3: Epic Companion Wild Shape Synergies

Your Companion can change form as often as you can, and stay changed as long as you can. Each change is a standard action that does not provoke an attack of opportunity. Choosing a different size, a different elemental composition, and adding or removing added wings can all be accomplished as part of the same action and the same daily use of the ability. Reverting entirely to its natural form is also a standard action, but does not count towards the daily limit (if any). If you are riding your Companion, and take a standard action to use Wild Shape, you may cause your companion to change form as part of the same action.

If your companion changes size, its ability scores are modified depending on the number of steps between its natural size and the size it changes to, as shown in table 2-4. The ability score modifier for size change and for elemental composition are added together to determine the final bonuses and penalties, which are size bonuses or penalties.

Size Change	Strength	Dexterity	Natural Armour
-4 steps	-8	+8	-3*
-3 steps	-6	+6	-2*
-2 steps	-4	+4	-1*
-1 step	-2	+2	-
+1 step	+2	-2	-

+2 steps	+4	-4	+1
+3 steps	+6	-6	+2
+4 steps	+8	-8	+3

Table 2-4: Epic Companion Size Changes

Epic Crafter [Epic]

Prerequisites: 1 Item Creation feat; Craft or Spellcraft 20 ranks, or Use Magic Device 20 ranks and 20 levels of Artificer.

Benefits: You may make Epic magic items related to any Item Creations feats you possess, as long as you meet the prerequisites for the item (see Chapter 5: Epic Magic Items).

The amount of time taken to craft magic items become 1 day per 20000 gp of value, to a minimum of 1 day (non-Epic items which have a smaller minimum stated in their specific feat retain it). An Epic character can work on a number of items at any one time equal to their EB, dividing the progress equally between them.

For every five points of EB beyond +1, the maximum daily progress doubles (40000 gp at +6, 80000 gp at +11, and so on).

Epic Criticals [Epic]

Prerequisites: bab +20 or bab+15 & Perfect Self, or bab +15 & Sneak Attack 10d6, or bab +15 and Initiator level 20, or bab+10 and Pick Your Spot +10; Critical Focus; Improved Critical

Benefits: Your Improved Critical Feat applies to any weapon you wield or attack with; you no longer need a separate instance of the feat for each weapon. If you have multiple instances when you take this feat, you may immediately swap all but one for Critical feats.

If you wield a weapon with the *keen* property, rather than increasing the threat range (which would not stack with Improved Critical), it increases the multiplier by one.

When you score a critical hit, maximise the normal damage for the attack. Roll and add the “multiplied” damage normally. Maximise all the normal damage, even extra dice would not be multiplied on a critical hit. For example, if you score a crit with a *flaming burst* greataxe, you maximise the 1d12 base damage and the 1d6 fire, and add all the normal bonuses. Then roll and add the d12 (but not the d6 fire) and the normal bonuses twice more. Finally, roll and add the d10 fire for the burst.

If you score a crit something that is subject to a Fortification effect, the percentage chance of the crit being negated is halved.

Synergy: If you have the Sneak Attack feature, you add your Sneak Attack damage (rolled normally) to any critical that did not already qualify for Sneak Attack. If the attack did qualify for Sneak Attack, the Sneak Attack damage is maximised, but not rolled and added a second time.

Epic Divine Caster [Epic]

Prerequisites: Maximum level in a class that grants the ability to cast divine spells (or equivalent spellcasting ability), Knowledge (Religion) 20 ranks, Spellcraft 20 ranks, Epic Spellcaster, 11th-level spell slots for qualifying class, Wis 21, score of 21 in key ability of qualifying class, divine patron.

Benefits: You can learn and cast 11th-level Epic spells from the Epic Divine spell list, effectively adding them to the spell list for the qualifying class. If you have enough iterations of Epic Spellcaster that you have slots of levels higher than 11, you may also learn and cast spells from the Epic Divine spell list of those levels, provided you have scores in Wisdom and the key ability score for your qualifying class of 10 plus the spell level.

You learn two spells of each available level automatically when you take this feat (and when each subsequently spell level becomes available). If you store spells in a Prayerbook or Familiar, you can add additional spells by the usual methods described for those abilities. Otherwise, you can learn more by taking the Expanded Spell Knowledge legendary feat.

If you have more than one qualifying class for which you meet the other prerequisites, you add the spells to all of their lists, but must share the automatic spells known amongst them.

If you have any qualifying classes that do not store their spells in a Prayerbook or Familiar, any time your EB increases, you may replace one of the spells known with a different one of the same level (and/or switch one of the spells known to a different class, if applicable).

Epic Divinate [Epic]¹¹

Prerequisites: Maximum level in a class that grants the ability to cast divine spells (or equivalent spellcasting ability), Wis 15, Cha 15, divine patron.

Benefits: Choose a domain appropriate to your patron. You gain that domain (and can use its granted power). Its spells (along with those of any other domains you have) are added your spell list for the qualifying class. If you have domain slots, those are converted into normal bonus spell slots. If you are a preparing caster, you can give up prepared spells to spontaneously cast spells from your chosen domain (and any other domains you possess), in the same way a cleric spontaneously casts cure or inflict spells.

If you could already cast any of the spells spontaneously in that way, then those spells have the cap for any level dependant variables doubled. For example, a positive-channelling cleric with the healing domain casting *cure light wounds* restores up to 1d6+10 rather than 1d6+5. This stacks with other abilities that increase the cap; add any additive abilities (such as the Intensified Spell feat) before doubling.

If you have more than one qualifying class, your domain spells are added to all the qualifying classes' lists, and you're your levels in all your qualifying classes stack for the purposes of determining your effective cleric level for domain powers.

Special: If your qualifying class is Druid and you took the domain option for Nature bond, you may choose your domain from the list in the Nature Bond Ability, whether or not it is on your patron's list. If you did not, you can still make use of this feat, but must choose from those from those granted by your patron only.

¹¹ I do not really like the name of this one, but I cannot think of anything better.

Epic Fortitude [Epic]

Prerequisites: Con 19

Benefits: Your Strength or Constitution increase by one¹²; this counts as an enhancement bonus and an inherent bonus, so stacks with neither, except that it does stack with the increases you do get for being Epic level.

You gain the effects of the Great Fortitude feat, and count as having that feat for the purposes of prerequisites, but are not precluded from taking the feat later. If you already have the feat, when making a fortitude save you roll and add an extra d6 to the save total. If you were already rolling an extra die (for example, due to the Epic Saves rule or spending Inspiration), it is upgraded by two steps (for example, d6 to d10).

You are immune to all mundane diseases. You are also immune to any disease or poison with a save DC of 25 or less.

Your life span is tripled, rather than doubled for being Epic, before adding the bonus based on your EB.

Epic Galant [Epic]

Prerequisites: 20 levels (total) in a class or classes that grant the Grit and/or Panache pools, Canny Defence, Sneak Attack.

Benefits: If you do not already have a Grit or Panache pool, you gain a Panache pool equal to your EB plus your Charisma or Wisdom bonus. Otherwise, add your EB to your Grit or Panache pool.

If you do not have an initiator level, you gain one equal to the levels in your qualifying classes (plus your Epic initiator level bonus as usual). If you already have an initiator level, your levels in your qualifying classes add their full value to your initiator level (rather than potentially half).

You gain two stances of your choice from the Quickblade's¹³ class list, or from the Diamond Mind, Scarlet Throne or Steel Serpent disciplines (in any combination). You must have an initiator level high enough to select these stances, but may otherwise ignore prerequisites.

You gain the following extra deeds:

Focussed Strike: As part of an attack action using a light or one-handed piercing melee weapon, you may spend 2 grit or panache points prior to making the attack roll. If you do so, you may roll a d10 and add it to your attack roll. If the attack hits, you do additional damage equal to your Initiator level.

Impossible Dodge: As an immediate action when you are hit by a melee or ranged attack, spend 2 grit or panache points to add a competence bonus to your AC equal to your ranks in Acrobatics. If the attack would have missed your enhanced AC, it misses. If it would have hit anyway, it hits as normal but critical hits must be confirmed (even if the attacker would normally auto-confirm) and the enhanced AC also applies to the confirmation roll.

¹² Apart from being a nice boost to (hopefully) bring the feat up to Epic-worthiness, these allow you to break up all-even or all-odd stats. Since they do not stack with each other, they are not that random.

¹³ A homebrew class that I intend to make. Future proofing.

Martial Flexibility: Once per round, you may spend 1 grit or panache point to change your martial stance as a free action. You may not change stance as a swift action in the same round that you do this.

Martial Recovery: Whenever you score a critical hit with a martial strike, you may spend a grit or panache point. If you do so, the manoeuvre does not count as expended and remains available for re-use.

Synergy: If you have a feat or feature (such as Slashing Grace) that modifies the requirement to use a piercing weapon and/or have a free hand for Swashbuckler abilities, those modifications also apply to this feat.

Epic Healer [Epic]

Prerequisites: 20 ranks in Heal skill; ability to channel positive energy, ability to cast *breath of life*, *heal* and *greater restoration*, or ability to manifest *empathic transfer*, *psionic revivify* & *psychic surgery*; divine patron that supports channelling positive energy.

Benefits: You can channel positive energy to cast *heal* or *breath of life* as a standard action. Additionally, if you have at least two uses available, you can expend two uses as a full-round action to cast *mass heal* or *greater restoration*. Casting the spells in this way is a supernatural ability, although unlike normal supernatural abilities you must still provide the material component for *greater restoration*. The caster level for these spells is equal to your level in the class which grants Channel Energy plus your Epic caster level bonus, your caster level with the qualifying spells, or your manifester level with the qualifying powers; whichever is the greatest.

If you can already channel positive energy, you add the additional options in addition to the way(s) you can normally use the ability, and add your EB to the number of uses per day. If you do not already have the ability, you gain a pool of uses equal to your EB for the above purposes only.

Epic Manifester [Epic]

Prerequisites: Maximum level in a manifesting class (or equivalent spellcasting ability), EB+1, Spellcraft 10 ranks, Knowledge (Psionics) 20 ranks, score of 21 in the key manifesting ability score(s) for your qualifying class

Benefits: You gain 23 power points per Epic level, and increase your maximum level of powers you can know and manifest by two. This will take you beyond the level of classes provided by your class, so the main effect is to determine what you can access using Expanded Knowledge.

Select one of on the following Psychic spellcasting classes: Psychic, Mesmerist, Medium, Spiritualist: The “donor class”. Add that class’s zero- and first-level spell list to your power list as zero level -level powers, except spells with the same name (ignoring any roman numerals) as an extant power, which are not added.¹⁴

The character knows six such powers plus one per point of EB. These new powers are manifested as normal, treating the manifester level as caster level, except that the base power-point cost is zero. Since the spell descriptions do not include any augmentations,

¹⁴ This almost a direct port of the Epic Spellcaster feat, with the slight wrinkle that Dreamscarred Press manifesters do not get 0-level At Wills. So I had to add some.

these powers cannot be augmented, but they can be affected by Metapsionic feats as normal by paying the appropriate costs.

In addition to the powers known gained for increasing EB, you may select more using Expanded Knowledge. When using Expanded Knowledge in this way, all the powers from the donor classes spell lists up to the permitted level are considered to be zero-level, so easily within range of what Expanded Knowledge can access. Spells not on the donor class's list, or spells on the donor class's list of high enough level that they have not (yet) been added to your power list cannot be learned using Expanded Knowledge.

Increment: You may take this feat more than once. Each time you do so the EB prerequisite increases by 1, the number of ranks of Spellcraft increases by 2 (to a maximum of 20), and the ability score requirement increases by 1. The number of power points you gain at each Epic level increases by two (so 25 per level the second time you take the feat and so on), and the maximum level of powers you can know and manifest increases by a further one. Every third time after the first you take the feat (ie, 4th time, 7th time, and so on), you gain another level of spells from the donor class's spell list are added to your power list as zero-level powers.

Special: If you have more than 1 qualifying class for which you can meet the ability score prerequisite, you may take this feat more than once at each increment. Each time you do so it applies to a different class, and you may pick a separate donor class for each qualifying class.

Epic Martial Arts [Epic]

Prerequisites: bab +15; Ki Pool class feature, or Initiator Level 20, or Knowledge (Battle) 20 ranks

Benefits: You add double your EB to your Ki Pool, or gain a Ki Pool equal to double your EB if you do not already have one, and you add both your Wisdom and Charisma bonuses to your Ki pool rather than one or the other. Your classes which grant the Ki Pool ability count their full level towards your Initiator Level rather than half.

You have a group of weapons which count as Martial-Arts Weapons for you. This group always includes unarmed strike. Only weapons with which you are proficient count as Martial Arts weapons for you, but subject that stipulation add weapons to the group as follows:

Choose a martial discipline, the weapons associated with that discipline are added to the group. If you have levels in one or more Martial Adept classes, you may choose a second discipline's weapons to be added, and if you have the Swordsage Discipline Focus feature that discipline's weapons are also added as a third group. Additionally, if you have levels of Monk, it includes all special Monk weapons. If you have levels of Ninja, it also includes kama, katana, kusarigama, nunchaku, sai, short sword, shuriken, siangham, and wakizashi.

All of your martial arts weapons count as special monk weapons for the purposes of monk features that require them.

You gain a martial stance of your choice from any discipline. You may ignore any prerequisites, although your initiator level must be high enough for the stance's level.

You gain two the of the following additional ki powers (others can be selected using the Extra Ki Power feat):

Focussed Strike: As part of an attack action using a Martial-Arts Weapon, you may spend 2 Ki points prior to making the attack roll. If you do so, you may roll a d10 and add it to your attack roll. If the attack hits, you do additional damage equal to your Initiator level.

Ring the Bell: You may spend 2 Ki points as a free action to make a melee attack with a Martial-Arts Weapon against a target up to 20 ft plus 20 ft away per point of EB (to a maximum range of 120 feet). You roll to hit and damage as normal for a melee attack, but suffer an Attack of Opportunity as normal for a range attack and have a range increment equal to 5 ft plus 5ft per point of EB.

Walk on Air: By spending a Ki point as a move action, move up to your normal movement distance (including enhancement bonus and bonus from using Ki) in a series of leaps each up to half your movement distance in length and half your movement distance in height, without needing to make any acrobatics checks During this movement you may land on and leap off any solid or liquid surface regardless of size and fragility, any friend or foe or any vertical or overhung surface less smooth than polished glass. You add your number of ranks in Acrobatics as a competence bonus to you AC against Attacks of Opportunity provoked by this movement. You may spend a Ki point as a swift action to move as described above in the movement part of a charge or Spring Attack action.

Impossible Dodge: As an immediate action when you are hit by a melee or ranged attack, spend 2 Ki points to add a competence bonus to your AC equal to your ranks in Acrobatics. If the attack would have missed your enhanced AC, it misses. If it would have hit anyway, it hits as normal but critical hits must be confirmed (even if the attacker would normally auto-confirm) and the enhanced AC also applies to the confirmation roll.

Martial Flexibility: Once per round, you may spend 1 Ki point to change your martial stance as a free action. You may not change stance as a swift action in the same round that you do this.

Martial Recovery: Whenever you score a critical hit with a martial strike, you may spend a ki point. If you do so, the manoeuvre does not count as expended and remains available for re-use.

Epic Multi-Attack [Epic]

Prerequisites: bab +20, and Great Cleave or Whirlwind Attack or Rapid Shot or Combat Patrol; or bab +15 and Flurry of Blows.

Benefits: When you make a full attack, any iterative attacks penalties are reduced by one per attack, usually becoming -4/-8/-12 rather than -5/-10/-15 (so a character with a bab of +20 would attack at +20/+16/+12/+8 before other modifiers). The reduction also applies to the additional attacks granted by the Two-Weapon-Fighting combat style and feat chain, and the Flurry of Blows ability, and stacks with that of the Epic Warrior feat. Other penalties apply as normal.

As a full-round action, you may make a single melee attack against each foe you can reach (to a maximum of 30 ft), or a single ranged attack against every foe within 30 ft – if you have a weapon or weapons capable of both (and can draw them quickly enough if required), you may mix melee and ranged attacks as long as each opponent is attacked once. If you have

Whirlwind Attack, you may make a second attack at a -5 penalty against each opponent you attack in melee. If you have Rapid Shot, you may make a second attack against each opponent you attack at range at a -5 penalty. The eligible targets are determined when you start the action, so if you 5 ft step between attacks it affects whether a given opponent is within your melee reach (and you theirs), but not who is within 30 ft.

Synergy: If you have the Epic Warrior feat, you may make use the second benefit of this feat as a standard action plus a swift action, rather than a full round action (effectively exchanging a swift action for a move action). If you do so, you may choose to expend your move action to move between attacks – if you do so you may move a total distance up to your speed, divided as you choose between attacks. This movement provokes attacks of opportunity normally, and the limit on targets within 30 ft is determined when you declare the action (although you may move before the first attack and/or after the last one). Alternatively, you may use the move action to draw a weapon between attacks.

If you use the Combat Patrol feat and have the Whirlwind Attack feat, you may make second attack at a -5 penalty as part of each attack of opportunity you make with the former feat.

If you have the Perfect Two-Weapon Fighting feat and the Whirlwind Attack feat and are wielding two melee weapons, when using the second benefit of this feat or Combat Patrol, you may make the second attack against melee targets without the -5 penalty, provided the second attack is made with a different weapon from the first.

Epic Occult Caster [Epic]

Prerequisites: Maximum level in a class that grants the ability to cast occult spells (or equivalent spellcasting ability), Knowledge (Arcana or Psionics) 20 ranks, Spellcraft 20 ranks, Epic Spellcaster, 11th-level spell slots for qualifying class, Cha 21, score of 21 in key ability of qualifying class.

Benefits: You can learn and cast 11th-level Epic spells from the Epic Occult spell list, effectively adding them to the spell list for the qualifying class. If you have enough iterations of Epic Spellcaster that you have slots of levels higher than 11, you may also learn and cast spells from the Epic Occult spell list of those levels, provided you have scores in Charisma and the key ability score for your qualifying class of 10 plus the spell level.

You learn two spells of each available level automatically when you take this feat (and when each subsequently spell level becomes available). If you store spells in a Spellbook or Familiar, you can add additional spells by the usual methods described for those abilities. Otherwise, you can learn more by taking the Expanded Spell Knowledge legendary feat.

If you have more than one qualifying class for which you meet the other prerequisites, you add the spells to all of their lists, but must share the automatic spells known amongst them.

If you have any qualifying classes that do not store their spells in a Spellbook or Familiar, any time your EB increases, you may replace one of the spells known with a different one of the same level (and/or switch one of the spells known to a different class, if applicable).

Epic Performer [Epic]

Prerequisites: Maximum level in a class that grants Bardic Performance or Raging Song. Perform 20 ranks.

Benefits: You no longer have to track rounds of performance to maintain a performance normally. You still have your rounds of performance, and can use them to empower effects that cost extra rounds of performance. You may perform continuously for up to one hour before you must take a ten minute break before performing again.

Your levels in classes that grant Bardic Performance and/or Raging Song stack for the purposes of the effects of those abilities. You gain two of the following performances:

Deafening Song: You can use your performance (which must have an audible component) to cause deafness within 30 ft of you. Characters save against the effect when it starts, or when they first enter the area. If they fail a fortitude save, they are deafened until the deafening song ends, even if they leave the area. When song ends, affected character make a second fortitude save. You may exclude any character (usually your allies) from the effect.

Hindering Song: You can use your performance (which must have an audible component) to disrupt spellcasting within 30 ft of you. Any spellcaster partly or wholly within this area who attempts to cast a spell or spell-like ability or manifest a power or psi-like ability must make a concentration check. You may exclude any character (usually your allies) from the effect.

Inspire Excellence: You can use your performance (which must have an audible component) to boost your allies within 30 ft and yourself to even greater heights. Each character gain a +4 bonus to an ability score of their choice – the ability score in question is chosen when you start performing or when the character first comes into range and cannot thereafter be changed (unless you stop and restart the performance). The bonus counts as either an enhancement bonus or a morale bonus, whichever is more beneficial to the particular character.

Enhance Weapons: As the spell warrior archetype ability.

Glorious Epic: As the dragon skald archetype ability.

Synergy: If you have the *countersong* performance type, you can start it as an immediate action in response to the effect you wish to counter.

Epic Primal Caster [Epic]

Prerequisites: Maximum level in a class that grants the ability to cast primal spells (or equivalent spellcasting ability), Knowledge (Nature) 20 ranks, Spellcraft 20 ranks, Epic Spellcaster, 11th-level spell slots for qualifying class, Wis 21, score of 21 in key ability of qualifying class.

Benefits: You can learn and cast 11th-level Epic spells from the Epic Primal spell list, effectively adding them to the spell list for the qualifying class. If you have enough iterations of Epic Spellcaster that you have slots of levels higher than 11, you may also learn and cast spells from the Epic Primal spell list of those levels, provided you have scores in Wisdom and the key ability score for your qualifying class of 10 plus the spell level.

You learn two spells of each available level automatically when you take this feat (and when each subsequently spell level becomes available). If you store spells in a Spellbook or

Familiar, you can add additional spells by the usual methods described for those abilities. Otherwise, you can learn more by taking the Expanded Spell Knowledge legendary feat.

If you have more than one qualifying class for which you meet the other prerequisites, you add the spells to all of their lists, but must share the automatic spells known amongst them.

If you have any qualifying classes that do not store their spells in a Spellbook or Familiar, any time your EB increases, you may replace one of the spells known with a different one of the same level (and/or switch one of the spells known to a different class, if applicable).

Epic Psychic Caster [Epic]

Prerequisites: Maximum level in a class that grants the ability to cast psychic spells (or equivalent spellcasting ability), Knowledge (Psionics) 20 ranks, Spellcraft 20 ranks, Epic Spellcaster, 11th-level spell slots for qualifying class, score of 21 in key ability of qualifying class, score of 21 in whichever of Int and Cha is not already a prerequisite (or either, if the key ability score is not Int or Cha).

Benefits: You can learn and cast 11th-level Epic spells from the Epic Primal spell list, effectively adding them to the spell list for the qualifying class. If you have enough iterations of Epic Spellcaster that you have slots of levels higher than 11, you may also learn and cast spells from the Epic Primal spell list of those levels, provided you have scores in the qualifying ability scores of 10 plus the spell level.

You learn two spells of each available level automatically when you take this feat (and when each subsequently spell level becomes available). If you store spells in a Spellbook or Familiar, you can add additional spells by the usual methods described for those abilities. Otherwise, you can learn more by taking the Expanded Spell Knowledge legendary feat.

If you have more than one qualifying class for which you meet the other prerequisites, you add the spells to all of their lists, but must share the automatic spells known amongst them.

If you have any qualifying classes that do not store their spells in a Spellbook or Familiar, any time your EB increases, you may replace one of the spells known with a different one of the same level (and/or switch one of the spells known to a different class, if applicable).

Epic Rage [Epic]

Prerequisites: Mighty Rage or Mighty Bloodrage feature, Con 19

Benefits: You no longer have to track rounds of rage to maintain a rage normally. You still have your rounds of rage, and can use them to empower effects that cost extra rounds of rage. You may rage continuously for up to one hour before you must take a ten minute break before performing again.

Whichever version of Rage you previously had, the bonuses become +10 Str and Con and +5 to Will saves. You do not gain or lose hit points commensurate with the change in Constitution; when you enter rage, you instead gain 20 temporary hit points, plus a further 5 THP per character level, which go away when your rage ends if they have not already been lost. You do not lose your temporary hp when you use the Moment of Clarity rage power. The THP are not replenished if you enter rage again within 1 minute of a previous rage.

Any damage reduction provided by the rage-granting class is doubled while the character is raging. Apply any increases for the Increased Damage Reduction rage power before doubling.

Any non-Epic rage powers that are limited to once per rage can be used twice per rage.

You gain one of the following Epic rage powers (you can use the [Extra Rage Power](#) feat to gain more):

Chaotic Rage: Any weapon you wield gains the anarchic power property. If the weapon already has the anarchic or anarchic power properties, the bonus damage is applied for both. *Prerequisite:* Non-lawful alignment.

Incite Rage: As a swift action once per rage, you may incite rage in your allies. Any willing allies within 5 ft of you per point of EB (max 30 ft) gains bonuses and penalties equal to your basic rage (but excluding bonuses for higher level rage features, rage powers, etc). The incited rage lasts a number of rounds equal to your charisma bonus (if any) plus your EB. When the rage ends, the subjects are exhausted rather than merely fatigued, and then fatigued for an equal number of rounds again when the rage ends. Allies who have rage in their own right use the conferred bonuses, but can use their own rage powers and are merely fatigue afterwards (or not even that, if they have Tireless Rage). *Prerequisites:* Cha 19; Intimidate 20 ranks, Diplomacy 20 ranks, Bardic Music, or the Antagonize feat.

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

Terrifying Rage: When you enter rage, all enemies within 60 ft of you who can perceive you must make a Will save; if they have fewer hit dice than you are panicked if they fail or shaken if they succeed, if they have equal or more hit dice they are merely shaken if they fail. Either way, the duration is equal to your ranks in Intimidate plus your Charisma modifier. This is a mind-affecting effect. Once a target has taken a save, they are immune your uses of this ability for 24 hours. If a new target enters the area of effect, you may attempt to affect them also as a free action.

Prerequisites: Cha 19; Intimidate 20 ranks or Terrifying Howl rage power.

Thunderous Rage: Any weapon you wield gains the greater thundering property. If the weapon already have the thundering or greater thundering properties, the bonus damage is applied for both. Additionally, the DC for the deafness effect become 10+half your levels in rage granting classes plus your Con modifier if this is higher than the normal DC for such a weapon.

Synergy: If you have the Guarded Stance and/or Rolling Dodge rage powers or any stance rage powers, you can automatically activate one when you begin raging and it lasts until changed or the rage ends. You can change to a different such power as

If you have the Renewed Vigour rage power, you can use it once per day per point of (raging) Con bonus (but only twice per rage).

If you have the Controlled Rage feature, you gain the +10 bonus to Con as above. Instead of the usual Strength bonus, they gain a +8 morale bonus which can be applied to Strength or Dexterity (or divided between the two in +2 increments).

Epic Reflexes [Epic]

Prerequisites: Dex 19

Benefits: Your Dex, Int, or Wis increase by one; this counts as an enhancement bonus and an inherent bonus, so stacks with neither, except that it does stack with the increases you do get for being Epic level.

You gain the effects of the Lightning Reflexes feat, and count as having that feat for the purposes of prerequisites, but are not precluded from taking the feat later. If you already have the feat, when making a reflex save you roll and add an extra d6 to the save total. If you were already rolling an extra die (for example, due to the Epic Saves rule or spending Inspiration), it is upgraded by two steps (for example, d6 to d10).

You gain the benefits of the Combat Reflexes feat except that the number of extra attacks of opportunity is equal to the highest of your Dex, Int, or Wis bonuses, and count as having that feat for the purposes of prerequisites, but are not precluded from taking the feat later. If you already have the feat, you add your EB to the number of attacks of opportunity you can make in a round.

Epic Spellcaster [Epic, Incremental]

Prerequisites: Maximum level in a spellcasting class (or equivalent spellcasting ability), EB+1, Spellcraft 10 ranks, Knowledge (Arcana, Nature, or Religion) 20 ranks, score of 21 in the key spellcasting ability score(s) for your qualifying class

Benefits: All of your spell slots of 1st level and above move up 1 level, so your existing 1st level slots become 2nd level slots, your existing 2nd level slots become 3rd level and so on. Your bonus spells for high ability scores are also moved up. This feat can cause you to possess slots of 11th level and above. You do not automatically gain any spells of those levels – instead, they can be used for spells enhanced with metamagic feats, or Epic or Cosmic spells if you also have the appropriate feat(s).

If you have 0-level spells or slots, they are not moved up in level. However, any unmodified 1st level spell may be treated as 0-level spells, and therefore cast at will (preparing casters will need to prepare them in their 0 level slots, just as if they were normal 0 level spells). 1st level spells modified by metamagic feats are not eligible to use this ability, even if their effective spell level has not been increased.

Synergy: If you have the Heighten Spell metamagic feat, all spells you cast treat the level of the slot used for them as the spell level for DC purposes; you no longer need to specifically modify them with that feat. Heightening spells are no longer limited to 9th level.

Increment: You make take this feat more than once. Each time you do so the EB prerequisite increases by 1, the number of ranks of Spellcraft increases by 2 (to a maximum of 20), the ability score requirement increases by 1, and the levels of all you spell slots increases by 1 further level as described in the first paragraph above. Every third time after the first you take the feat (ie fourth time, seventh time, and so on), the level of spells that you can treat as being 0-level at wills increases by 1.

Special: If you have more than 1 qualifying class for which you can meet the ability score prerequisite, you may take this feat more than once at each increment. Each time you do so it applies to a different class.

Epic Theurge [Epic]¹⁵

Prerequisites: Maximum level in a class that grants the ability to cast arcane, divine, occult, or psychic spells (or equivalent spellcasting ability); Int, Wis, and Cha 15; divine patron appropriate to donor class

Benefits: If the qualifying class casts arcane, occult, or psychic spells, choose a divine class as a donor class. If the qualifying class casts divine spells, choose an arcane, occult, or psychic spellcasting class as a donor class. Either way the donor class's spell list is added to the spell list of the qualifying class. If the new list has spells of a higher level than your qualifying class has slots, you will need to take the Epic Spellcaster feat to gain access to them. To prepare or cast spells from the donor class list, you must have a score of 10+spell level in the appropriate ability score for both the qualifying and donor classes.

If the donor class is a preparing class and the qualifying class is not, then the donor class's spells still need to be prepared. See page XX for the rules for mixing prepared and spontaneous spells in the same set of slots. This does not apply in reverse – if the qualifying class prepares spells, then the donor spells must be prepared regardless of whether the donor class is preparing or not.

You do not automatically learn the spells from the donor list, even if the qualifying class or donor class (or both) normally knows their whole list. You gain two spells known from the donor list immediately. If you store your spells in a spellbook, prayerbook, or familiar you can add more spells known by the usual methods. Otherwise, you can gain more using the Expanded Spell Knowledge legendary feat.

Only the main spell list of the donor class is added; additional spells from domains, sorcerer bloodlines, etc are not.

Synergy: If you have levels in the Mystic Theurge prestige class, you can select two donor classes, and add one two each of your spellcasting classes (even if only one is a qualifying class). If you have more than two spellcasting classes, you may select which gains the benefits, although qualifying classes must be chosen in preference to non-qualifying, and one of the classes must be divine and the other not divine. Additionally, you add your EB to the number of times per day you can use Spell Synthesis.

Epic Votary [Epic]

Prerequisites: Maximum level in a class that grants divine spellcasting (or equivalent spellcasting ability), Wis 15, Cha 15, divine patron appropriate to the donor class

Benefits: Choose another base class that grants the ability to cast divine spells (other than Oracle): the "donor class". That class's spell list is added to the spell list of the qualifying class. If the new list has spells of a higher level than your qualifying class has slots, you will need to take the Epic Spellcaster feat to gain access to them. To prepare or cast spells from

¹⁵ Given how important the cleric spell list is to high-level PF1, I thought a relatively easy way to get it would be useful for those groups that did not have it already (like the PCs in my AoW campaign – although none of them took this feat either).

the donor class list, you must have a core of 10+spell level in the appropriate ability score for both the qualifying and donor classes.

If the donor class is a preparing class and the qualifying class is not, then the donor class's spells still need to be prepared. See page XX for the rules for mixing prepared and spontaneous spells in the same set of slots. This does not apply in reverse – if the qualifying class prepares spells, then the donor spells must be prepared regardless of whether the donor class is preparing or not.

You do not automatically learn the spells from the donor list, even if the qualifying class or donor class (or both) normally knows their whole list. You gain two spells known from the donor list immediately. If you store your spells in a spellbook, prayerbook, or familiar you can add more spells known by the usual methods. Otherwise, you can gain more using the Expanded Spell Knowledge legendary feat.

Only the main spell list of the donor class is added, additional spells from domains, sorcerer bloodlines, etc are not.

Special: You may take this feat more than once; each time you do so you select a new donor class and/or a new qualifying class.

Epic Warrior [Epic]

Prerequisites: bab +20 or bab+15 & Perfect Self, bab +15 & Sneak Attack 10d6, bab +15 and Initiator level 20, or bab+10 and Pick Your Spot +10; at least 1 Combat feat; Str or Dex 19

Benefits: Rather than making a full attack as a full-round action, you may instead elect to make it as a standard action plus a swift action (effectively trading your swift action for a move action). Either way, when you make a full attack, any iterative attacks penalties are reduced by one per attack, usually becoming -4/-8/-12 rather than -5/-10/-15 (so a character with a bab of +20 would attack at +20/+16/+12/+8 before other modifiers). The reduction also applies to the additional attacks granted by the Two-Weapon-Fighting combat style and feat chain, and the Flurry of Blows ability, and stacks with that of the Epic Multi-Attack feat. Other penalties apply as normal.

Alternatively, if you take an attack action or charge action to make a single devastating weapon attack¹⁶. If you take this option, you may not have already made any attacks on your turn, and you may not make any further attacks for any reason until the start of your next turn (except attacks of opportunity, which may be taken normally). If you do so, you gain several benefits related to that attack:

- When making the attack, you roll 2d20 and take the better result. If you are already rolling 2 (or more) d20s for some reason, roll and add an additional d6 also.
- You add an additional bonus equal to your bab to your attack roll.
- You add an additional bonus equal to your bab to your damage roll. This is multiplied normally on a crit.
- If the attack is a melee attack, you may add both your Strength and Dexterity bonuses (if any) to the attack roll rather than one or the other. If the attack is a ranged attack with a projectile weapon, you may add both your Dex bonus and your Wis bonus (if any) to the attack roll. If the attack is a ranged attack with a thrown weapon, you may choose either set of ability-score bonuses. If you have another ability which allows you to use a different ability score to the attack roll, you may add an additional bonus from the above list that you are not already adding – whichever bonus give you the higher damage.
- The basic damage dice for the attack are five times greater than normal (so for example a greatsword would do 10d6 and a greataxe would do 5d12). This is multiplied normally on a crit (ignoring the rule about multiple multiplications).
- If your attack roll exceeds the target's AC by 20, that is a critical hit regardless of the natural die roll (as long as it is not a natural 1, which still misses), which does not need to be confirmed.
- Finally, if your attack roll exceeds the target's AC by twenty, you an additional damage bonus equal your bab. For every multiple of 10 (30, 40, and so on), above that by which your attack roll exceeds the targets AC, add an additional bonus to damage equal to your bab. These bonuses are not multiplied for the critical hit, but are also not dependant on it, so apply even if the target is immune to crits or the crit is somehow negated (for example, by a fortification effect).

¹⁶ Some Epic monsters have *really* high AC. Plus, anything which encourages single attacks

For the bonuses under the last two bullet points, the attack must exceed the targets actual AC not its touch AC by that margin, even if the attack is otherwise targeting touch AC.

Synergy: If you have the Ride-by Attack, Spring Attack, or Shot on the Run feats, the single attack you make as part of using those counts as an attack action for the purposes of this feat.

If you have the Dead Shot deed, the single attack you make using that counts as as the attack action for the purposes of this feat.

If you have Power Attack, Piranha Strike, Deadly Aim, or Combat Expertise and take the single attack option, you may apply one of those feats to the attack without taking the penalties on the attack roll – if you choose to apply more than one, you only ignore the penalties for one of them. The penalties for any and all of them still apply to any attacks of opportunity you make.

If you have an initiator level and initiate a martial manoeuvre which takes a standard action or more and involves making a single attack, you may accept the restrictions of a single devastating attack as described above. If you do so, you gain the

If you have Pick Your Spot, the additional attack and damage bonuses for making a single attack (including those for higher attack rolls) include your bonus from Pick Your Spot as well as your bab.

If you have the Combat Reflexes feat, you may add both your Strength and Dexterity bonuses to attack and damage rolls when you make an attack of opportunity.

If you have the Perfect Two-weapon Fighting feat and are wielding two weapons, you may make an attack with each as an attack action or at the end of a charge. If you do so, you may count this pair of attacks count as a single attack as described above, including all the benefits and restriction thereof, except that the extra bab-based & additional ability modifiers to hit and the bab-based modifiers to damage are halved (including the additional bab-based damage modifiers for high attack rolls), and each weapon rolls double the basic damage dice rather than five times.

Epic Weapon Master [Epic]¹⁷

Prerequisites: bab +20, one or more weapon-specific feats

Benefits: Your Strength or Dexterity increases by 1; this counts as an enhancement bonus and an inherent bonus, so stacks with neither, except that it does stack with the increases you do get for being Epic level.

All your feats that apply to a single weapon (for example Weapon Focus, Improved Critical), now apply to an entire group of weapons. When you take this feat, for each such feat select either a Fighter Weapon group or a Discipline Group; the feat now applies to all the weapons in that group rather than just one. If you have the same feat for two or more weapons that would be in the same group, you may instead select another thread for which you qualify. Any future feats you take similarly apply to either a Fighter Weapon Group or Discipline Group of your choice

You may draw or stow a weapon as a swift action.

Synergy: If you have the Weapon Training feature, the bonus for all such groups is equal to the bonus with the highest such bonus.

Epic Will [Epic]

Prerequisites: Cha or Wis 19.

Benefits: Your Wis or Cha increase by one; this counts as an enhancement bonus and an inherent bonus, so stacks with neither, except that it does stack with the increases you do get for being Epic level.

You gain the effects of the Iron Will feat, and count as having that feat for the purposes of prerequisites, but are not precluded from taking the feat later. If you already have the feat, when making a will save you roll and add an extra d6 to the save total. If you were already rolling an extra die (for example, due to the Epic Saves rule or spending Inspiration), it is upgraded by two steps (for example, d6 to d10).

Any time you are subjected to a Compulsion effect, you may make a saving throw to end it at the end of your turn.

¹⁷ This one feels a bit light, even with the Strength or Dexterity boost. OTOH, it feels a bit too much to be demoted to Legendary.

Perfect Two-Weapon Fighting [Epic]

Prerequisites: Two-Weapon Fighting, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, bab +16, Dex 21

Benefits: Your penalties for wielding two weapons are reduced by 2. You may make a fourth attack with your off hand at an additional -15 penalty (less if you have the Epic Warrior and or Epic Multi-Attack feats).

You may attack with each weapon in place of the single attack you would make as part of a charge.

Synergy: If you have the Two-Weapon Rend feat, when you rend the base damage is increased by one die, plus one additional die per 3 points of EB, and you may add 1.5x your Dexterity bonus as well as your Strength bonus.

If you have the Improved Unarmed Strike feat, and are wielding no other weapons, you may treat your unarmed strike as two weapons for the purposes of two-weapon fighting. You may use this ability with weapons such as gauntlets or brass knuckles that enhance unarmed strikes, although you need a pair of such weapon to enhance both.

If you use the Whirlwind Attack feat, you may make an attack with each weapon against each target.

Special: If you gained the prerequisite feats without having to meet the Dex prerequisite (for example, by means of a ranger combat style), you may also ignore the Dex prerequisite on this feat.

Wand Adept [Epic, Focus]

Prerequisites: Cha 19; Spellcraft 20 ranks; Caster/manifestor level 21, Use Magic Device 20 ranks, or Craft Wand

Benefits: You gain a Focus Pool containing one point, or add one point to your Focus Pool to a maximum of three points. You may only spend one focus point on any given wand activation.

For any wand spell for which you do not already have a caster level, you gain a caster level equal to your Epic caster level bonus, and a key spellcasting ability score equal to your key Use Magic Device ability score (usually Charisma).

For wand spells with an attack roll, you may substitute your ranks in UMD for your bab if it is higher. You may use your key spellcasting ability score or key UMD ability score in place of your Strength or Dexterity for such attack rolls.

When activating a wand, you may use your own caster level and/or spell DC if they are higher than the wand's own.

You may draw a wand from your belt, a bandolier, or a wrist sheath as a free action, rather than a move or swift action.

When activating a wand with a casting time greater than one standard action, you may expend a focus point to reduce the activation time to one standard action.

When activating a wand with an attack roll and a casting time and one standard action or less, you may spend a focus point to make a full attack with the wand as a standard action. You may make up to the number of attacks with the wand that you would make with a single weapon (melee or ranged as appropriate to the spell), including where appropriate feats such as Rapid Shot and spells such as haste, with penalties for iterative attacks etc applying as normal. The maximum number of attacks may be increased if your ranks in Use Magic Device are higher than your bab. Each attack made this way uses one charge (or one spell slot if using Master Wand), even if the spell would normally permit multiple attacks for one casting. If you need to make a UMD check to activate the wand, make a single check at the start and it applies to all activations for that full attack. As usual for a full attack, you can abort to a standard action after a single attack, but the focus points is still spent.

You may spend a focus point to apply the effects of Empower Spell, Enhance Spell, Intensified Spell, Magnify Spell, and/or Maximise Spell to a spell activated from a wand, even if you do not know have those feats, up to a maximum slot-level total modifier equal to your EB. If you do have the feat in question, its effective slot-level modifier is reduced by 1 (to a minimum of 0).

Special: The above benefits also apply to dorjes, substituting power for spell, manifester level for caster level, and key manifesting ability score for key casting ability score as appropriate. The list of feats you can apply by spending a focus point becomes Empower Power, Magnify Power, and Maximise Power, and the limit becomes one extra power points worth of metamagic per point of EB. You do not have to expend your psionic focus to apply metapsionic feats to a dorje power in this way.

Synergy: If you have Epic Warrior, you may make a wand full attack as a standard action plus a swift action (effectively trading a swift action for a move action). Furthermore, if you have Epic Warrior or Epic Multi-Attack, the reductions to iterative penalties apply to wand full attacks.

If you have Dual Wand Wielder, you no longer pay extra charges to activate both wands. Furthermore, if you have Dual Wand Wielder or Two-Wand Technique and Two Weapon Fighting and have a wand in each hand with an attack roll spell, you may make a wand full attack using both wands using the normal rules for two-weapon fighting (treating both wands as light). Make any UMD checks required to activate the wands before any attacks are made and before declaring which hand is primary.

If you have the Automatic Metamagic or Automatic Metapower feat that would be applicable to the spell or power contained in the wand, you can spend a focus point when activating a wand to apply one or more metamagic or metapsionic feats linked to that feat to the wand spell or power.

If you have the Dangerously Curious trait, you may treat the Charisma prerequisite as an Intelligence prerequisite instead.

Chapter 3: Legendary Feats

Name	Prerequisites	Summary
Additional Magic Item Space	-	Benefit from an additional worn magic item
Additional Apex Item	-	Benefit from an additional apex item
Armour Space	-	Natural Armour bonus of level/5
Bulwark of Defence	Max levels in class granting Defensive Stance	Upgrade bonuses from defensive stance, and can 5 ft step without losing it
Deflect Rays	Dex 19, Wis 19, Deflect Arrows	Use deflect arrows on magical attacks
Distant Shot	Dex 25, Perception 20 ranks, Far Shot	Ignore range penalties
Dragon Wild Shape	See text	Wild Shape into a dragon
Efficient Item Creation	See text	Craft twice as fast
Enhance Spell	Spellcraft 20 ranks, Intensified Spell or Maximise Spell.	Increase caster-level cap for affected spell
Expanded Spell Knowledge	See text	Learn two extra spells
Extra Domain	Wis 21, Domain feature, divine patron	Gain an extra domain
Extra Ki Power	Ki Pool	Gain an extra ki power
Extra Performance	Bardic Performance or Raging Song	Gain an extra performance type
Familiar Spell	See text	Familiar gains SLA
Ignore Material Components	Spellcraft 20 ranks, Eschew Materials	Ignore more-valuable material components
Improved Combat Casting	Combat Casting	Roll 2 dice on some Concentration rolls, and use Concentration as AC.
Improved Deflection	Deflect Arrows	Deflect arrows more than once per round
Improved Spell Breadth	Spellcraft 20 ranks	One extra spell slot per level
Lasting Performance	Perform 20 ranks, Lingering Performance	Performances last 20 rounds after you stop performing
Magnify Spell	Spellcraft 20 ranks; Empower Spell or Maximise Spell	Maximise and double affected spell
Magical Beast Wild Shape	See text	Wild Shape into a magical beast
Master Dorje	Manifester level 5; Spellcraft 20 ranks; Use Magic Device 20 ranks or Craft Wand	Use spell slots in place of charges
Master Staff	Caster level 11; Spellcraft 20 ranks; Use	Use spell slots in place of charges

Master Wand	Magic Device 20 ranks or Craft Staff Caster level 5; Spellcraft 20 ranks; Use Magic Device 20 ranks or Craft Wand	Use spell slots in place of charges
Music of the Cosmos	See text	Bardic Performance or Raging Song ignores immunities
Opportunistic Sneak Attack	Combat Reflexes feat or Opportunist; Sneak Attack +6d6	All AoO count as sneak attacks
Opportunistic Spellcaster	See text	Use attack spells for AoO
Oversize Wild Shape	Wisdom 21, Knowledge (Nature) 20 ranks, Wild Shape	Wild Shape into larger forms
Penetrate Damage Reduction	-	Overcome damage reduction more easily
Permanent Emanation Polyglot	See text Intelligence 19, Linguistics 20 ranks	Make a spell emanate from you permanently Speak every language in your home world
Spectral Strike	See text	Full damage on incorporeal creatures
Spell Stowaway	See text	Share spell effects by other casters
Tenacious Magic	Spellcraft 15 ranks, Caster or manifester level 21	One spell cannot be dispelled by others
Undersize Wild Shape	Wisdom 21, Knowledge (Nature) 20 ranks, Wild Shape	Wild Shape into smaller forms

Additional Magic Item Space [Legendary]

Benefit: Choose one type of magic item that has a limit on the number you can wear simultaneously, such as rings or belts. Provided that you physically wear it, you can wear and benefit from one additional item of that type.

Special: You can gain this multiple times. Each time you take it, it applies to a new wearable magic item.

Additional Apex Item [Legendary]

Benefit: You can attune, wear, and fully benefit from two Apex items at once. They must be in separate item slots, even if you have the Additional Magic Item Space feat, and must affect different ability scores.

Armour Skin [Legendary]

Benefit: Your skin becomes tougher. You gain a natural armour bonus, or an enhancement bonus to natural armour, equal to your level divided by 5.

Bulwark of Defence [Legendary]

Prerequisites: Maximum levels in a class that grants Defensive Stance feature.

Benefit: Your Defensive Stance bonuses increase to +6 morale bonus Strength, +6 morale bonus to Constitution, and a +6 dodge bonus to AC. The morale bonus to saves becomes +4, and applies to all saves not just Will. Additionally, you can take a single 5 ft step on your turn without sacrificing the benefits of Defensive Stance.

Deflect Rays [Legendary]

Prerequisites: Dex 19, Wis 19, Deflect Arrows

Benefit: Once per round, you can deflect ranged attacks from spells and supernatural abilities. This functions as Deflect Arrows, except that it requires uses up an Attack of Opportunity.

Distant Shot [Legendary]

Prerequisites: Dexterity 25, Perception 20 ranks, Far Shot

Benefit: You may target any creature you can see with a ranged attack, with no penalties for range increments.

Dragon Wild Shape [Legendary]

Prerequisites: Wisdom 21, Knowledge (Arcana) 20 ranks, Knowledge (Nature) 20 ranks, maximum level in a class that grants Wild Shape, ability to Wild Shape into a Magical Beast, ability to Wild Shape into an Elemental, Wild Speech feat

Benefit: You can use Wild Shape to assume the form of a Metallic or Chromatic Dragon as if using *form of the dragon III*, or a primal dragon as if using *form of the exotic dragon III*. Your size limits are as per those spells, or as per your ability to Wild Shape into an animal, whichever is the more restrictive.

Efficient Item Creation [Legendary]

Prerequisites: Spellcraft or Craft 20 ranks, any Item Creation feat

Benefit: The daily progress when crafting magic items is doubled. This benefit stacks with the improvement for Epic Crafting.

Enhance Spell [Legendary, Metamagic]

Prerequisites: Spellcraft 20 ranks, Intensified Spell or Maximise Spell.

Benefit: Enhanced spells have a cap on effective caster levels ten higher than normal. For example, an enhanced cure light wounds restores 1d8+15 hp and an enhanced fireball deals 20d6 fire damage (assuming a caster level of at least 15 and 20 respectively. Spells without a cap on effective caster level are unaffected, and spells that are affected will only fully benefit if you have a high enough caster level to take advantage of the increased cap. An enhanced spell takes up a slot four levels higher than the spell's actual level.

Expanded Spell Knowledge [Legendary, Incremental]

Prerequisites: Maximum level in a spellcasting class (or equivalent spellcasting ability), Int 19, Knowledge (Arcana) 20 ranks, Caster Level 21

Benefit: Select two spells from the spell list(s) for your qualifying class, you add those spells to the spells known for that class. If the qualifying class is one which requires spells to be prepared from a spellbook or familiar, you do not require your spellbook or familiar to

prepare the chosen spell (and count as having the Spell Mastery feat for those spells for the purposes of meeting prerequisites).

Increment: You may take this feat multiple times. Each time you do so, the Caster Level prerequisite increases by two.

Extra Domain [Legendary]

Prerequisites: Wis 21, Domain feature, divine patron

Benefit: Select another domain appropriate to your class and patron. You gain the full benefits of that Domain, just as if you had selected it initially.

Note that classes that have Domains as an optional class feature can use this feat to gain an extra domain only if they have selected a domain in the first place, or if they have already gained a domain by other means (such as the Epic Divinate feat). For example, druids can use this feat only if they selected the Domain version of the Nature Bond feature.

Extra Ki Power [Legendary]

Prerequisites: A class or classes that provide a ki pool

Benefit: You gain a ki power from the list under the Quinggong archetype, treating your total levels in your qualifying class as your effective monk level.

If you have the Epic Martial Artist feat, you can also select the Ki Powers described therein with this feat.

Special: You may take this feat more than once. Each time you do so, it applies to a different ki power type.

Extra Performance [Legendary]

Prerequisites: A class or classes that provide the Performance and/or Raging Song abilities

Benefit: Select a performance type that you do not already have from the list of performances under Bardic Performance or Raging Song. The performance can be a bard one if you are a skald, or vice versa. Alternatively, you may regain a performance type swapped out by an archetype. For example, an unarchetyped bard or a Spell Warrior skald could use this feat to select Inspired Rage.

You must have at least the level at which the performance would normally be gained. For this, and for any level-dependant effects of the performance, you count your total levels in all your qualifying classes.

If you have the Epic Performer feat, you can also select the performance types described therein with this feat.

Special: You may take this feat more than once. Each time you do so, it applies to a different performance type.

Familiar Spell [Legendary, Increment]

Prerequisites: Caster level 21, maximum level in a class that grants a familiar, 21 in key ability score for qualifying class

Benefit: Choose one spell you know of 8th level or lower. Your familiar can use that spell as a spell-like ability once per day, at a caster level equal to your caster level. You cannot bestow a spell in this fashion that has a costly material component.

Increment: You may take this feat more than once. Each time you do so the caster level and ability score requirements increase by two, and you bestow another spell-like ability as above or another daily use of one they have.

Ignore Material Components

Prerequisites: Spellcraft 20 ranks, Eschew Materials

Benefit: The gp limit on components that can be ignored with Eschew Materials (and Mythic Eschew Materials if applicable) is multiplied by 20. At caster level 26 and every 5 caster levels thereafter, this multiplier increases by 10 (so x30 CL 26, x40 at AL 31, and so on).

Improved Combat Casting [Legendary]

Prerequisites: Combat Casting

Benefit: When you make a Concentration check to cast defensively or to continue a spell when damaged while casting, you roll two dice and take the higher. Additionally, if you cast defensively but suffer an attack of opportunity anyway (for example as a result of the Spellbreaker feat or Caster's Scourge ability), they may treat their concentration check result as their AC against that attack if it is advantageous to do so.

Improved Deflection [Legendary]

Prerequisites: Deflect Arrows

Benefit: You may use Deflect Arrows (and Deflect Rays if you have it) more than once in a round. Each time you do so after the first, it uses up an attack of opportunity.

Improved Spell Breadth [Legendary]

Prerequisites: Spellcraft 20 ranks

Benefit: You gain an extra spell slot of each spell level for which you have slots.

Special: This feat functions even for Beastblooded¹⁸ spell slots.

Lasting Inspiration [Legendary]

Prerequisites: Perform 20 ranks, Lingering Performance

Benefit: The effects of your performances continue 20 rounds after you stop performing, rather than 2 rounds. This ability does not allow you to maintain and benefit from two different performances at once, but it does not preclude other abilities doing so.

¹⁸ Homebrew class (that does not normally get bonus spell slots for *any* reason).

Magnify Spell [Legendary, Metamagic]¹⁹

Prerequisites: Spellcraft 20 ranks; Empower Spell or Maximise Spell

Benefit: All variable, numeric effects of a magnified spell are maximised (as per the Maximise Spell feat), then doubled. A magnified 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. A magnified 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, although you can combine it with the Enhance Spell and/or Intensified Spell feats; if you do so any extra dice added by those feats are not maximised or doubled.

Magical Beast Wild Shape [Legendary]

Prerequisites: Wisdom 21, Knowledge (Arcana) 20 ranks, Knowledge (Nature) 20 ranks, maximum level in a class that grants Wild Shape

Benefit: You can use Wild Shape to assume the form of a magical beast, as per the *magical beast shape* spell. Your size limits are as per that spell, or as per your ability to Wild Shape into an animal, whichever is the more restrictive.

Master Dorje [Legendary]

Prerequisites: Manifest level 5; Spellcraft 20 ranks; Use Magic Device 20 ranks or Craft Wand

Benefit: When you activate a dorje as a power trigger item to manifest a spell on your power list, instead of expending charges you may sacrifice spend power points. The power points spent in this way must be equal to the power point cost to manifest the power as it appears in the dorje – it cannot be further augmented.

Master Staff [Legendary]

Prerequisites: Caster level 11; Spellcraft 20 ranks; Use Magic Device 20 ranks or Craft Staff

Benefit: When you activate a staff as a spell trigger item to cast a spell on your spell list, instead of expending charges you may sacrifice an available spell slot for each charge you would have spent. The first slot sacrificed in this way on any given activation has a minimum level equal to the level of the spell being activated. If additional slots are required the minimum falls by 1 for the second slot, two for the third slot, and so on. For example, activating *raise dead* from a Staff of Life using Master Staff requires the sacrifice of five spell slots because the spell normally uses five charges, with minimum levels of 5, 4, 3, 2, and 1 (6, 5, 4, 3, and 2 for a shaman or witch because *raise dead* is a 6th-level spell for them). The character cannot mix and match spells slots and charges, they must use one or the other.

Spell slots sacrificed to this feat are used up just as if they had been used to cast a spell (and return as normal when you regain spell slots). The spell must be one which could have been used to immediately cast a spell, which means that pure preparing casters must use slots which actually have spells prepared in them, not slots which have been left open.

¹⁹ Basically, a renamed Intensify Spell, since *Intensified Spell* is already a feat in PF1 (which ironically is pretty-much a non-Epic version of Enhance Spell).

Master Wand [Legendary]

Prerequisites: Caster level 5; Spellcraft 20 ranks; Use Magic Device 20 ranks or Craft Wand

Benefit: When you activate a wand as a spell trigger item to cast a spell on your spell list, instead of expending charges you may sacrifice an available spell slot. The slot sacrificed in this way on any given activation has a minimum level equal to the level of the spell being activated.

Spell slots sacrificed to this feat are used up just as if they had been used to cast a spell (and return as normal when you regain spell slots). The spell must be one which could have been used to immediately cast a spell, which means that pure preparing casters must use slots which actually have spells prepared in them, not slots which have been left open.

Music of the Cosmos [Legendary]

Prerequisites: Charisma 19, Perform 20 ranks, maximum levels in a class that grants Bardic Performance or Raging Song, Knowledge (Arcana, Nature, Occult, and Religion) 10 ranks

Benefit: Your performances ignore immunity to mind-affecting effects and morale effects.

Opportunistic Sneak Attack [Legendary]

Prerequisites: Combat Reflexes feat or Opportunist rogue talent; Sneak Attack +6d6

Benefit: Any attack of opportunity you make is a Sneak Attack, regardless of whether the target is flanked or denied their Dex bonus.

Opportunistic Spellcaster [Legendary]

Prerequisites: Combat Reflexes feat or Opportunist rogue talent; Quicken Spell; Caster level 11, Spellcraft 10 ranks

Benefit: As long as you have a spell available to cast which has an attack roll and deals damage, you threaten all squares adjacent to you. You may cast and attack with that spell as an attack of opportunity. You must cast the spell defensively; if you succeed you do not provoke for casting the spell and also do not provoke if the spell attack is ranged. If you fail, the spell fails normally. You only make a single attack, even if the spell would normally permit multiple attacks per casting.

Oversize Wild Shape [Legendary]

Prerequisites: Wisdom 21, Knowledge (Nature) 20 ranks, Wild Shape

Benefit: When Wild Shaping into an Animal, Elemental, or Plant, the maximum size of forms you can assume is increased by one step. If you are at least 31st level, the maximum size of forms you can assume is increased by two steps. Either way, to a maximum of Colossal. When assuming a form with a size beyond that applied by the underlying spell, apply the following additional modifications (in addition to those specified in the spell for the closest available size):

Size Change	Strength	Dexterity	Natural Armour
+1 step	+2	-	-
+2 steps	+4	-2	+1

Penetrate Damage Reduction [Legendary]

Benefit: Any weapon you wield (including natural weapons and unarmed strikes) becomes better at overcoming DR. It gains an effective enhancement bonus, or increases any existing attack bonus, for that purpose only. This increase stacks with any others such as due to the Bane property. The increase is +1 at 21st level, and increases by a further +1 for every five levels thereafter (+2 at 26th and so on). If a weapon has more than one enhancement bonus with different restrictions on what it can affect, the increase applied to all of the individually.

Permanent Emanation [Legendary, Incremental]

Prerequisites: Character level 21, Spellcraft 20 ranks, ability to cast spell to be made permanent

Benefit: Choose one spell you can cast that emanates from you with a duration other than instantaneous, such as *detect magic*. That spell is permanently emanating from you, unless you suppress it as a swift action, or it is dispelled. In either case, you can reinstate it as a swift action. If the spell is a detect spell, you automatically become aware of anything magical within the emanation, but must concentrate as normal to obtain additional information.

Increment: You can take this feat more than once. Each time you do, the character level prerequisite increases by four.

Polyglot [Legendary]

Prerequisites: Intelligence 19, Linguistics 20 ranks

Benefit: You can speak, understand, read, and write every language (except secret languages such as Druidic) in your home world and its cosmology. You can spend skill ranks to learn secret languages.

Special: If you have the Alienist feat, you may take this feat one additional time for each instance of that feat you have. Each time you do so, you choose one of the cosmologies for which you have the Alienist feat, and learn all the non-secret languages therefrom.

Spectral Strike [Legendary]

Prerequisites: Wisdom or Charisma 19; Channel Positive Energy or Arcane Strike

Benefit: Your magical attacks inflict normal damage on incorporeal creatures (rather than 50%) and your non-magical attacks inflict 50% damage (rather than none).

Spell Stowaway [Legendary, Incremental]

Prerequisites: Character level 21; Spellcraft 20 ranks; Caster level 12, Combat Reflexes, or Disruptive

Benefit: Choose a beneficial spell of a level less than one third of your caster level or one fifth of your character level (whichever is greater, but in no case higher than 10th level). Whenever another caster within 300 ft of you casts your chosen spell, you are automatically aware of it. If you have line of sight and line of effect to the caster, you may have it also affect you as an immediate action. You gain the spell's effects exactly as if cast by the original caster with the following exceptions: You do not have to be in the spell's range or area of effect., if the spell duration is dismissible the original caster cannot dismiss it on you, but you can, and if the spell's duration includes concentration you must concentrate on the spell rather than the original caster.

When deciding whether to stow away, you know what spell is being cast but do not automatically know any other details about it (although you may be able to determine other details by observation – for example the tuning fork used for *plane shift*). If the spell is a transportation spell such as *teleport*, the relative positions of the caster and stowaway are maintained as closely as possible. If the spell is *time stop*, you and the caster can interact while time is stopped.

Increment: You may take this feat more than once. Each time you do so, the character level prereq (and caster level if applicable) increases by four.

Tenacious Magic [Legendary, Incremental]

Prerequisites: Spellcraft 15 ranks, Caster or manifester level 21

Benefit: Choose one spell you can cast, power you can manifest, or spell-like or psi-like ability you can use. When you use that spell, power, or ability it cannot be fully dispelled by others - a successful dispel attempt suppresses it for 1d4 rounds instead of ending it. You can still dispel your own tenacious magic normally.

Undersize Wild Shape [Legendary]

Prerequisites: Wisdom 21, Knowledge (Nature) 20 ranks, Wild Shape

Benefit: When Wild Shaping into an Animal, Elemental, or Plant, the minimum size of forms you can assume is reduced by one step. If you are at least 31st level, you instead reduce your minimum size by two steps, Either way to a minimum of Fine. When assuming a form with a size beyond that applied by the underlying spell, apply the following additional modifications (in addition to those specified in the spell for the closest available size):

Size Change	Strength	Dexterity	Natural Armour
-1 step	-2	+2	-1 (min +0)
-2 steps	-4	+4	-2 (min +0)

Chapter 4: Other Feats

The following are feats that are not themselves Epic or Legendary, but are potentially of particular interest or relevance to Epic characters (in some cases because they are prerequisites of those that are Epic).

Alienist [Metamagic]

You have a knack for understanding worlds beyond your own.

Prerequisites: Knowledge (Planes) 1 rank; Intelligence 19 or World Jumper²⁰

Benefit: Choose a cosmology other than the one to which you are native. You can learn languages native to that cosmology, and make knowledge checks related to that cosmology with a -5 penalty.

When you cast a spell of the Summoning or Calling subschool, as a metamagic effect you may modify the spell to summon or call creatures from the chosen cosmology. A spell modified in this way takes a slot one level higher than its normal.

Normal: You cannot learn languages or summon/call creatures from other cosmologies, and can make Knowledge checks only for the most common knowledge (GM's discretion), and even then, at a -15 penalty.

Note: This feat assumes a cosmological model where settings' cosmologies are separate but still interconnected, and travel between them is potentially relevant. If that is not the case in a particular campaign, this feat should not be selected.

Tenth-level Spell Capacity²¹

Prerequisites: 19th level in a class that grants 9th-level spells but not normally 10th-level spells (or equivalent spellcasting ability), ability to cast 9th-level spells in qualifying class, score of 20 in key spellcasting ability score(s) of qualifying class, Spellcraft 19 ranks.

Benefit: You gain a single tenth level spell slot, with no bonus spell slots for high ability scores. There will not usually be 10th-level spells known (although certain other feats may provide such). If you have the Heighten Spell feat, the limit on heightening spells is increased to 10.

Tenth-level Spell Expansion

Prerequisites: Tenth-level Spell Capacity, 20th level in a class that grants 9th-level spells but not normally 10th-level spells (or equivalent spellcasting ability), score of 20 in key spellcasting ability score(s) of qualifying class, Spellcraft 20 ranks.

Benefit: You add bonus 10th-level spell slots based on the key spellcasting ability score for your class, equal to the number of bonus 9th-level spell slots you gain.

²⁰ More homebrew which does not entirely exist yet

²¹ I have pre-Epic 10th level spells some of my other homebrew classes, so I had to start Epic spells at 11 (11-20 also nicely parallels 1-10). Since it did not seem fair to make nine-level classes take an extra instance of Epic Spellcaster before they get to the good stuff, these needed to exist.

Chapter 5: Epic Magic

Of the two new kinds of magic presented in this book²², Epic Magic is the more accessible and less grandiose (while still being impressive). They function like spells and powers of lower levels, albeit with enhanced effects, and are cast or manifested in much the same ways.

Epic Spells

Rather than spell lists by class, Epic spells are grouped into lists by tradition: Arcane, Divine, Primal, and Occult. To gain access, a character must take Epic Spellcaster to gain 11th-level spell slots, and one of the Epic feats that gives access to a spell list.

Epic Spells & Magic Items

Epic spells can be made into scrolls and staves, but their power is too much for potions or wands to contain. See Chapter 7 for details of Epic magic items.

Epic Spells & Metamagic

Metamagic feats can be applied to Epic spells in the usual way, as long as you have slots of sufficiently high level. However, the cost (in slot levels or otherwise) of each metamagic feat must be paid in full – cost reductions (including Automatic Metamagic) and metamagic feats from magic items cannot be applied unless they explicitly say they apply to Epic spells.

The exception is Heighten Spell, which can be applied for free as per the synergy entry under Epic Spellcaster.

Scalable Spells²³

Some Epic spells are denoted as (Scalable). This indicates that the spell can be cast at an increased effect by using a higher level slot.

Scalable spells have a base level (the level at which the spell appears on the relevant spell list), a final spell level, and a slot level. The base level can be modified up or down to arrive at the final spell level – you can only modify it down if negative modifiers are explicitly listed in the entry, and in any case cannot reduce an Epic scalable spell below 11. Otherwise, minimum final spell level for any given casting is equal to the sum of the base level and all applicable modifiers. The maximum is equal to the slot level.

At lower levels, scalable spells have certain additional rules and restrictions (the full rules for which are outside the scope of this document, but many of those restrictions do not apply to Epic scalable spells).

²² Eventually!

²³ 0-10 scalable spellcasting is another homebrew project I am working on. But the seemed to fit some of what I wanted to do here, so a simplified version goes in here.

Epic Spell Descriptions

Animus Blast

School: Evocation, Necromancy [Cold, Evil]

Base spell level: Arcane 11, Divine 11, Occult 12

Casting Time:	1 std action
Components:	V, S
Range:	Long
Area:	20 ft radius spread
Duration:	Instantaneous
Saving Throw:	Reflex half
Spell Resistance:	Yes

Animus Blast does 1d6 cold damage per caster level (to a maximum of 25d6), and the same amount of negative energy damage (roll once for both). Each living creature with a skeleton and with fewer hit dice than the caster level killed blast becomes an undead skeleton under the control of the caster. These undead count against the caster's control limit – the spell does not increase said control limit, but also does not preclude other methods of doing so.

Create Living Vault (Scalable)

School: Conjuration (Creation)

Base spell level: Arcane 11, Divine 11, Occult 11, Primal 11

Casting Time:	8 hours
Components:	V, S, M
Range:	0 ft
Duration:	Instantaneous
Saving Throw:	None
Spell Resistance:	No

You can create a construct known as a living vault (see Chapter 8). Over the course of the casting, the vault grows from nothing to 5 ft square. Thereafter, it grows to its full size (40 ft square) over the course of about one month (doubling in size every 10 days). Once the vault is

fully grown, it can be commanded to hide itself deep in the Astral Plane. You can recall it to its point of origin with a *sending* spell.

The spell can be cast as a 13th-level spell instead of 11th, in which case the caster can nominate someone else to be the vault's owner.

The material component is a collection of rare seeds worth 10000 gp and a drop of blood with from the caster (or from the perspective owner, for the higher-level version).

Cureall

School: Conjuration, Necromancy (Healing)

Base spell level: Divine 11, Primal 13

Casting Time:	1 std action (see text)
Components:	V, S, E, DF. Opt M
Range:	Close
Target:	One or more creatures (See text)
Duration:	Instantaneous
Saving Throw:	Will negates (harmless)
Spell Resistance:	Yes (harmless)

This spell channels positive or negative energy (as appropriate to the target) to restore 10 hp per caster level, to a maximum of 300 hp, removes any ability damage or ability drain, and dispels any effects negatively impacting ability scores. It removes any or all of the following conditions affecting the target: blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, petrified, poisoned, sickened, and stunned. It ends possession, domination, and other forms of mental control or enslavement.

It removes any curses effecting the target if the caster makes a caster level check against the DC of the curse.

It removes any temporary negative levels afflicting the target. If the optional material component (5000 gp of diamond dust per target) is included, it also removes all permanent negative levels.

If the spell is cast as a standard action, it targets a single creature. By increasing the casting time from a standard action to a full-round action (or if quickened, from a swift action to a standard action), it can target up to one extra creature per five caster levels.

Enslave (Scalable)

School: Enchantment [Mind-affecting]

Base spell level: Arcane 11, Occult 11, Psychic 11

Casting Time:	1 std action
Components:	V, S, T
Range:	Touch
Target:	Creature touched
Duration:	Instantaneous
Saving Throw:	Will negates
Spell Resistance:	Yes

You can make one living creature your indefinite thrall, and establish a telepathic connection with it. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given an enslaved creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of

this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behaviour is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving an enslaved creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

As an instantaneous effect, *enslave* cannot be dispelled, but it can be removed by *reverse enchantment* or *cure all*.

Epic Freedom

School: Abjuration

Base spell level: Arcane 11, Divine 11, Occult 11, Primal 11, Psychic 11

Casting Time:	1 std action
Components:	V, S, M/DF
Range:	Touch
Target:	Creature touched
Duration:	24 hours
Saving Throw:	Will negates (harmless)
Spell Resistance:	Yes (harmless)

This spell enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat manoeuvre checks made to grapple the target automatically fail. The subject automatically succeeds on any combat manoeuvre checks and Escape Artist checks made to escape a grapple or a pin. Additionally, the spell gives immunity to

the following spells and effects: *entangle*, *hold*, *imprisonment*, *slow*, *temporal stasis*, *web*, paralysis, petrification, stunning, and sleep effects (although if the target can sleep normally).

The spell also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. This spell does not, however, grant water breathing.

Epic Mage Armour (Scalable)

School: Conjuration (Creation) [Force]

Base spell level: Arcane 1, Psychic 1

Casting Time:	1 std action
Components:	V, S
Range:	Touch
Target:	Creature touched
Duration:	24 hours
Saving Throw:	Will negates (harmless)
Spell Resistance:	No

An invisible but tangible field of force surrounds the subject of this spell, providing an armour bonus to AC equal to 10 plus the final spell level at which the spell is cast.

Unlike mundane armour, mage armour entails no armour check penalty, arcane spell failure chance, or speed reduction. Since mage armour is made of force, incorporeal creatures can't bypass it the way they do normal armour.

Epic Mind Blank²⁴

School: Abjuration

Base spell level: Arcane 11, Occult 11, Psychic 11

Casting Time:	1 std action
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²⁴ This is basically the 3.5 version of Mind Blank (since PF1 nerfed it significantly). This is

Components:	V, S, E
Range:	Close
Target:	One creature per 5 caster levels
Duration:	24 hours
Saving Throw:	Will negates (harmless)
Spell Resistance:	Yes (harmless)

The subject is protected from all devices and spells that gather information about the target through divination magic (such as *detect evil*, *locate creature*, *scry*, and *see invisible*). This spell also grants complete immunity to all mind-affecting spells and effects. *Epic mind blank* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Frogs

School: Transmutation (Polymorph)

Base spell level: Arcane 11, Primal 11

Casting Time:	1 std action
Components:	V, S
Range:	Long
Area:	Spread (see text)
Duration:	Instantaneous
Saving Throw:	Fortitude negates
Spell Resistance:	Yes

All medium or smaller living creatures within the area of effect who fail their saves are turned into frogs. They retain personality and their Intelligence Wisdom and Charisma scores. They also retain their original hit points (despite any change of Constitution), but otherwise have the statistics of a diminutive mundane frog (see Chapter 8). All of the

mostly here because the near impenetrability of Mind Blank is a plot point in *Tales of Wyre*.

affected creatures' equipment drops to the ground.

Hellball

School: Evocation [Acid, Fire, Electricity, Sonic]

Base spell level: Arcane 11, Divine 12

Casting Time:	1 std action
Components:	V, S
Range:	Long
Area:	40-foot radius spread
Duration:	Instantaneous
Saving Throw:	Reflex half
Spell Resistance:	Yes

Anything in the area of effect takes 1d6 per caster level each of acid, fire, electricity, and sonic damage (roll once and apply the same damage to each of the four types).

Let Go of Me

School: Transmutation

Base spell level: Arcane 11, Occult 11

Casting Time:	1 swift action
Components:	T
Range:	Touch (see text)
Duration:	Instantaneous
Saving Throw:	Fortitude half
Spell Resistance:	Yes

You radiate destruction, automatically dealing 20d6 damage to any creature grappling you. This damage is of no particular type. If the grappler is magical force rather than a creature (such as a *grasping hand* spell), it is automatically destroyed. Otherwise, if the grappler survives, it must immediately make a check to maintain the grapple with a penalty equal to half your caster level to maintain the grapple, or let go.

Nullification

School: Abjuration

Base spell level: Arcane 11, Divine 11, Occult 11, Primal 11, Psychic 11

Casting Time:	1 std action
Components:	V, S
Range:	Medium
Target:	One spellcaster, creature, object or area
Duration:	Instantaneous
Saving Throw:	None
Spell Resistance:	No

Nullification dispels spell affecting a creature or object, or within an area. It can also either attempt to dispel all spells, or only spells specifically nominated by the caster. If the target is a magical item, it can attempt to suppress the items magical properties for 24 hours, instead of or as well as dispelling spells cast on the item.

If cast on an area, the spell affects a burst with a radius of the caster's choice: minimum 5ft, maximum 5 ft per caster level in 5 ft increments.

Nullification can be used as a counterspell.

Spells of 10th-level and below are dispelled or countered automatically. Otherwise, the caster must make a caster level check vs a DC of 11 + the caster level of the effect to be dispelled. Make one such check and compare it with all the DCs.

Minor artifacts can be affected normally. Major artifacts cannot be suppressed, but spell effects they generate can be dispelled or countered.

Ruin

School: Transmutation

Base spell level: Arcane 11

Casting Time:	1 std action
Components:	V, S
Range:	Long
Target:	One creature, or up to 10 ft cube of non-living matter
Duration:	Instantaneous
Saving Throw:	Fortitude half
Spell Resistance:	Yes

Ruin deals 1d12 points of damage per caster level to a maximum of 25d12. This damage is of no particular type. It affects undead and constructs as well as living creatures, but does not damage incorporeal creatures. Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

Weather Weaving (Scalable)

School: Transmutation

Base spell level: Arcane 12, Primal 11

Casting Time:	1 std action
Components:	V, S, E, M
Range:	Long
Area:	One mile/caster level radius spread
Duration:	Permanent
Saving Throw:	None
Spell Resistance:	No

You change the weather conditions over a wide area; you can make temperate conditions moderate or vice versa, or otherwise change the conditions in one step in either direction between arctic, subarctic, moderate/temperate, subtropical, and tropical. It cannot raise the temperature above tropical or below arctic.

For every three levels by which the final slot level exceeds the base level,

Chapter 6: Cosmic Spellcasting²⁵

All Epic-level spellcasters have an understanding of their field of magic that surpasses their lesser colleagues, but some begin to see past the confines of their particular discipline, to greater truths of magic that lie beneath. Those truths are the secrets of cosmic spells.

To be able to cast cosmic spells, a caster must take the Cosmic Spellcaster feat., and then must develop the spells she wants to cast. They use spell slots of at least 11th level (which is why the Epic Spellcaster feat is a prerequisite for the Cosmic Spellcaster), and using higher level slots can be use where available to make the spells easier to cast.

Cosmic spells can be either prepared or spontaneous. Prepared spells can be developed that have effects while they are held in memory, and indeed it is perfectly possible to develop spells that have only such effects, and are never intended to be cast in the conventional manner.

Cosmic spells belong to no particular tradition – they are not arcane, divine, or primal, although casters of divine spells will find spells based on the Heal and Resurrect seeds much easier to develop.

Developing Cosmic Spells

Before casters can actually cast any cosmic spells, they must first be developed. Each spell is built up from one or more seeds, and modified by factors, which determine a DC for the spell (see Designing Cosmic Spells and Example Cosmic Spells below). The DC is used when casting the spell (see below) and also in development.

Once a spell has been designed (or chosen from the list of examples) and the DC determined, the caster must spend one day per XX points of spell DC in research and experimentation (round down, but minimum 1 day), and consume materials worth XX gold pieces per point of spell DC. At the end of this time, the character makes a Spellcraft check against the DC of the spell (on which they can take 10): On a success, they have successfully developed the spell. On a failure, the time and materials have been wasted, and the caster must begin again. Casters may use the Wisdom bonus in place of their Intelligence bonus on this check if it is higher.

Casting Cosmic Spells

Casting a cosmic spell is similar to casting a normal spell, but has an additional requirement: To cast a cosmic spell, the caster must make a check to control the potent magical energies involved, which is a special form of caster level check, to which you add the key ability score for the caster (if the caster can cast spells keyed to more than one ability score, add the highest). The DC of the check is the DC of the spell as described above. For example, a 21st level caster with 20 levels of Wizard would roll a d20 and add 21 plus their Intelligence bonus, and compare it with the DC.

If the target has spell resistance, use the same roll for the spell penetration roll, but add any additional bonuses that would normally apply (such as from the Spell Penetration feat) for that purpose only. This effectively means that the spell penetration for a cosmic spell will be greater than that for a normal spell by an amount equal to the relevant ability bonus.

²⁵ The cosmic spell text (as far as it went) is all from the first draft of this document and I have not properly reviewed it in the light of the most recent revisions. Probably best to ignore it for now.

Some cosmic spells have a saving throw to resist some or all of their effects: The DC is based on the level of the slot used to cast the spell (rather than minimum level of slot to cast it), and the casters key ability score (again, the highest if there is a choice).

By default, cosmic spells have a casting time of one standard action (although this can be modified by factors).

Designing Cosmic Spells

To design a cosmic spell, choose the seed or seeds below that best encapsulate what the spell is required to do, and add up the DCs to determine the base DC of the spell. Then choose factors as desired to modify the spell (and the DC), to arrive at the final DC for the spell.

The way the seeds and factor combine is not an exact science; creativity and imagination are required, and so is restraint. In particular, the seeds and factors are guideline, not a shopping list. The GM has final say on any cosmic spells developed in his game, and can modify effects and/or DCs in any way – or reject any proposed spell outright if needs be.

The seeds below each have a school listed. The spell belongs to all the schools its seeds belong to – to gain the benefits of feats such as Spell Focus that apply to a particular school you must have the feat for all the relevant schools. Similarly, the spell has all the descriptors of its seeds.

Cosmic Spell Seeds

Afflict

<i>Base DC:</i>	
<i>School:</i>	Divination
<i>Descriptors:</i>	None
<i>Save</i>	Will

Animate

Animate Dead

Armour

Awaken

Banish

Compel

Conceal

Conjure

Contact

Delude

Detect

<i>Base DC:</i>	
<i>School:</i>	Divination
<i>Descriptors:</i>	None
<i>Save</i>	Will

Energy

Enhance

Force

Foresee

Fortify

Heal

Harm

Incapacitate

Kill

Reflect

Resurrect

Reveal

Summon

Teleport

Transport

Ward

Chapter 7: Epic Magic Items

Chapter 8: Bestiary

Appendix A: ?????

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Appendix B:Gestalt Characters

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Change Log

- 0.9.1 Epic level ability bonuses adjusted and clarified. Level caps clarified. Hit points addressed. Effects that allow spending Epic Recoveries clarified as any effect that restored hit points. Various Epic feats adjusted.
- 0.9.2 Typos corrected. Ninth-level limit on Heighten Spell removed where appropriate. Skill ranks updated and note added re languages. Inspire Excellence added to Epic Performer. Epic Theurge & Epic Votary updated to address spells known. Wand Adept epic feat added. Legendary feats: Additional Apex Item, Deflect Rays, Extra Ki Power, Extra Performance, Ignore Material Components, Improved Combat Casting, Improved Deflection, Improved Spell Breadth, Lasting Inspiration, Master Dorje, Master Staff, Master Wand, Music of the Cosmos, Opportunistic Sneak Attack, Opportunistic Spellcaster, Penetrate Damage Reduction, Spectral Strike, Spell Stowaway, Tenacious Magic. List of Legendary feats shown.