

Epic Fighter

Ability Score Improvement

When you reach 21st level, and again at 25th and 29th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Contrary to earlier levels, you can now improve your ability scores up to 24 using this feature.

Alternatively, if your DM allows it, in place of an ability score improvement, you may choose either an Epic Boon (as found in the Dungeon Master's Guide) or a Feat (as found in the Player's Handbook).

Superior Second Wind

Beginning at 21st level, your Second Wind ability lets you regain hit points equal to 1d12 + your Constitution modifier + your fighter level. At 25th level this increases to 1d20 + your Constitution modifier + your fighter level.

Agoge

Starting at 22nd level, your rigorous and methodic training, which goes far beyond just physical fitness, has made you capable of shrugging off strenuous activity that would exhaust anybody else, as well as made you proficient with another skill. Choose one skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

Additionally, upon suffering a level of exhaustion, you may choose to ignore the exhaustion. Once you use this feature, you must finish a long rest before you can use it again.

Extra Attack

Beginning at 23rd level, you can attack five times whenever you take the Attack action on your turn. The number of attacks increases to six when you reach 28th level in this class.

Pincer Maneuver

Starting at 24th level, when an enemy lands a critical hit on you with a melee weapon, you may use your reaction to turn it into a normal hit, and you may immediately make a counter attack as part of the same reaction. Unless the enemy had advantage on his attack against you, you gain advantage on the counter attack.

You can use this feature a number of times equal to your Intelligence modifier (minimum of 1). You regain all expended charges when you finish a long rest.

Truly Indomitable

Beginning at 26th level, you are no longer forced to use the new roll upon using the Indomitable feature, but can instead roll an additional time by expending more charges of your Indomitable feature.

Martial Archetype Feature

Upon reaching 27th level, you gain a feature depending on your Martial Archetype.

Champion

Surgical Precision

Your weapon attacks score a critical hit on a roll of 17-20.

Battle Master

Warlord

You learn two additional maneuvers, gain one additional Superiority Die, and your Superiority Dice turn into d20s.

Eldritch Knight

Superior War Magic

When you take the Attack Action, you may use your bonus action to cast a spell of 3rd level or lower, even if it would normally require an action to do so.

Purple Dragon Knight

Vanguard

You can extend the use of your Pincer Maneuver to your allies. When you use your Pincer Maneuver ability, you can choose an ally within 60 feet of you that is also in danger of receiving a hit. If that creature can see or hear you, the first critical hit against it before the end of its next turn, will be reduced to a normal hit.

Adrenaline Surge

Beginning at 29th level, you gain an additional use of Action Surge between rests.

Death Save Advantage

Your battle hardened physicality has made you very difficult to kill. Starting at 30th level any death saving throws you make are made with advantage.

Warfare

Upon reaching 30th level, using a bonus action you can become an avatar of warfare, increasing your statistics immensely. Each turn for three consecutive turns, you gain temporary hit points and a number of Warfare Dice as shown in the Warfare table. When you take the Attack action on your turn, you add your Warfare Dice to every successful hit.

Additionally, while in this form, all your attacks are made with advantage, you have advantage with all saving throws, and you allies have advantage with all attacks as long as they are within 10 feet of you.

Once you use this feature, you must finish a short or long rest before you can use it again.

WARFARE

Round	Temporary Hit Point Gain	Warfare Dice
1	30	4d6
2	20	2d8
3	10	1d12



The Epic Fighter

Level	Features
21st	Superior Second Wind (1d12), Ability Score Improvement
22nd	Agoge
23rd	Extra Attack (4)
24th	Pincer Maneuver
25th	Superior Second Wind (1d20), Ability Score Improvement
26th	Truly Indomitable
27th	Martial Archetype feature
28th	Extra Attack (5)
29th	Adrenaline Surge, Ability Score Improvement
30th	Warfare, Death Save Advantage