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## EPIC CLASS PROGRESSIONS

### EPIC BARBARIAN

**Hit Die:** d12

**Skill Points at Each Additional Level:** 4 + Int modifier

**Barbarian Rage:** The epic barbarian gains one use of rage per day every four levels after 20th.

**Trap Sense (Ex):** The epic barbarian's bonus increases by +1 every three levels higher than 18th.

**Damage Reduction (Ex):** The epic barbarian's damage reduction increases by 1 point every three levels higher than 19th.

**Bonus Feats:** The epic barbarian gains a bonus feat (selected from the list of epic barbarian bonus feats) every four levels higher than 20th.

**Epic Barbarian Bonus Feat List:** Armor Skin, Chaotic Rage, Damage Reduction, Devastating Critical, Dire Charge, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Incite Rage, Legendary Climber, Legendary Leaper, Legendary Rider, Legendary Tracker, Legendary Wrestler, Mighty Rage, Overwhelming Critical, Ruinous Rage, Terrifying Rage, Thundering Rage.

**Table: The Epic Barbarian**

Barbarian

Level	Special
21st	Trap sense +7
22nd	Damage reduction 6/—
23rd	—
24th	Rage 7/day, Trap sense +8, bonus feat
25th	Damage reduction 7/—
26th	—
27th	Trap sense +9
28th	Damage reduction 8/—, Rage 8/day, bonus feat
29th	—
30th	Trap sense +10

### EPIC BARD

**Hit Die:** d6

**Skill Points at Each Additional Level:** 6 + Int modifier

**Spells:** The bard's caster level is equal to his or her class level. The bard's number of spells per day does not increase after 20th level. The bard does not learn additional spells unless he or she selects the Spell Knowledge feat.

**Bardic Music:** The bard gains no new bardic music effects from his or her Perform ranks. However, he or she may select epic feats that grant new bardic music effects

**Bardic Knowledge:** Add the bard's class level + Intelligence modifier to all bardic knowledge checks, as normal.

**Bonus Feats:** The epic bard gains a bonus feat (selected from the list of epic bard bonus feats) every three levels after 20th.

**Epic Bard Bonus Feat List:** Augmented Alchemy, Deafening Song, Epic Inspiration, Epic Leadership, Epic Reputation, Epic Skill Focus, Group Inspiration, Hindering Song, Improved Combat Casting, Improved Metamagic, Improved Spell Capacity, Inspire Excellence, Lasting Inspiration, Master Staff, Master Wand, Music of the Gods, Permanent Emanation, Polyglot, Ranged Inspiration, Rapid Inspiration, Reactive Countersong, Spell Knowledge, Spell Stowaway, Spell Opportunity, Tenacious Magic.

**Inspire Courage (Su):** The epic bard's bonus when this ability is used increases by +1 every six levels higher than 20<sup>th</sup>.

**Table: The Epic Bard**

Bard

Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Inspire Courage +5, Bonus feat
27th	—

28th	—
29th	Bonus feat
30th	—

## EPIC CLERIC

**Hit Die:** d8

**Skill Points at Each Additional Level:** 2 + Int modifier

**Spells:** The cleric's caster level is equal to his or her class level. The cleric's number of spells per day does not increase after 20th level

**Turn or Rebuke Undead:** Use the cleric's class level to determine the most powerful undead affected by a turn or rebuke check and the turning damage, just as normal.

**Bonus Feats:** The epic cleric gains a bonus feat (selected from the list of epic cleric bonus feats) every three levels after 20th.

*Epic Cleric Bonus Feat List:* Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Bonus Domain, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Improved Alignment-Based Casting, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Negative Energy Burst, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spell Stowaway, Spell Opportunity, Spontaneous Domain Access, Spontaneous Spell, Tenacious Magic, Undead Mastery, Zone of Animation.

**Table: The Epic Cleric**

**Cleric**

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

## EPIC DRUID

**Hit Die:** d8

**Skill Points at Each Additional Level:** 4 + Int modifier

**Spells:** The druid's caster level is equal to his or her class level. The druid's number of spells per day does not increase after 20th level.

**Animal Companion:** The Druid's animal companion continues to increase in power. Every three levels higher than 20<sup>th</sup> the animal companion gains 2 bonus hit dice, +1 strength and dexterity, and an additional trick.

**Wild Shape:** The epic druid can use this ability to take the form of an animal one additional time per day every four levels higher than 18th. The druid's ability to wild shape into an elemental does not improve.

**Bonus Feats:** The epic druid gains a bonus feat (selected from the list of epic druid bonus feats) every four levels after 20th.

*Epic Druid Bonus Feat List:* Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Colossal Wild Shape, Diminutive Wild Shape, Dragon Wild Shape, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Fast Healing, Fine Wild Shape, Gargantuan Wild Shape, Ignore Material Components, Improved Combat Casting, Improved Elemental Wild Shape, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Magical Beast Companion, Magical Beast Wild Shape, Multi-spell, Perfect Health, Permanent Emanation, Plant Wild Shape, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic, Vermin Wild Shape.

**Table: The Epic Druid**

**Druid**

Level	Special
21st	—
22nd	<i>Wild shape 7/day</i>
23rd	—

24th	Bonus feat
25th	—
26th	<i>Wild shape</i> 8/day
27th	—
28th	Bonus feat
29th	—
30th	<i>Wild shape</i> 9/day

## EPIC FIGHTER

**Hit Die:** d10

**Skill Points at Each Additional Level:** 2 + Int modifier

**Bonus Feats:** The epic fighter gains a bonus feat (selected from the list of epic fighter bonus feats) every two levels after 20th.

*Epic Fighter Bonus Feat List:* Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Energy Resistance, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manyshot, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the fighter may treat any feat designated as a fighter bonus feat, but not listed here, as being on his or her bonus feat list.

**Table: The Epic Fighter**

Fighter

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

## EPIC MONK

**Hit Die:** d8

**Skill Points at Each Additional Level:** 4 + Int modifier

**AC Bonus:** The monk's bonus to Armor Class when unarmored increases by +1 every five levels higher than 20th.

**Unarmed Strike:** The damage for a monk's unarmed strike does not increase after 16th level.

**Stunning Attack:** If the monk has the Stunning Fist feat use the monk's class level when determining the DC to resist this attack, as normal.

**Unarmored Speed Bonus:** The epic monk's speed when wearing no armor increases by 10 feet every three levels higher than 18th. The unarmored speed of Small and dwarven monks increases by 5 feet instead of 10 feet.

**Ki Strike:** The monk's *ki* strike ability does not automatically increase with class level after 16th level.

**Wholeness of Body (Su):** The epic monk can cure up to twice his or her class level in hit points each day, as normal.

**Abundant Step (Su):** Use the monk's class level when determining the effective caster level of this ability, as normal.

**Diamond Soul (Ex):** The epic monk's spell resistance is equal to his or her class level +10, as normal.

**Quivering Palm (Su):** Use the monk's class level when determining the DC to resist this attack, as normal.

**Empty Body (Su):** Use the monk's class level when determining the duration of this effect, as normal.

**Bonus Feats:** The epic monk gains a bonus feat (selected from the list of epic monk bonus feats) every five levels higher than 20th.

*Epic Monk Bonus Feat List:* Armor Skin, Blinding Speed, Damage Reduction, Energy Resistance, Epic Prowess, Epic Speed, Epic Toughness, Exceptional Deflection, Fast Healing, Improved Combat Reflexes, Improved *Ki* Strike, Improved Spell Resistance, Improved Stunning Fist, Infinite Deflection, Keen Strike, Legendary Climber, Legendary Wrestler, Reflect

Arrows, Righteous Strike, Self-Concealment, Shattering Strike, Vorpal Strike.

**Table: The Epic Monk**

Monk Level	AC Bonus	Unarmored Speed Bonus	Special
21st	+4	+70 ft.	
22nd	+4	+70 ft.	
23rd	+4	+70 ft.	
24th	+4	+80 ft.	
25th	+5	+80 ft.	Bonus feat
26th	+5	+80 ft.	
27th	+5	+90 ft.	
28th	+5	+90 ft.	
29th	+5	+90 ft.	
30th	+6	+100ft.	Bonus feat

## EPIC PALADIN

**Hit Die:** d10

**Skill Points at Each Additional Level:** 2 + Int modifier

**Lay on Hands (Su):** Each day a paladin can cure a total number of hit points equal to his or her Charisma bonus (if any) times his or her class level, as normal

**Smite Evil (Su):** The epic paladin adds his or her class level to damage with any smite evil attack, as normal. He or she can smite one additional time per day for every five levels higher than 20<sup>th</sup>.

**Turn Undead:** The paladin turns undead as a cleric of two levels lower, as normal.

**Spells:** The paladin's caster level is equal to one-half his or her class level, as normal. The paladin's number of spells per day does not increase after 20th level.

**Special Mount:** The epic paladin's special mount continues to increase in power. Every five levels after 20th the special mount gains +2 bonus Hit Dice, its natural armor increases by +2, its Strength adjustment increases by +1, and its Intelligence increases by +1. The mount's spell resistance equals the paladin's class level + 5.

**Remove Disease (Sp):** The epic paladin can use *remove disease* one additional time per week for every three levels higher than 18th.

**Bonus Feats:** The epic paladin gains a bonus feat (selected from the list of epic paladin feats) every three levels higher than 20th.

*Epic Paladin Bonus Feat List:* Armor Skin, Devastating Critical, Epic Leadership, Epic Prowess, Epic Reputation, Epic Toughness, Epic Weapon Focus, Great Smiting, Holy Strike, Improved Aura of Courage, Improved Combat Casting, Improved Spell Capacity, Legendary Commander, Legendary Rider, Overwhelming Critical, Perfect Health, Permanent Emanation, Planar Turning, Positive Energy Aura, Spectral Strike, Spontaneous Spell, Widen Aura of Courage.

**Table: The Epic Paladin**

Paladin

Level	Special
21st	<i>Remove disease</i> 6/week
22nd	—
23rd	Bonus feat
24th	<i>Remove disease</i> 7/week
25th	Smite evil 6/day
26th	Bonus feat
27th	<i>Remove disease</i> 8/week
28th	—
29th	Bonus feat
30th	<i>Remove disease</i> 9/week

## EPIC RANGER

**Hit Die:** d8

**Skill Points at Each Additional Level:** 6 + Int modifier

**Spells:** The ranger's caster level is equal to one-half his or her class level, as normal. The ranger's number of spells per day

does not increase after 20th level.

**Favored Enemy (Ex):** The epic ranger gains one additional favored enemy, and his or her bonuses against one category of favored enemies goes up by +2, every five levels higher than 20th.

**Animal companion:** The epic ranger's animal companion continues to increase in power. The ranger's effective druid level is half his or her ranger level.

**Bonus Feats:** The epic ranger gains a bonus feat (selected from the list of epic ranger feats) every three levels after 20th.

*Epic Ranger Bonus Feat List:* Bane of Enemies, Blinding Speed, Combat Archery, Death of Enemies, Distant Shot, Epic Endurance, Epic Prowess, Epic Speed, Epic Toughness, Epic Weapon Focus, Fast Healing, Improved Combat Casting, Improved Favored Enemy, Improved Manyshot, Improved Spell Capacity, Legendary Climber, Legendary Rider, Legendary Tracker, Perfect Health, Perfect Two-Weapon Fighting, Permanent Emanation, Spontaneous Spell, Storm of Throws, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy.

**Table: The Epic Ranger**

Ranger	
Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	6th favored enemy
26th	Bonus feat
27th	—
28th	—
29th	Bonus feat
30th	7th favored enemy

## EPIC ROGUE

**Hit Die:** d6.

**Skill Points at Each Additional Level:** 8 + Int modifier.

**Sneak Attack:** The epic rogue's sneak attack damage increases by +1d6 at every odd-numbered level.

**Special Abilities:** The rogue does not gain additional rogue special abilities after 19th level, but can choose one of the rogue class special abilities (crippling strike, defensive roll, improved evasion, opportunist, skill mastery, or slippery mind) instead of a bonus feat.

**Trap Sense (Ex):** The epic rogue's bonus increases by +1 every three levels higher than 18th.

**Bonus Feats:** The epic rogue gains a bonus feat (selected from the list of epic rogue feats) every four levels after 20th.

*Epic Rogue Bonus Feat List:* Blinding Speed, Combat Archery, Dexterous Fortitude, Dexterous Will, Epic Dodge, Epic Reputation, Epic Skill Focus, Epic Speed, Improved Combat Reflexes, Improved Sneak Attack, Legendary Climber, Lingering Damage, Self-Concealment, Sneak Attack of Opportunity, Spellcasting Harrier, Superior Initiative, Trap Sense, Uncanny Accuracy. The rogue may choose a special rogue ability instead of a bonus feat.

**Table: The Epic Rogue**

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

## EPIC SORCERER

**Hit Die:** d4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Spells:** The sorcerer's caster level is equal to his or her class level. The sorcerer's number of spells per day does not increase after 20th level. The sorcerer does not learn additional spells unless he or she selects the Spell Knowledge feat.

**Familiar:** The sorcerer's familiar continues to increase in power. Every two levels beyond 20th the familiar's natural armor and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's class level + 5. At 21<sup>st</sup> level and again every ten levels higher than 21<sup>st</sup>, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

**Bonus Feats:** The epic sorcerer gains a bonus feat (selected from the list of epic sorcerer bonus feats) every three levels after 20th.

*Epic Sorcerer Bonus Feat List:* Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Master Staff, Master Wand, Multispell, Permanent Emanation, Spell Knowledge, Spell Stowaway, Spell Opportunity.

**Table: The Epic Sorcerer**

Sorcerer

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

## EPIC WIZARD

**Hit Die:** d4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Spells:** The wizard's caster level is equal to her class level. The wizard's number of spells per day does not increase after 20th level. Each time the wizard achieves a new level, he or she learns two new spells of any spell levels that he or she can cast (according to his or her new level).

**Familiar:** The wizard's familiar continues to increase in power. Every two levels beyond 20th the familiar's natural armor and Intelligence each increase by +1. The familiar's spell resistance is equal to the master's class level + 5. At 21<sup>st</sup> level and again every ten levels higher than 21<sup>st</sup>, the familiar gains the benefit of the Familiar Spell epic feat for a spell of its master's choice.

**Bonus Feats:** The epic wizard gains a bonus feat (selected from the list of epic wizard feats) every three levels after 20th.

*Epic Wizard Bonus Feat List:* Augmented Alchemy, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Combat Casting, Craft Epic Magic Arms and Armor, Craft Epic Rod, Craft Epic Staff, Craft Epic Wondrous Item, Efficient Item Creation, Enhance Spell, Epic Spell Focus, Epic Spell Penetration, Epic Spellcasting, Familiar Spell, Forge Epic Ring, Ignore Material Components, Improved Combat Casting, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Multispell, Permanent Emanation, Scribe Epic Scroll, Spell Focus, Spell Knowledge, Spell Mastery, Spell Penetration, Spell Stowaway, Spell Opportunity, Spontaneous Spell, Tenacious Magic. In addition to the feats on this list, the wizard may select any item creation feat or metamagic feat not listed here.

**Table: The Epic Wizard**

Wizard

Level	Special
21st	—
22nd	—
23rd	Bonus feat
24th	—
25th	—
26th	Bonus feat
27th	—

28th	—
29th	Bonus feat
30th	—

## FAMILIARS AT EPIC LEVEL

Special abilities granted to a familiar continue to grow as the level of its master increases beyond 20th, as shown on Table: Epic Familiar Special Abilities. Even though the table shows advancement only to 42nd level, that is not the limit. The patterns in the table continue infinitely. Familiar special abilities gained at less than 20th level also continue to improve. *Familiar Spell*: The familiar gains the benefit of the Familiar Spell epic feat for the spell its master chooses.

**Table: Epic Familiar Special Abilities**

Master Class Level	Natural Armor	Int	Special
21st–22nd	+11	16	Familiar Spell
23rd–24th	+12	17	
25th–26th	+13	18	
27th–28th	+14	19	
29th–30th	+15	20	Familiar Spell
31st–32nd	+16	21	
33rd–34th	+17	22	
35th–36th	+18	23	
37th–38th	+19	24	Familiar Spell
39th–40th	+20	25	
41st–42nd	+21	26	

## EPIC PSIONIC CLASS PROGRESSIONS

Epic level psionic characters follow the same epic progression as non-psionics epic characters, except as noted below.

- For manifesters, manifester level continues to increase after 20th level. However, a manifester's power points and powers known at each level do not increase automatically after 20th level.
- The powers of psicrystals that are based on the creator's level continue to increase as their owner gains levels.
- Bonus feats for epic psionic classes can be chosen from among any epic feats for which the character meets the prerequisites or any psionic, metapsionic, or psionic item creation feat, as normal.

### NO EPIC BONUS POWER PROGRESSION

Epic psionic characters do not gain additional bonus power points above 20th. They may still gain more power points as their key ability score increases.

Psionic characters can take the Improved Manifestation feat, which grants them additional power points each time they take the feat. Epic manifesters can also take Epic Expanded Knowledge or Power Knowledge, which give them access to additional powers, and Epic Psionic Focus, which allows manifesters to use more than one metapsionic power each time they expend their psionic focus.

## EPIC PSION

**Hit Die:** d4.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Powers:** The psion's manifester level is equal to his class level. The psion's base power points do not increase after 20th level. Each time the psion attains a new level, he learns two new powers of any level or levels that he can manifest.

**Psicrystal:** The epic psion's psicrystal, if he has one, continues to increase in power. At every odd-numbered level higher than 20th (21st, 23rd, and so on) the psicrystal's natural armor bonus and Intelligence each increase by 1. The psicrystal's power resistance is equal to the master's level + 5. At 21st level and again every ten levels higher than 21st, the psicrystal gains the benefit of the Psicrystal Power epic feat for a power of its master's choice.

**Bonus Feats:** The epic psion gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

**Table: The Epic Psion**

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

## PSICRYSTALS AT EPIC LEVEL

Special abilities granted to a psycrystal continue to grow as the level of its master increases beyond 20th, as shown on Table: Epic Psycrystal Special Abilities. Even though the table shows advancement only to 42nd level, that is not the limit. The patterns in the table continue infinitely. Psycrystal special abilities gained at less than 20th level also continue to improve. *Psycrystal Power*: The psycrystal gains the benefit of the Psycrystal Power epic feat for the power its master chooses.

**Table: Epic Psycrystal Special Abilities**

Owner Level	Natural Armor Adj.	Int Adj.	Special
21st–22nd	+10	+10	Psycrystal Power
23rd–24th	+11	+11	
25th–26th	+12	+12	
27th–28th	+13	+13	
29th–30th	+14	+14	
31st–32nd	+15	+15	Psycrystal Power
33rd–34th	+16	+16	
35th–36th	+17	+17	
37th–38th	+18	+18	
39th–40th	+19	+19	
41st–42nd	+20	+20	Psycrystal Power

## EPIC PSYCHIC WARRIOR

**Hit Die:** d8.

**Skill Points at Each Additional Level:** 2 + Int modifier.

**Powers:** The psychic warrior's manifester level is equal to her class level. The psychic warrior's base power points do not increase after 20th level. The epic psychic warrior gains one new power of any level that she can manifest at every even-numbered level she attains higher than 20th (22nd, 24th, 26th, and so on).

**Bonus Feats:** The epic psychic warrior gains a bonus feat (selected from the list of epic psychic warrior bonus feats) at 21st level and every three levels thereafter.

**Table: The Epic Psychic Warrior**

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



# EPIC SOULKNIFE

**Hit Die:** d10.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Mind Blade:** At 25th level and every five levels thereafter, the soulknife gains an additional +1 enhancement bonus on attack rolls and damage rolls (+6 at 25th, +7 at 30th, and so on).

**Mind Blade Enhancement:** The epic soulknife's mind blade gains additional powers as the soulknife gains epic levels. At 22nd level and every four levels thereafter, the soulknife can improve the value of the weapon special abilities on his mind blade by 1 (+5 equivalent bonus at 22nd, +6 at 26th, and so on). As noted in the soulknife class description, reassigning qualities still takes 8 hours of concentration.

**Psychic Strike:** The epic soulknife's psychic strike progression continues past 20th level, continuing to grant an additional die (d8) of damage every four levels higher than 19th (+6d8 at 23rd, +7d8 at 27th, and so on).

**Bonus Feats:** The epic soulknife gains a bonus psionic feat every three levels higher than 20th (23rd, 26th, and so on).

**Table: The Epic Soulknife**

Soulknife Level	Special
21st	—
22nd	Mind blade enhancement +5
23rd	Bonus feat
24th	—
25th	+6 <i>mind blade</i>
26th	Mind blade enhancement +5, bonus feat
27th	—
28th	—
29th	Bonus feat
30th	+7 <i>mind blade</i>

# EPIC WILDER

**Hit Die:** d6.

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Powers:** The epic wilder's manifester level is equal to her class level. The wilder's power points and powers known do not increase after 20th level (except through the use of epic feats).

**Wild Surge:** The epic wilder's wild surge continues to increase after 20th level. At 23rd level and every four levels higher than 23rd, the wild surge continues to gain an additional +1 boost to manifester level when used (+7 at 23rd, +8 at 27th, and so on).

**Surging Euphoria:** The wilder's surging euphoria progression continues past 20th level. At 28th level and every eight levels higher than 28th, the morale bonus on her attack rolls, damage rolls, and saving throws increases by 1 (+4 at 28th, +5 at 36th, and so on).

**Volatile Mind:** The epic wilder's volatile mind ability continues to increase. At 21st level and every four levels higher than 21st, the penalty assessed against telepathy powers manifested on the wilder is increased by 1 power point (5 points at 21st, 6 points at 25th, and so on).

**Table: The Epic Wilder**

Wilder Level	Special
21st	Volatile mind (5 power points)
22nd	—
23rd	Wild surge +7
24th	—
25th	Volatile mind (6 power points)
26th	—
27th	Wild surge +8
28th	Surging euphoria +4
29th	Volatile mind (7 power points)
30th	—