

dodge bonus when executing the fight defensively standard or full-round action, instead of a +2 bonus (or the +3 bonus from having 5 or more ranks). Increase this dodge bonus by +1 for every 10 additional ranks above 25 the character has (+6 at 35 ranks, +7 at 45 ranks, and so forth).

A character with 25 or more ranks in Tumble gains a +10 dodge bonus to AC when executing the total defense standard action, instead of a +4 bonus (or the +6 bonus from having 5 or more ranks). Increase this dodge bonus by +2 for every 10 additional ranks above 25 the character has (+12 at 35 ranks, +14 at 45 ranks, and so forth).

Use Magic Device

Use Magic Device does not possess an epic usage.

Use Rope

You can splice ropes together quickly, tie unique knots, and even animate a rope you hold.

Task	DC
Quick splicing	50
Tie unique knot	60
Animate held rope	80

Quick Splicing: You can splice two ropes together as a move-equivalent action.

Tie Unique Knot: You can tie a knot that only you know how to untie. This doesn't affect any Escape Artist checks made to escape your bindings (since knots aren't the only part of bindings).

Animate Held Rope: You can command any rope you hold as if it had the *animate rope* spell cast upon it (except that using the skill in this way doesn't grant any bonus on Use Rope checks made with the animated rope). Each command requires a separate Use Rope check. Because the effect isn't magical, it can't be dispelled.

Wilderness Lore

You can ignore the effects of terrain on movement and withstand even the harshest weather. If you are capable of tracking, you can identify the races of creatures being tracked.

DC	Task
40	Get along in the wild while moving at full speed. You can provide food and water for one other person for every 2 points by which your check result exceeds 40.
60	Automatically succeed on all Fortitude saves against severe weather. You can extend this benefit to one other character for every 2 points by which your check result exceeds 60.
60	Ignore overland movement penalties of terrain. You and your mount can move at full overland speed regardless of terrain. You can extend this benefit to one other character for every 5 points by which your check result exceeds 60.
60	Identify race/kind of creature(s) by tracks.*

*Requires the Track feat.

PSIONIC SKILLS

If you have the *Psionics Handbook*, you also have access to the following skills. Refer to the skills discussion above for information on Concentration, Knowledge, Psicraft (Spellcraft), Remote View (Scry), and Use Psionic Device (Use Magic Device).

Autohypnosis

You have trained your mind to ignore poison, resist mental influence, and convince your body that you are tougher than normal.

DC	Task
Poison's DC + 5	When poisoned, you can make an Autohypnosis check on your next action. A successful check indicates you do not have to make a saving throw against the poison's secondary damage, which you instead automatically ignore.
50	If a failed saving throw indicates you are affected by any mind-affecting powers, spells, or spell-like effects, a successful Autohypnosis check allows an immediate second saving throw to resist the effect. If the mind-affecting effect normally does not allow a saving throw (such as a power or spell delivered via a touch attack), a successful Autohypnosis check allows a saving throw.
60	With a successful Autohypnosis check, you gain temporary hit points equal to 10 + your Wisdom modifier. The temporary hit points persist until lost. You cannot check for temporary hit points more than once per day. Temporary hit points gained through Autohypnosis do not stack with temporary hit points gained through any other source.

Stabilize Self

Mortal wounds are less lethal for you.

DC	Task
30	If reduced to negative hit points but not dead, make a Stabilize Self check. If successful, you do not go unconscious and can continue taking actions until you bleed to death or stabilize (you can also continue making stabilization checks). If healed or stabilized, you continue to take actions normally.
60	On a successful Stabilize Self check, you gain damage reduction 2/-. The damage reduction lasts for 12 hours. You cannot check for damage reduction more than once per day. Damage reduction gained through Stabilize Self does not stack with damage reduction gained through any other source.

EPIC FEATS

Casting spells with a glance. Firing arrows at opponents standing at the horizon. Beheading opponents with your bare hands. Crafting mighty magic items of unsurpassed power. Charming liches with the power of song.

This is the stuff of the epic feat.

The epic character is largely defined by his selection of epic feats. Like the feat, the epic feat is a special feature that either gives your character a new capability or improves one he or she already has. However, the epic

TABLE 1–36: EPIC FEATS

Feat Name	Prerequisites	Feat Name	Prerequisites
Additional Magic Item Space	—	Craft Epic Rod (1)	Craft Rod, Knowledge (arcana) 32 ranks, Spellcraft 32 ranks
Armor Skin	—	Craft Epic Staff (1)	Craft Staff, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks
Augmented Alchemy	Int 21, Alchemy 24 ranks	Craft Epic Wondrous Item (1)	Craft Wondrous Item, Knowledge (arcana) 26 ranks, Spellcraft 26 ranks
Automatic Quicken Spell	Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells	Damage Reduction	Con 21
Automatic Silent Spell	Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells	Deafening Song	Perform 24 ranks, bardic music class feature
Automatic Still Spell	Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells	Hindering Song	Deafening Song, Perform 27 ranks, bardic music class feature
Bane of Enemies	Wilderness Lore 24 ranks, five or more favored enemies (as the ranger class feature)	Dexterous Fortitude	Dex 25, slippery mind class feature
Death of Enemies	Bane of Enemies, Wilderness Lore 30 ranks	Dexterous Will	Dex 25, slippery mind class feature
Beast Companion (W)	Beast <i>Wild Shape</i> , Knowledge (nature) 24 ranks, <i>wild shape</i> 6/day	Diminutive <i>Wild Shape</i> (W)	Ability to <i>wild shape</i> into a Huge animal
Beast <i>Wild Shape</i> (W)	Knowledge (nature) 24 ranks, <i>wild shape</i> 6/day	Fine <i>Wild Shape</i> (W)	Ability to <i>wild shape</i> into a Diminutive creature
Dragon <i>Wild Shape</i> (W)	Wis 30, Beast <i>Wild Shape</i> , Knowledge (nature) 30 ranks, <i>wild shape</i> 6/day	Dire Charge	Improved Initiative
Magical Beast <i>Wild Shape</i> (W)	Wis 25, Beast <i>Wild Shape</i> , Knowledge (nature) 27 ranks, <i>wild shape</i> 6/day	Distant Shot	Dex 25, Far Shot, Point Blank Shot, Spot 20 ranks
Plant <i>Wild Shape</i> (W)	Beast <i>Wild Shape</i> , Knowledge (nature) 24 ranks, <i>wild shape</i> 6/day	Efficient Item Creation	Item creation feat to be selected, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks
Vermin <i>Wild Shape</i> (W)	Beast <i>Wild Shape</i> , Knowledge (nature) 24 ranks, <i>wild shape</i> 6/day	Energy Resistance	—
Blinding Speed	Dex 25	Enhance Spell (M)	Maximize Spell
Bonus Domain	Wis 21, ability to cast 9th-level divine spells	Epic Dodge	Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll class feature
Bulwark of Defense	Con 25, defensive stance 3/day	Epic Endurance	Con 25, Endurance
Chaotic Rage	Rage 5/day, chaotic alignment	Epic Fortitude	—
Combat Archery	Dodge, Mobility, Point Blank Shot	Epic Inspiration	Cha 25, Perform 30 ranks, bardic music class feature
Craft Epic Magic Arms and Armor (1)	Craft Magic Arms and Armor, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks	Epic Leadership	Cha 25, Leadership, Leadership score 25
		Legendary Commander	Cha 25, Epic Leadership, Leadership, Diplomacy 30 ranks, must rule own kingdom and have a stronghold
		Epic Prowess	—
		Epic Reflexes	—

feat moves the realm of capabilities from the mundane into the mythical. Epic feats allow your character to leap vast chasms, to cast many spells per round, or to take the form of a dragon.

Though this book contains more than one hundred fifty epic feats, it can't hope to encompass all the powers that your imagination can create. Rather than seeing this list as a restrictive collection of what is allowed, use it to spur your creativity. If you can dream of an epic character doing it, it can probably become an epic feat.

ACQUIRING EPIC FEATS

Just like regular feats, epic feats are chosen rather than bought with points. Characters gain epic feats in the following ways:

- At 21st level, and every three levels thereafter, the character may select an epic feat in place of a nonepic feat,
- Each character class gains bonus epic feats according to the class description. These feats must be selected from the list of bonus epic feats for that class.

PREREQUISITES

Most epic feats have prerequisites. You must have the listed ability score, feat, skill, class feature, or base attack modifier in order to select or use that feat. A character can gain an epic feat at the same level at which he or she gains the prerequisite, just as with regular feats.

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

You can't use an epic feat if you've lost a prerequisite.

TABLE 1–36: EPIC FEATS

Feat Name	Prerequisites
Epic Reputation	—
Epic Skill Focus	20 ranks in the skill selected
Epic Speed	Dex 21, Run
Epic Spell Focus	Greater Spell Focus* and Spell Focus in the school selected, ability to cast at least one 9th-level spell of the school
Epic Spell Penetration	Greater Spell Penetration, Spell Penetration
Epic Spellcasting	Spellcraft 24 ranks, Knowledge (arcana) 24 ranks, and ability to cast 9th-level arcane spells OR Spellcraft 24 ranks, Knowledge (religion) 24 ranks, and ability to cast 9th-level divine spells OR Spellcraft 24 ranks, Knowledge (nature), and ability to cast 9th-level divine spells
Epic Toughness	—
Epic Weapon Focus	Weapon Focus in the weapon to be chosen
Epic Weapon Specialization	Epic Weapon Focus, Weapon Focus, Weapon Specialization (all in the weapon to be chosen)
Epic Will	—
Exceptional Deflection	Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike
Extended Life Span	—
Familiar Spell	Int 25 (if your spellcasting is controlled by Intelligence) OR Cha 25 (if your spellcasting is controlled by Charisma)
Fast Healing	Con 25
Forge Epic Ring (I)	Forge Ring, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks
Gargantuan <i>Wild Shape</i> (W)	Ability to <i>wild shape</i> into a Huge animal
Colossal <i>Wild Shape</i> (W)	Ability to <i>wild shape</i> into a Gargantuan creature
Great Charisma	—

Feat Name	Prerequisites
Great Constitution	—
Great Dexterity	—
Great Intelligence	—
Great Smiting	Cha 25, smite ability (from class feature or domain granted power)
Great Strength	—
Great Wisdom	—
Group Inspiration	Perform 30 ranks, bardic music class feature
Holy Strike	Smite evil class feature, any good alignment
Ignore Material Components	Eschew Materials*, Spellcraft 25 ranks, ability to cast 9th-level arcane or divine spells
Improved Alignment-Based Casting	Access to domain of Chaos, Evil, Good, or Law; alignment must match domain chosen, ability to cast 9th-level divine spells
Improved Arrow of Death	Dex 19, Wis 19, Point Blank Shot, Precise Shot, arrow of death class feature
Improved Aura of Courage	Cha 25, aura of courage class feature
Improved Aura of Despair	Cha 25, aura of despair class feature
Improved Combat Casting	Combat Casting, Concentration 25 ranks
Improved Combat Reflexes	Dex 21, Combat Reflexes
Improved Darkvision	Darkvision
Improved Death Attack	Death attack class feature, sneak attack +5d6
Improved Elemental <i>Wild Shape</i> (W)	Wis 25, ability to <i>wild shape</i> into an elemental
Improved Favored Enemy	Five or more favored enemies
Improved Heighten Spell (M)	Heighten Spell, Spellcraft 20 ranks
Improved Ki Strike	Wis 21, Ki strike +3
Improved Low-Light Vision	Low-light vision
Improved Manifestation	Ability to manifest powers of the normal maximum level in at least one psionic class
Improved Metamagic	Four metamagic feats, Spellcraft 30 ranks
Improved Manyshot	Dex 19, base attack bonus +21, Manyshot*, Point Blank Shot, Rapid Shot
Improved Sneak Attack	Sneak attack +8d6

Virtual Feats

If you effectively have a feat as a class feature or special ability, then you can use that virtual feat as a prerequisite for other feats. For instance, if you have some class feature or ability that says, "This is the same as Ambidexterity," then you are considered to have the Ambidexterity feat for the purposes of acquiring the Perfect Two-Weapon Fighting feat. You are also treated as having any prerequisites of the virtual feat, but only for the purposes of acquiring other feats that require the virtual feat. If you ever lose the virtual prerequisite, you also lose access to any feats you acquired through its existence.

Examples of Virtual Feats: The monk has the virtual feats Improved Unarmed Strike and Stunning Fist at 1st level. The ranger has the virtual feats Ambidexterity and Two-Weapon Fighting at 1st level (but loses them if he fights in medium or heavy armor or with a double weapon).

TYPES OF EPIC FEATS

Most epic feats are general, meaning that no special rules govern them as a group. Others may be item creation feats or metamagic feats, which follow all the normal rules for such feats as presented in the *Player's Handbook*, except as specified in the feat's description.

TABLE 1–36: EPIC FEATS

Feat Name	Prerequisites	Feat Name	Prerequisites
Improved Spell Capacity	Ability to cast spells of the normal maximum spell level in at least one spellcasting class	Lingering Damage	Sneak attack +8d6, crippling strike class feature
Improved Spell Resistance	Must have spell resistance from a feat, class feature, or other permanent effect	Master Staff	Craft Staff, Spellcraft 15 ranks
Improved Stunning Fist	Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist	Master Wand	Craft Wand, Spellcraft 15 ranks
Improved Whirlwind Attack	Int 13, Dex 23, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack	Mighty Rage	Str 21, Con 21, greater rage class feature
Incite Rage	Cha 25, greater rage class feature	Mobile Defense	Dex 15, Dodge, Mobility, Spring Attack, defensive stance 5/day class feature
Infinite Deflection	Dex 25, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike	Multispell	Quickened Spell, ability to cast 9th-level arcane or divine spells
Inspire Excellence	Perform 30 ranks, bardic music class feature	Multiweapon Rend	Dex 15, base attack bonus +9 three or more hands, Multidexterity, Multiweapon Fighting
Instant Reload	Quick Draw, Rapid Reload*, Weapon Focus (crossbow type to be selected)	Music of the Gods	Cha 25, Perform 30 ranks, bardic music class feature
Intensify Spell (M)	Empower Spell, Maximize Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells	Negative Energy Burst (D)	Cha 25, ability to rebuke or command undead, ability to cast <i>inflict critical wounds</i> , any evil alignment
Keen Strike	Str 23, Wis 23, Improved Critical (unarmed strike), <i>ki</i> strike +3	Overwhelming Critical	Str 23, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen)
Vorpal Strike	Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, <i>ki</i> strike +3	Devastating Critical	Str 25, Cleave, Great Cleave, Improved Critical (weapon to be chosen), Overwhelming Critical (weapon to be chosen), Power Attack, Weapon Focus (weapon to be chosen)
Lasting Inspiration	Perform 25 ranks, bardic music class feature	Penetrate Damage Reduction	—
Legendary Climber	Dex 21, Balance 12 ranks, Climb 24 ranks	Perfect Health	Con 25, Great Fortitude
Legendary Leaper	Jump 24 ranks	Perfect Multiweapon Fighting	Dex 25, three or more hands, Greater Multiweapon Fighting*, Multidexterity, Multiweapon Fighting
Legendary Rider	Ride 24 ranks	Perfect Two-Weapon Fighting	Dex 25, Ambidexterity, Greater Two-Weapon Fighting*, Improved Two-Weapon Fighting, Two-Weapon Fighting
Legendary Tracker	Wis 25, Track, Knowledge (nature) 30 ranks, Wilderness Lore 30 ranks		
Legendary Wrestler	Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 15 ranks		

In addition, some feats are defined as divine feats or as wild feats (first presented in *Defenders of the Faith* and *Masters of the Wild* respectively). Such feats are described below.

Divine Feats

The feats in this category share a few characteristics. First, they all have as a prerequisite the ability to turn (or, in most cases, rebuke) undead. Thus, they are open to clerics, paladins of 3rd level or higher, and any prestige class that has that ability. (An ability to turn other creatures, such as fire creatures or animals, does not qualify you to select one of these feats.)

Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke

undead. Each use of a divine feat costs the character one turn/rebuke attempt from his or her number of attempts each day. If you don't have any turn/rebuke attempts left, you can't use the feat. Since turning or rebuking is a standard action, activating any of these feats is also a standard action.

Third, you can't use the Quickened Turning feat (presented in *Defenders of the Faith*) to speed up the use of a divine feat.

Wild Feats

The feats in this category share the characteristic of relating to the ability to use *wild shape* as a druid. These feats require the character to have the ability to use *wild shape* before acquiring the feat.

TABLE 1–36: EPIC FEATS

Feat Name	Prerequisites
Permanent Emanation	Spellcraft 25 ranks, ability to cast the spell to be made permanent
Planar Turning	Wis 25, Cha 25, ability to turn or rebuke undead
Polyglot	Int 25, Speak Language (five languages)
Positive Energy Aura	Cha 25, ability to turn undead, ability to cast <i>dispel evil</i>
Ranged Inspiration	Perform 25 ranks, bardic music class feature
Rapid Inspiration	Perform 30 ranks, bardic music class feature
Reactive Countersong	Combat Reflexes, Perform 30 ranks, bardic music class feature
Reflect Arrows	Dex 25, Deflect Arrows, Improved Unarmed Strike
Righteous Strike	Wis 19, Improved Unarmed Strike, Stunning Fist, any lawful alignment
Ruinous Rage	Str 25, Power Attack, Sunder, rage 5/day
Scribe Epic Scroll (I)	Scribe Scroll, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks
Self-Concealment	Dex 30, Hide 30 ranks, Tumble 30 ranks, improved evasion
Shattering Strike	Epic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration 25 ranks, <i>ki</i> strike +3
Sneak Attack of Opportunity	Sneak attack +8d6, opportunist class feature
Spectral Strike	Wis 19, ability to turn or rebuke undead
Spell Knowledge	Ability to cast the maximum spell level of an arcane spellcasting class
Spell Opportunity	Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 25 ranks
Spell Stowaway	Spellcraft 24 ranks, caster level 12th

Feat Name	Prerequisites
Spellcasting Harrier	Combat Reflexes
Spontaneous Domain Access	Wis 25, Spellcraft 30 ranks, ability to cast 9th-level divine spells
Spontaneous Spell	Spellcraft 25 ranks, ability to cast the maximum normal spell level of at least one spellcasting class
Storm of Throws	Dex 23, Point Blank Shot, Quick Draw, Rapid Shot
Superior Initiative	Improved Initiative
Swarm of Arrows	Dex 23, Point Blank Shot, Rapid Shot, Weapon Focus (type of bow used)
Tenacious Magic	Spellcraft 15 ranks, ability to cast the spell to be made tenacious
Terrifying Rage	Intimidate 25 ranks, rage 5/day
Thundering Rage	Str 25, rage 5/day
Trap Sense	Search 25 ranks, Spot 25 ranks, ability to find traps as a rogue
Two-Weapon Rend	Dex 15, base attack bonus +9, Ambidexterity, Improved Two-weapon Fighting, Two-Weapon Fighting
Uncanny Accuracy	Dex 21, Point Blank Shot, Precise Shot, Spot 20 ranks
Undead Mastery (D)	Cha 21, ability to rebuke or command undead
Zone of Animation (D)	Cha 25, Undead Mastery, ability to rebuke or command undead
Unholy Strike	Smite good class feature, any evil alignment
Widen Aura of Courage	Cha 25, aura of courage class feature
Widen Aura of Despair	Cha 25, aura of despair class feature

(D) = Divine feat.

(I) = Item creation feat.

(M) = Metamagic feat.

(W) = Wild feat.

*New nonepic feat described below.

Variant: Epic Psionic Feats

Psionic characters can acquire epic “psionically flavored” feats. Of course, many epic feats require no translation. At least one requires so much translation (Improved Spell Capacity) that we’ve done the translation for you (Improved Manifestation). Whenever a feat concerns conferring or altering a spell in some fashion, your psionic character must do some translation. Sometimes this translation is as straightforward as changing a few names, such as in the case of Familiar Spell—for your psionic character, this feat is Psicrystal Power. Likewise, Forge Epic Ring translates to Forge Epic Universal Item (which happens to be shaped like a ring).

Translating epic metamagic feats to epic metapsionic feats requires that you read Spellcraft prerequisites as

Psicraft. It also requires you to do a little math—instead of casting a spell at a higher level, a psionic character pays more power points. For every spell slot one level higher than the spell’s actual level the metamagic feat requires, the metapsionic feat requires you to pay a power point cost equal to its standard cost +2. Thus, a metamagic feat that increases a spell’s level by three levels would cost an additional 6 power points to manifest in the metapsionic version. Likewise, when a feat such as Improved Metamagic allows a spellcaster to “pay” one less level to use a metamagic feat, the hypothetical psionic version (Improved Metapsionics) allows you to pay 2 power points less for a given metapsionic feat you know.

The *Psionics Handbook* has information on creating and playing psionic characters.

EPIC FEAT DESCRIPTIONS

Here is the format for epic feat descriptions.

FEAT NAME [Type of Feat]

Description of what the feat does or represents in plain language.

Prerequisite: A minimum ability score, another feat, a minimum base attack bonus, a skill, a class feature, or some other ability that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. Many feats have more than one prerequisite.

Benefit: What the feat enables you (the character) to do. If you have the same feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

Additional Magic Item Space [Epic]

You can wear more magic items.

Benefit: Choose one type of magic item that has a limit on the number you can simultaneously wear and gain its benefit, such as ring or belt. You can now wear one more magic item of this type and also gain its benefit.

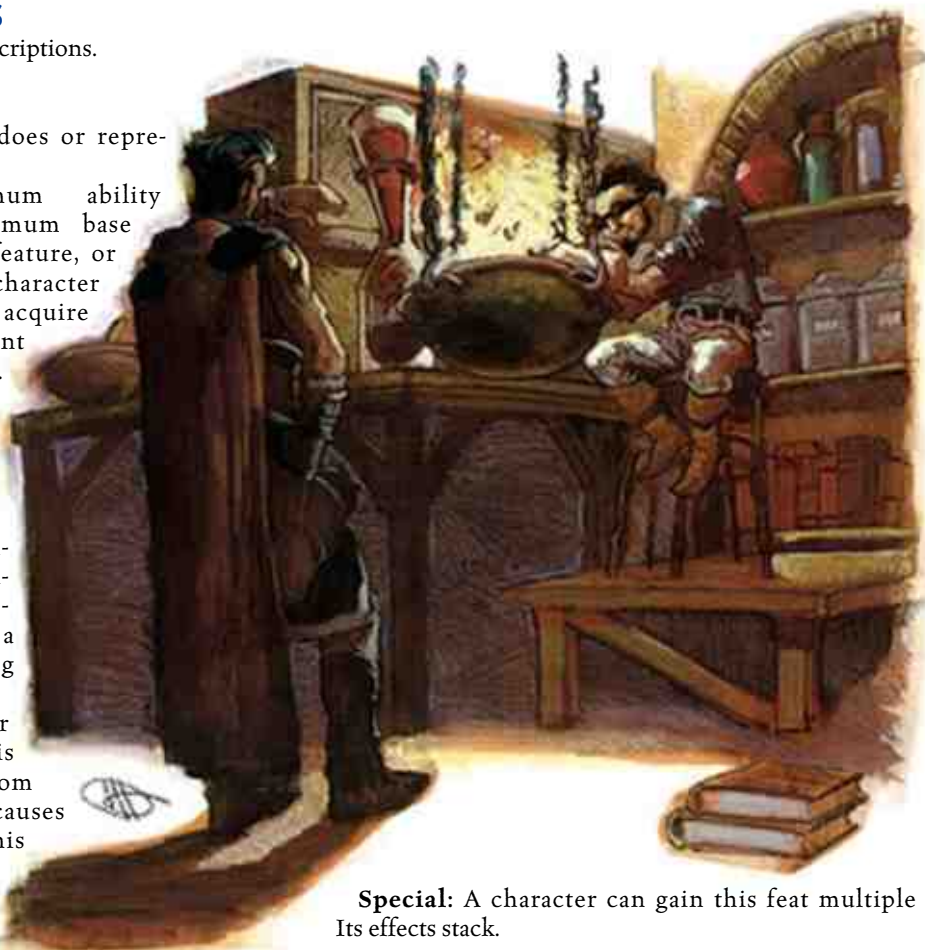
Normal: Without this feat, a character is limited to one headband, hat, or helmet; one pair of eye lenses or goggles; one cloak, cape, or mantle; one amulet, brooch, medallion, necklace, periapt, or scarab; one suit of armor; one robe; one vest, vestment, or shirt; one pair of bracers or bracelets; one pair of gloves or gauntlets; two rings; one belt; and one pair of boots.

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

Armor Skin [Epic]

Your skin becomes like armor.

Benefit: You gain a +2 natural armor bonus to Armor Class, or your existing natural armor bonus increases by 2. This feat does not stack with any natural armor bonus granted by magic items or nonpermanent magical effects.



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

Augmented Alchemy [Epic]

You can create alchemical items and substances that are much more powerful than normal.

Prerequisites: Int 21, Alchemy 24 ranks.

Benefit: Whenever creating an alchemical item or substance, you can choose to make it more powerful than normal by adding +20 to the DC required to create it and multiplying its price by 5. If the item or substance deals damage, double the damage dealt. If the item or substance doesn't deal damage, double the duration of [its effect. If the item or substance doesn't deal damage and doesn't have a specific listed duration (or has an instantaneous duration), double all dimensions of its area. If the item or substance doesn't fit any of these categories, then it cannot be affected by this feat. See the Alchemy skill description earlier in this chapter for more information.

Automatic Quicken Spell [Epic]

You can cast any of your lesser spells with a moment's thought.

Prerequisites: Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

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

spell slots. The normal limit to the number of quickened spells you may cast per round applies. Spells with a casting time of more than 1 full round can't be quickened.

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be quickened with no adjustment to their spell slots. Thus, a wizard who took this feat twice could quicken his 0- through 6th-level spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells, such as a good cleric's cure spells).

Automatic Silent Spell [Epic]

You can cast any of your lesser spells silently.

Prerequisites: Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells.

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

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be silenced with no adjustment to their spell slots. Thus, a wizard who took this feat twice could cast his 0- through 6th-level spells as silent spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form (including sorcerer spells and spontaneously cast spells, such as a good cleric's cure spells). However, since bard spells can't be enhanced with the Silent Spell feat, they can't be affected by this feat either.

Automatic Still Spell [Epic]

You can cast any of your lesser spells without gestures.

Prerequisites: Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells.

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

Special: You can gain this feat multiple times. Each time you take the feat, the spells of your next three lowest spell levels can now be stilled with no adjustment to their spell slots. Thus, a wizard who took this feat twice could still his 0- through 6th-level spells with no adjustment to their spell slots.

This feat doesn't increase the casting time for those spells that normally become full-round actions when cast in metamagic form (including bard spells, sorcerer spells, and spontaneously cast spells, such as a good cleric's cure spells).

Bane of Enemies [Epic]

Your attacks deal great damage to your favored enemies.

Prerequisites: Wilderness Lore 24 ranks, five or more favored enemies (as the ranger class feature).

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

Beast Companion [Wild] [Epic]

You can befriend a beast.

Prerequisites: Beast Wild Shape, Knowledge (nature) 24 ranks, wild shape 6/day.

Benefit: As the druid's animal companion ability, except that when you use *animal friendship*, the spell also applies to beasts. Despite the greater intelligence of beasts, companion beasts will not submit to tasks (or perform "tricks") that animals cannot accomplish. At most, you can have beast and animal companions whose combined HD are not more than twice your caster level.

Beast Wild Shape [Wild] [Epic]

You can wild shape into beast form.

Prerequisites: Knowledge (nature) 24 ranks, wild shape 6/day.

Benefit: You can use your normal wild shape ability to take the form of a beast. The size limitation is the same as your limitation on animal size. You gain any extraordinary abilities of the beast whose form you take.

Blinding Speed [Epic]

You can trigger short bursts of great speed.

Prerequisite: Dex 25.

Benefit: You can act as if *hasted* for 5 rounds each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

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

Bonus Domain [Epic]

You have access to one additional domain of spells.

Prerequisites: Wis 21, ability to cast 9th-level divine spells.

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

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

Bulwark of Defense [Epic]

Prerequisites: Con 25, defensive stance 3/day.

Benefit: Your defensive stance bonuses increase to +4 Strength, +6 Constitution, +4 resistance bonus on all saves, and +6 dodge bonus to AC.

Chaotic Rage [Epic]

Your rage is particularly damaging to lawful creatures.

Prerequisites: Rage 5/day, chaotic alignment.

Benefit: Any weapon you wield while in a rage is treated as a chaotic weapon (it deals +2d6 points of damage against creatures of lawful alignment). This ability does not stack with similar abilities (for instance, if the weapon is already a chaotic weapon).

Colossal Wild Shape [Wild] [Epic]

You can *wild shape* into animals of Colossal size.

Prerequisites: The ability to *wild shape* into a Gargantuan creature.

Benefit: You can use your *wild shape* to take the shape of a Colossal animal.

Normal: Without this feat, you cannot *wild shape* into an animal of greater than Huge size.

Combat Archery [Epic]

You can fire a bow in melee safely.

Prerequisites: Dodge, Mobility, Point Blank Shot.

Benefit: You do not incur any attacks of opportunity for firing a bow when threatened.

Normal: Without this feat, you incur an attack of opportunity from all opponents who threaten you whenever you use a bow.

Craft Epic Magic Arms and Armor [Item Creation] [Epic]

You can craft magic arms and armor of epic power.

Prerequisites: Craft Magic Arms and Armor, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks.

Benefit: You can craft magic arms and armor which exceed the normal limits for such items (as stated in the *DUNGEON MASTER'S Guide*). For instance, you could craft a magic sword with an enhancement bonus of greater than +5, with a total effective enhancement bonus greater than +10, or that required prerequisite spells of higher than 9th level.

See Chapter 4: Epic Magic Items for examples of epic magic arms and armor.

Craft Epic Rod [Item Creation] [Epic]

You can craft magic rods of epic power.

Prerequisites: Craft Rod, Knowledge (arcana) 32 ranks, Spellcraft 32 ranks.

Benefit: You can craft rods that exceed the normal limits for such items (as stated in this book and in the *DUNGEON MASTER'S Guide*). For instance, you could craft a rod with an enhancement bonus greater than +5 or a rod with prerequisite spells of higher than 9th level.

See Chapter 4: Epic Magic Items for examples of epic rods.

Craft Epic Staff [Item Creation] [Epic]

You can craft magic staffs of epic power.

Prerequisites: Craft Staff, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

Benefit: You can craft staffs that exceed the normal limits for such items (as stated in this book and in the *DUNGEON MASTER'S Guide*). For instance, you could craft a

staff that cast spells greater than 9th level, or a staff with an enhancement bonus greater than +5.

See Chapter 4: Epic Magic Items for examples of epic staffs.

Craft Epic Wondrous Item [Item Creation] [Epic]

You can craft wondrous items of epic power.

Prerequisites: Craft Wondrous Item, Knowledge (arcana) 26 ranks, Spellcraft 26 ranks.

Benefit: You can craft wondrous items that exceed the normal limits for such items (as stated in this book and in the *DUNGEON MASTER'S Guide*). For instance, you could craft a cloak of Charisma with an enhancement bonus greater than +6 or an item that required prerequisite spells higher than 9th level.

See Chapter 4: Epic Magic Items for examples of epic wondrous items.

Damage Reduction [Epic]

You can shrug off some damage from attacks.

Prerequisite: Con 21.

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

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

Deafening Song [Epic]

Your bardic music deafens those nearby.

Prerequisites: Perform 24 ranks, bardic music class feature.

Benefit: You can use song or poetics to temporarily deafen all enemies within a 30-foot spread from you. A successful Fortitude save (DC 10 + 1/2 your class level + your Charisma modifier) negates the effect. The deafening effect lasts for as long as you continue the deafening song. You can choose to exclude any characters from this effect (usually your allies).

You may sing, play, or recite a deafening song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). You may keep up the deafening song for a maximum of 10 rounds. Using the deafening song counts as one of your uses of song or poetics for the day.

Death of Enemies [Epic]

You can instantly slay your favored enemies with a single strike.

Prerequisites: Bane of Enemies, Wilderness Lore 30 ranks, five or more favored enemies (as ranger class feature).

Benefit: Any time you score a critical hit against one of your favored enemies, it must make a Fortitude save (DC 10 + 1/2 your ranger class level + your Wisdom modifier) or die instantly.

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

Devastating Critical [Epic]

Choose one type of melee weapon, such as longsword or greataxe. With that weapon, you are capable of killing any creature with a single strike.

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

Benefit: When using the weapon you have selected, whenever you score a critical hit the target must make a Fortitude save (DC 10 + 1/2 your character level + your Strength modifier) or die instantly. (Creatures immune to critical hits can't be affected by this feat.)

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

Dexterous Fortitude [Epic]

You are able to resist physical attacks with exceptional agility.

Prerequisites: Dex 25, slippery mind class feature.

Benefit: Once per round, when targeted by an effect that requires a Fortitude saving throw, you may make a Reflex save instead to avoid the effect (evasion is not applicable).

Dexterous Will [Epic]

You are able to resist compelling effects with exceptional agility.

Prerequisites: Dex 25, slippery mind class feature.

Benefit: Once per round, when targeted by an effect that requires a Will saving throw, you may make a Reflex save instead to avoid the effect (evasion is not applicable).

Diminutive Wild Shape [Wild] [Epic]

You can *wild shape* into animals of Diminutive size.

Prerequisite: Ability to *wild shape* into a Huge animal.

Benefit: You can use your *wild shape* to take the shape of a Diminutive animal.

Normal: Without this feat, you cannot *wild shape* into an animal of smaller than Tiny size.

Dire Charge [Epic]

You can make a full attack as part of a charge.

Prerequisite: Improved Initiative.

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

Normal: Without this feat, you may only make a single attack as part of a charge.

Distant Shot [Epic]

You can target anything you can see with a ranged weapon.

Prerequisites: Dex 25, Far Shot, Point Blank Shot, Spot 20 ranks.

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

Dragon Wild Shape [Wild] [Epic]

You can take the form of a dragon.

Prerequisites: Wis 30, Beast Wild Shape, Knowledge (nature) 30 ranks, *wild shape* 6/day.

Benefit: You may use *wild shape* to change into a dragon (black, blue, green, red, white, brass, bronze, copper, gold, or silver). The size limitation is the same as your limitation on animal size. You gain all extraordinary and supernatural abilities of the dragon whose form you take.

Efficient Item Creation [Epic]

Select an item creation feat. You can create magic items using that feat much more quickly than normal.

Prerequisites: Item creation feat to be selected, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: Select an item creation feat. Creating a magic item using that feat requires one day per 10,000 gp of the item's market price, with a minimum of one day.

Normal: Without this feat, creating a magic item requires one day for each 1,000 gp of the item's market price.

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

Energy Resistance [Epic]

You can resist the effects of a chosen type of energy.

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

Special: A character can gain this feat multiple times, if the same type of energy is chosen, the effects stack.

Enhance Spell [Metamagic] [Epic]

You can increase the power limit of your damage-dealing spells.

Prerequisite: Maximize Spell.

Benefit: The damage cap for your spells increases by 10 dice (for spells that deal a number of dice of damage equal to your caster level, such as *fireball*) or by 5 dice (for spells that deal a number of dice of damage equal to half your level, such as *searing light*). An enhanced spell uses up a spell slot four levels higher than the spell's actual level.

For example, an enhanced *fireball* has a damage cap of 20d6 (rather than 10d6). An enhanced *searing light* has a damage cap of 10d8 (rather than 5d8).

This feat has no effect on spells that don't specifically deal a number of dice of damage equal to your level or half your level, even if the spell's effect is largely dictated by your level. Thus, it has no effect on *magic missile* (even though your level indicates how many missiles you fire),

Melf's acid arrow (even though your level indicates how many rounds the acid deals damage), or *produce flame* (even though you add your level to the base 1d4 damage dealt).

Normal: Without this feat, use the damage dice caps indicated in the spell's description.

Special: You may gain this feat multiple times. Each time you select this feat, the damage cap increases by 10 dice or 5 dice, as appropriate to the spell, and the enhanced spell takes up a spell slot an additional four levels higher (thus, a twice-enhanced *fireball* would be an 11th-level spell).

Epic Dodge [Epic]

You are able to evade attacks with exceptional agility.

Prerequisites: Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll class feature.

Benefit: Once per round, when struck by an attack from an opponent you have designated as the object of your dodge, you may automatically avoid all damage from the attack.

Epic Endurance [Epic]

You are capable of legendary feats of stamina.

Prerequisites: Con 25, Endurance.

Benefit: Whenever you make a check for performing a physical action that extends over a period of time (running, swimming, holding your breath, and so on), you get a +10 bonus on the check.

Epic Fortitude [Epic]

You have tremendously high fortitude.

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

Epic Inspiration [Epic]

Your bardic music provides greater inspiration than normally possible.

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: All bonuses granted by your bardic music inspiration abilities are doubled. For example, your inspire courage ability now grants a +4 morale bonus on saving throws against *charm* and *fear* effects and a +2 morale bonus on attack and damage rolls; your inspire competence now grants a +4 competence bonus on skill checks; and your inspire greatness ability now grants +4d10 Hit Dice, a +4 competence bonus on attacks, and a +2 competence bonus on Fortitude saves.

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

Epic Leadership [Epic]

You attract more powerful cohorts and followers than normally possible.

Prerequisites: Cha 25, Leadership, Leadership score 25.

Benefit: You attract a cohort and followers as shown on Table 1–33: Epic Leadership.

Normal: Without this feat, you must use Table 2–25: Leadership in the *DUNGEON MASTER's Guide* to determine your cohort and followers.

Epic Prowess [Epic]

You gain great skill in combat.

Benefit: Gain a +1 bonus on all attacks.

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

Epic Reflexes [Epic]

You have tremendously fast reflexes.

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

Epic Reputation [Epic]

Your reputation provides great bonuses on interactions with others.

Benefit: You gain a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks.

Epic Skill Focus [Epic]

Choose a skill, such as Move Silently. You have a legendary knack with that skill.

Prerequisite: 20 ranks in the skill selected.

Benefit: You gain a +10 bonus on all skill checks with that skill.

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

Epic Speed [Epic]

You can move much more quickly than a normal person

Prerequisites: Dex 21, Run.

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

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

Epic Spell Focus [Epic]

Choose a school of magic, such as Illusion. Your spells of that school are far more potent than normal.

Prerequisites: Greater Spell Focus* and Spell Focus in the school selected, ability to cast at least one 9th-level spell of the school to be chosen.

Benefit: Add +6 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on. This overlaps (does not stack with) the > bonuses from Spell Focus and Greater Spell Focus.

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

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Epic Spell Penetration [Epic]

Your spells are tremendously potent, breaking through spell resistance with ease.



Prerequisites: Greater Spell Penetration*, Spell Penetration.

Benefit: You get a +6 bonus on caster level checks to beat a creature's spell resistance. This overlaps (does not Stack with) the bonuses from Spell Penetration and Greater Spell Penetration.

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Epic Spellcasting [Epic]

You can create and cast spells that transcend the most powerful existing spells.

Prerequisite: Spellcraft 24 ranks, Knowledge (arcana) 24 ranks, ability to cast 9th-level arcane spells.

OR

Spellcraft 24 ranks, Knowledge (religion) 24 ranks, ability to cast 9th-level divine spells.

OR

Spellcraft 24 ranks, Knowledge (nature) 24 ranks, ability to cast 9th-level divine spells.

Benefit: You may develop and cast epic spells, as detailed in Chapter 2: Epic Spells.

If you are an arcane spellcaster, you may cast a number of epic spells per day equal to your ranks in Knowledge (arcana) divided by 10. If you are a divine spellcaster, you may cast a number of epic spells per day equal to your ranks in Knowledge (religion) or Knowledge (nature) divided by 10.

Special: If you meet more than one set of prerequisites, the limit on the number of spells you may cast per day is cumulative. For example, if you are a wizard/cleric, you may cast a number of arcane epic spells per day equal to your number of ranks in Knowledge (arcana), divided by ten, and a number of divine epic spells per day equal to your number of ranks in Knowledge (religion) or Knowledge (nature), divided by ten.

Epic Toughness [Epic]

You are preternaturally tough.

Benefit: You gain +20 hit points.

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

Epic Weapon Focus [Epic]

Choose one type of weapon, such as greataxe. You are especially good at using this weapon.

Prerequisite: Weapon Focus in the weapon to be chosen.

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

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

Epic Weapon Specialization [Epic]

Choose one type of weapon, such as greataxe. You deal extraordinary damage wielding this weapon.

Prerequisites: Epic Weapon Focus, Weapon Focus, Weapon Specialization (all in the weapon to be chosen).

Benefit: Add +4 to all damage you deal using the selected weapon. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet.

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

Epic Will [Epic]

You have tremendously strong willpower.

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

Exceptional Deflection [Epic]

You can deflect any type of ranged attack.

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

Benefit: You can deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows. If deflecting a spell, add the spell level to the DC to deflect the attack.

Extended Life Span [Epic]

You are exceptionally long-lived.

Benefit: Add one-half the maximum result of your race's maximum age modifier to your normal middle age, old, and venerable age categories. For example, a human who took this feat would reach middle age at 58 years (rather than 38), old age at 73 years (instead of 53), and venerable age at 90 years (instead of 70). Calculate the character's maximum age using the new venerable number.

This feat can't lower your current age category (for instance, if you're already middle age but the feat pushes the middle age category to above your current age, you don't revert to adulthood).

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

Familiar Spell [Epic]

Your familiar can use one of your spells as a spell-like ability.

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

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

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

Fast Healing [Epic]

You heal your wounds very quickly.

Prerequisite: Con 25.

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

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

Fine Wild Shape [Wild] [Epic]

You can *wild shape* into animals of Fine size.

Prerequisite: Ability to *wild shape* into a Diminutive creature.

Benefit: You can use your *wild shape* to take the shape of a Fine animal.

Normal: Without this feat, you cannot *wild shape* into an animal smaller than Tiny size.

Forge Epic Ring [Item Creation] [Epic]

You can craft magic rings of epic power.

Prerequisites: Forge Ring, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

Benefit: You can forge magic rings that exceed the normal limits for such items (as stated in this book and in the *DUNGEON MASTER's Guide*). For instance, you could craft a *ring of protection* that granted a deflection bonus of greater than +5 or an item that required prerequisite spells of higher than 9th level.

See Chapter 4: Epic Magic Items for examples of epic rings.

Gargantuan Wild Shape [Wild] [Epic]

You can *wild shape* into animals of Gargantuan size.

Prerequisite: Ability to *wild shape* into a Huge animal.

Benefit: You can use your *wild shape* to take the shape of a Gargantuan animal.

Normal: Without this feat, you cannot *wild shape* into an animal greater than Huge size.

Great Charisma [Epic]

Your powers of persuasion and leadership are greater than normal.

Benefit: Your Charisma increases by 1 point.

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

Great Constitution [Epic]

Your health and endurance are greater than normal.

Benefit: Your Constitution increases by 1 point.

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

Great Dexterity [Epic]

Your agility and coordination are greater than normal.

Benefit: Your Dexterity increases by 1 point.

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

Great Intelligence [Epic]

Your powers of reason and learning are greater than normal.

Benefit: Your Intelligence increases by 1 point.

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

Great Smiting [Epic]

Your smite attacks are much more powerful than normal.

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

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

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

Great Strength [Epic]

Your muscle and physical power are greater than normal.

Benefit: Your Strength increases by 1 point.

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

Great Wisdom [Epic]

Your willpower and insight are greater than normal.

Benefit: Your Wisdom increases by 1 point.

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

Group Inspiration [Epic]

You can inspire competence or greatness in more than one ally simultaneously.

Prerequisite: Perform 30 ranks, bardic music class feature.

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

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

Hindering Song [Epic]

Your bardic music interferes with opposing spellcasters.

Prerequisite: Deafening Song, Perform 27 ranks, bardic music class feature.

Benefit: You can use song or poetics to hinder enemy spellcasters within a 30-foot spread from you. To successfully cast a spell within this area, a spellcaster must make a Concentration check as if she were casting defensively, and all such checks have a penalty equal to half your level. You can choose to exclude any characters from this effect (usually your allies).

You may sing, play, or recite a hindering song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). You may keep up the hindering song for a maximum of 10 rounds. Using the hindering song counts as one of your uses of song or poetics for the day.

Holy Strike [Epic]

Your attacks deal great damage to evil creatures.

Prerequisites: Smite evil class feature, any good alignment.

Benefit: Any weapon you wield is treated as a holy weapon (it deals +2d6 points of damage against creatures of evil alignment). This ability doesn't stack with similar abilities (for instance, if the weapon is already a holy weapon). In addition, the weapon is considered blessed, which means it has special effects on certain creatures.

Ignore Material Components [Epic]

You need not use any material components in casting your spells.

Prerequisites: Eschew Materials*, Spellcraft 25 ranks, ability to cast 9th-level arcane or divine spells.

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

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Improved Alignment-Based Casting [Epic]

Your spells of a particular alignment are more powerful than normal.

Prerequisites: Access to domain of Chaos, Evil, Good, or Law, alignment must match domain chosen, ability to cast 9th-level divine spells.

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

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

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

Improved Arrow of Death [Epic]

Prerequisites: Dex 19, Wis 19, Point Blank Shot, Precise Shot, arrow of death class feature.

Benefit: Add +2 to the DC of your arrows of death.

This feat may be taken multiple times. Its effects stack.

Improved Aura of Courage [Epic]

Your aura of courage is stronger than normal.

Prerequisite: Cha 25, aura of courage class ability.

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

Improved Aura of Despair [Epic]

Your aura of despair is wider than normal.

Prerequisite: Cha 25, aura of despair class ability.

Benefit: Your aura of despair causes a -4 morale penalty on all saving throws.

Improved Combat Casting [Epic]

You can cast spells while threatened without fear of being attacked.

Prerequisites: Combat Casting, Concentration 25 ranks.

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

Improved Combat Reflexes [Epic]

You can respond to any number of opponents who let their defenses down.

Prerequisites: Dex 21, Combat Reflexes.

Benefit: There is no limit to the number of attacks of opportunity you can make in one round. (You still can't make more than one attack of opportunity against a single person in a round.)

Improved Darkvision [Epic]

Your ability to see in the dark is greater than normal.

Prerequisite: Darkvision.

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

Special: This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

Improved Death Attack [Epic]

Prerequisites: Death attack class feature, sneak attack +5d6.

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

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

Improved Elemental Wild Shape [Wild] [Epic]

You can take the form of a greater variety of elementals than normal.

Prerequisites: Wis 25, ability to *wild shape* into an elemental.

Benefit: Your ability to *wild shape* into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that you can take when using *wild shape* to become an animal. For instance, if you are normally capable of using *wild shape* to become a Huge animal, you can now *wild shape* into a Huge elemental creature. You gain all extraordinary and supernatural abilities of the elemental whose form you take.

Normal: Without this feat, you may only *wild shape* into a Small, Medium-size, or Large air, earth, fire, or water elemental.

Improved Favored Enemy [Epic]

Prerequisite: Five or more favored enemies.

Benefit: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks and damage rolls against all your favored enemies.

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

Improved Heighten Spell [Epic]

You can cast a spell at any level above its own.

Prerequisites: Heighten Spell, Spellcraft 20 ranks.

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

Normal: Without this feat, a spell can only be heightened to a maximum of 9th level.

Improved Ki Strike [Epic]

You can strike opponents with great damage reduction.

Prerequisites: Wis 21, Ki strike +3.

Benefit: Add +1 to the effective enhancement bonus of your unarmed attacks.

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

Improved Low-Light Vision [Epic]

The range of your low-light vision is greater than normal.

Prerequisite: Low-light vision.

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

Special: This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

Improved Manifestation [Epic]

You can manifest psionic powers more powerful than the normal limits of manifestation.

Prerequisite: Ability to manifest powers of the normal maximum level in at least one psionic class.

Benefit: When you select this feat, your metapsionic power point cost limit is increased by +2. For example, if you select this feat at 21st level, you could use metapsionic feats in conjunction with other powers so that you could spend a total of 22 power points on any single power. However, in order to manifest the power, your key ability score must be equal to or higher than the total power point cost minus 2.

You must use this feat as a member of the class in which you can already manifest powers of the normal maximum level. For instance, a 5th-level psychic warrior/22nd-level psion couldn't advance her power point cost limit in psychic warrior, because she can't manifest powers of the normal maximum level for a psychic warrior. But she could advance her power cost limit for her psion powers.

Additionally, you gain 19 power point when first taking this feat.

Normal: Without this feat, a power altered by metapsionic feats cannot cost more power points than the manifester's level minus 1 (minimum 1).

Special: You can gain this feat multiple times. Each time this feat is gained, your power point cost limit is increased by an additional +2 and you gain a number of power points equal to you previous benefit + 2.

The *Psonics Handbook* has information on creating and playing psionic characters.

Improved Manyshot [Epic]

You can fire even more arrows as a single attack against a nearby target.

Prerequisites: Dex 19, base attack bonus +21, Manyshot*, Point Blank Shot, Rapid Shot.

Benefits: As Manyshot, but the number of arrows you can fire is limited only by your base attack bonus (two arrows, plus one arrow for every 5 points of base attack bonus above +6).

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

Normal: With the Manyshot feat, you are limited to a

maximum of four arrows fired (when your base attack bonus is +16 or higher).

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Improved Metamagic [Epic]

You can cast spells using metamagic feats more easily than normal.

Prerequisites: Four metamagic feats, Spellcraft 30 tanks.

Benefit: The spell slot modifier of all your metamagic feats is reduced by one level, to a minimum of +1. For instance, you could cast a quickened spell as a spell of three levels higher rather than four levels higher.

This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

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

Improved Sneak Attack [Epic]

Your sneak attacks are more deadly than normal.

Prerequisite: Sneak attack +8d6.

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

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

Improved Spell Capacity [Epic]

You can prepare spells that exceed the normal limits of spellcasting.

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

SPELL SLOTS ABOVE 9TH LEVEL

The Improved Spell Capacity feat allows characters to gain spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased above 9th by the use of metamagic feats). A character with a very high score in the ability associated with his or her spellcasting (Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for bards and sorcerers) may receive bonus spells of those levels, as shown on Table 1–35: Expanded Ability Modifiers and Bonus Spells, but only if they already have at least one spell slot of that level (such as from the Improved Spell Capacity feat). A character without any spell slots of a level can't receive any bonus spells of that level, even if the appropriate ability score is high enough to award them."

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

TABLE 1–35: EXPANDED ABILITY MODIFIERS AND BONUS SPELLS

Score	Modifier	Spells per Day															
		10th	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th	21st	22nd	23rd	24th	25th
10–11	+0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
12–13	+1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
14–15	+2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
16–17	+3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
18–19	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
20–21	+5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
22–23	+6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
24–25	+7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
26–27	+8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
28–29	+9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
30–31	+10	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
32–33	+11	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—
34–35	+12	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—
36–37	+13	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—
38–39	+14	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—
40–41	+15	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—
42–43	+16	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—
44–45	+17	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—
46–47	+18	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—
48–49	+19	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—
50–51	+20	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—
52–53	+21	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—
54–55	+22	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—
56–57	+23	4	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—
58–59	+24	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	—
60–61	+25	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
etc. . .																	



Benefit: When you select this feat, you gain one spell slot per day of any level up to one level higher than the highest-level spell you can already cast in a particular class. For example, if you select this feat as a list-level wizard, you would gain one wizard spell slot of any spell level up to 10th.

You must still have the requisite ability score (10 + spell level) in order to cast any spell stored in this slot. If you have a high enough ability modifier to gain one or more bonus spells for this spell level, you also gain the bonus spells for this spell level.

You must use the spell slot as a member of the class in which you can already cast spells of the normal maximum spell level. For instance, a 5th-level ranger/22nd-level sorcerer couldn't add a ranger spell slot, because he can't cast spells of the normal maximum spell level for ranger. He must add the spell slot to his sorcerer spells.

Special: You can gain this feat multiple times.

Improved Spell Resistance [Epic]

Your innate resistance to magical effects increases.

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

Benefit: Your spell resistance increases by +2.

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

Improved Stunning Fist [Epic]

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

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

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

Improved Whirlwind Attack [Epic]

You become a blurry whirlwind of attacks, striking out at all enemies near your position.

Prerequisites: Int 13, Dex 23, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack.

Benefit: As a full-round action, you may make one melee attack at your full base attack bonus against each opponent that you threaten.

Normal: When using only the Whirlwind Attack feat, you can only attack opponents within 5 feet of you (regardless of the extent of the area you threaten).

Incite Rage [Epic]

Prerequisites: Cha 25, greater rage class feature.

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

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

Special: This is a mind-affecting effect.

Infinite Deflection [Epic]

You can deflect an infinite number of projectiles.

Prerequisites: Dex 25, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike.

Benefit: You may perform any number of deflections each round. See the Deflect Arrows feat in the *Player's Handbook*.

Inspire Excellence [Epic]

You can improve the abilities of your comrades through your performance.

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: You can use song or poetics to grant a bonus to one ability score to your allies. To be affected, an ally must hear the bard sing for 1 full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word (such as wands).

Each ally to be inspired gains a +4 competence bonus to the same ability score, which you must choose before you begin inspiring. For instance, you could grant all allies a bonus to Strength, or all allies a bonus to Constitution, but you couldn't grant some allies a bonus to Strength and some a bonus to Constitution with the same performance.

Inspire excellence is a supernatural, mind-affecting ability. Using this feat counts as one of your uses of song or poetics for the day.

Special: This feat is treated as a bardic music inspiration ability for purposes of feats that affect such abilities.

Instant Reload [Epic]

Choose one type of crossbow, such as heavy crossbow. You can fire that type of crossbow as fast as a bow.

Prerequisite: Quick Draw, Rapid Reload*, Weapon Focus (crossbow type to be selected).

Benefit: You may fire the selected type of crossbow at your full normal attack rate. Effectively, you can reload your crossbow as fast as an archer can reload a bow. Reloading your crossbow does not provoke attacks of opportunity.

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

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Intensify Spell [Metamagic] [Epic]

You can cast spells with exceptionally great effect.

Prerequisites: Empower Spell, Maximize Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: All variable, numeric effects of an intensified spell are maximized, then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. For example, an intensified *horrid wilting* spell would deal 16 points of damage per caster level (up to a maximum of 400 points of damage at 25th level). Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected. An intensified spell uses up a spell slot seven levels higher than the spell's actual level.

You can't combine the effects of this feat with any other feat that affects the variable, numeric effects of a spell, such as Empower Spell or Maximize Spell.

Keen Strike [Epic]

Your unarmed strikes become as sharp as blades.

Prerequisites: Str 23, Wis 23, Improved Critical (unarmed strike), ki strike +3.

Benefit: Your unarmed strike is considered to be a slashing keen weapon (and thus threatens a critical hit on a 19–20). (At your option, any unarmed strike can do bludgeoning damage instead, but it loses the keen quality.) This ability doesn't stack with similar abilities (for instance, if some other effect has already granted your unarmed strikes the keen special ability).

Lasting Inspiration [Epic]

Your songs continue to inspire allies long after your words have faded.

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: The effects of your bardic music inspiration abilities last for ten times as long as normal after you stop singing. This feat has no effect on inspiration abilities that have no duration after you stop singing (such as inspire competence).

Legendary Climber [Epic]

You can climb rapidly much more easily than a normal person.

Prerequisites: Dex 21, Balance 12 ranks, Climb 24 ranks.

Benefit: You can ignore any check penalties applied for accelerated climbing or rapid climbing.

Normal: Without this feat, you take a –5 penalty on Climb checks when attempting to cover your full speed in climbing distance in a round, or a –20 penalty when attempting to cover twice your speed in climbing distance in a round.

Legendary Commander [Epic]

You attract and lead great armies of followers through sheer force of personality.

Prerequisites: Cha 25, Epic Leadership, Leadership, Diplomacy 30 ranks, must rule own kingdom and have a stronghold.

Benefit: Multiply the number of followers of each level that you can lead by 10. Thus, a Leadership score of 25 would allow you to lead 1,350 1st-level followers, 130 2nd-level followers, and so forth. This has no effect on cohorts.

Legendary Leaper [Epic]

You can jump much farther than normal for your size.

Prerequisite: Jump 24 ranks.

Benefit: The distance of your jumps is not restricted by your height.

Legendary Rider [Epic]

You can ride any mount without penalty (even bareback) and can control any mount in combat.

Prerequisite: Ride 24 ranks.

Benefit: You suffer no reduction in rank when riding an unfamiliar mount. You don't take a penalty on Ride checks when riding a mount without a saddle (bareback). You never need to make a Ride check to control a mount in combat (and even controlling a mount not trained for combat doesn't require an action).

Normal: Without this feat, your rank is reduced by 2 or 5 when riding a different mount from what you are familiar with, you take a -5 penalty on Ride checks without a saddle, and you must make a Ride check to control a mount in combat (and controlling a light horse, pony, or heavy horse in combat requires a move-equivalent action).

Legendary Tracker [Epic]

You can track prey across or through the water, or even through the air.

Prerequisites: Wis 25, Track, Knowledge (nature) 30 ranks, Wilderness Lore 30 ranks.

Benefit: You can track creatures across water, underwater, or through the air by the minute disturbances they make and traces of their passage. This adds the surfaces of water, underwater, and air to the list of surfaces found under the Track feat in the *Player's Handbook*:

Surface	DC
Water	60
Underwater	80
Air	120

Legendary Wrestler [Epic]

You are exceptionally proficient at grappling.

Prerequisite: Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 15 ranks.

Benefit: You gain a +10 bonus on all grapple checks.

Special: A monk can qualify for this feat without having the Improved Unarmed Strike feat.

Lingering Damage [Epic]

Your sneak attacks continue to deal damage even after you strike.

Prerequisite: Sneak attack +8d6, crippling strike class feature.

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

Magical Beast Wild Shape [Wild] [Epic]

You can *wild shape* into magical beast form.

Prerequisites: Wis 25, Beast Wild Shape, Knowledge (nature) 27 ranks, *wild shape* 6/day.

Benefit: You can use your normal *wild shape* ability to take the form of a magical beast. The size limitation is the same as your limitation on animal size. You gain all supernatural abilities of the magical beast whose form you take.

Master Staff [Epic]

You can activate a staff without using a charge.

Prerequisite: Craft Staff, Spellcraft 15 ranks.

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

For example, you might want to save the charges on your *staff of power* because you do not want to go to the trouble of crafting another when the charges run out, and also because it allows you more options—you can memorize more utilitarian spells, trusting to the offensive power of your staff if conflict arises. You can use this feat to lose a 3rd-level prepared slot in order to active *lightning bolt* from the staff, but you can't use this feat to emulate a charge used for doubling the staff's melee damage (because that power doesn't match a specific spell).

Master Wand [Epic]

You can activate a wand without using a charge.

Prerequisite: Craft Wand, Spellcraft 15 ranks.

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

For example, if *lightning bolt* is on your class list and you find a *wand of lightning bolt* with 3 charges, you can expend unused spell slots instead of charges, thus extending the life of the wand.

Mighty Rage [Epic]

Your rage becomes even more powerful than normal.

Prerequisites: Str 21, Con 21, greater rage class feature.

Benefit: When you rage, you gain a +8 bonus to Strength and Constitution and a +4 morale bonus on Will saves. (These bonuses replace the normal rage bonuses.)

Mobile Defense [Epic]

You can adjust your position while maintaining a defensive stance.

Prerequisites: Dex 15, Dodge, Mobility, Spring Attack, defensive stance 5/day class feature.

Benefit: While in a defensive stance, you may take one 5-foot adjustment each round without losing the benefits the stance.

Normal: Without this feat, you can't move while in a defensive stance.

Multispell [Epic]

You can cast an additional quickened spell in a round.

Prerequisites: Quickened Spell, ability to cast 9th-level arcane or divine spells.

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

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

Multiweapon Rend [Epic]

You can rend opponents when fighting with more than two limbs.

Prerequisites: Dex 15, base attack bonus +9, three or more hands, Multidexterity, Multiweapon Fighting.

Benefit: If you hit an opponent with two or more weapons (wielded in different hands) in the same round, you may automatically rend the opponent. This rending deals additional damage equal to the base damage of the smallest weapon that hit plus 1 1/2 times your Strength modifier. You can only rend once per round, regardless of how many successful attacks you make.

For example, if you wield three weapons simultaneously you hit with any two of the three weapons in the same round, you would automatically rend your opponent for the appropriate damage.

Special: This feat replaces the Two-Weapon Rend feat for creatures with more than two arms.

Music of the Gods [Epic]

You can use your bardic music to influence creatures immune to mind-affecting effects.

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: Your bardic music can affect even those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.

Negative Energy Burst [Divine] [Epic]

You can use your rebuke/command undead ability to unleash a burst of negative energy.

Prerequisites: Cha 25, ability to rebuke or command undead, ability to cast *inflict critical wounds*, any evil alignment.

Benefit: You can use one rebuke or command undead attempt to unleash a wave of negative energy in a 60-foot-burst. Roll a normal rebuke (or command) check, except that the negative energy burst affects living creatures rather than undead. Any creature that would be rebuked by this result gains one negative level. Any creature that would be commanded by this check gains two negative levels. The Fortitude save DC to remove these levels one day later is equal to 10 + 1/2 your effective turning level + your Charisma modifier.

Overwhelming Critical [Epic]

Choose one type of melee weapon, such as longsword or greataxe. With that weapon, you do more damage on a critical hit.

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

Benefit: When using the weapon you have selected, you deal +1d6 points of bonus damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add +2d6 points of bonus damage instead, and if the multiplier is $\times 4$, add +3d6 points of bonus damage instead.

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

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

Penetrate Damage Reduction [Epic]

You can bypass a creature's damage reduction.

Benefit: Your attacks are made as if with an additional +2 bonus to their standard enhancement bonus. For instance, when attacking a creature with damage reduction 35/+3, you would only need a +1 weapon to bypass the damage reduction.

Special: This feat does not actually confer an enhancement bonus; it only emulates one for the purpose of penetrating an opponent's damage reduction.

The bonus conferred by Penetrate Damage Reduction stacks with the bonus conferred by Ki Strike.

Perfect Health [Epic]

You are immune to normal diseases and common poisons.

Prerequisite: Con 25, Great Fortitude.

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

Perfect Multiweapon Fighting [Epic]

A creature with three or more hands can fight with a weapon in each hand. The creature is allowed its full number of attacks with each extra weapon.

Prerequisite: Dex 25, three or more hands, Greater Multiweapon Fighting*, Multidexterity, Multiweapon Fighting.

Benefit: You can make as many attacks with each extra weapon as with your primary weapon, using the same base attack bonus. For example, a four-armed creature with this feat and a base attack of +18/+13/+8/+3 could make four attacks per round with his primary weapon and four attacks per round with each extra weapon, using this base attack bonus. You still take the normal penalties for fighting with two weapons.

Normal: A creature without this feat can make only one attack per round with each extra weapon (or two attacks per round with each weapon if it has Multiweapon Fighting, or three attacks per round with each extra weapon if it has Greater Multiweapon Fighting). Each attack after the first extra attack has a cumulative -5 penalty.

Special: This feat replaces the Perfect Two-Weapon Fighting feat for creatures with more than two arms (and functions identically to that feat if you have fewer than three arms).

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Perfect Two-Weapon Fighting [Epic]

You can attack with your off-hand weapon as frequently as with your primary weapon.

Prerequisites: Dex 25, Ambidexterity, Greater Two-Weapon Fighting*, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: You can make as many attacks with your off-hand weapon as with your primary weapon, using the same base attack bonus. For example, a character with this feat and a base attack bonus of +18/+13/+8/+3 could

make four attacks per round with his primary weapon and four attacks per round with his off-hand weapon using this base attack bonus. You still take the normal penalties for fighting with two weapons.

Normal: Without this feat, you can only get a single attack with an off-hand weapon (or two attacks with an off-hand weapon if you have Improved Two-Weapon Fighting, or three attacks with an off-hand weapon if you have Greater Two-Weapon Fighting).

Special: A ranger can qualify for this feat even if he hasn't taken Ambidexterity or Two-Weapon Fighting, but can only use it when wearing light armor or no armor,

*This feat is presented in the Nonepic Feats section at the end of this chapter.

Permanent Emanation [Epic]

One of your personal emanation spells becomes permanent.

Prerequisites: Spellcraft 25 ranks, ability to cast the spell to be made permanent.

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

Special: This feat may be taken multiple times. Each time, you select a different spell to become permanent

Planar Turning [Epic]

You can turn (or rebuke) outsiders.

Prerequisites: Wis 25, Cha 25, ability to turn or rebuke undead.

Benefit: You can turn or rebuke outsiders as if they were undead. An outsider has effective turn resistance equal to half its spell resistance (round down).

PLANAR TURNING: AN ALTERNATIVE [EPIC]

As written, the Planar Turning feat stresses the good-versus-evil axis of alignment. However, there are two alternative versions of this feat that allow it to work differently.

If your campaign stresses the law-chaos axis of alignment, you can allow a character to select a lawful or chaotic version of this feat. A lawful version would turn (or destroy) all chaotic outsiders and rebuke (or command) all lawful outsiders, while the chaotic version would turn (or destroy) all lawful outsiders and rebuke (or command) all chaotic outsiders. The character must be of the alignment that he chooses (you must be lawful to select the lawful version, and you must be chaotic to choose the chaotic version).

A second alternative is to say that anyone using this feat turns (or destroys) all outsiders who have at least one alignment component opposed to one of your alignment components (good versus evil, law versus chaos) and rebukes (or commands) all outsiders who have no alignment components opposed to yours. For the purposes of this version of the feat, neutral is opposed to none of the other alignment

components, so you may choose to require that a true neutral character select one of the four alignment components that he will treat as part of his alignment for the purposes of this feat (much as a lawful neutral, neutral, or chaotic neutral cleric must decide whether he turns or rebukes undead).

For example, a lawful good cleric using the second alternative version of this feat would turn (or destroy) all outsiders who had either "chaotic" or "evil" in their alignment (CG, CN, CE, NE, LE) and would rebuke (or command) all outsiders who had neither "chaotic" nor "evil" in their alignment (LG, NG, LN, N). A chaotic neutral cleric using this version of the feat would turn (or destroy) all outsiders who had "lawful" in their alignment (LG, LN, LE) and would rebuke (or command) all outsiders who did not have "lawful" in their alignment (NG, N, NE, CG, CN, CE). A neutral cleric would rebuke (or command) all outsiders (unless the DM required that he choose an alignment component, in which case he would be treated as being LN, NG, CN, or NE for the purposes of this feat).



If you can turn undead, you turn (or destroy) all evil outsiders and rebuke (or command) all nonevil outsiders. If you can rebuke undead, you rebuke (or command) all evil outsiders and turn (or destroy) all nonevil outsiders.

Plant Wild Shape [Wild] [Epic]

You can *wild shape* into plant form.

Prerequisites: Beast Wild Shape, Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: You can use your normal *wild shape* ability to take the form of a plant. The size limitation is the same as your limitation on animal size.

Polyglot [Epic]

You can speak, read, and write all languages.

Prerequisites: Int 25, Speak Language (five languages).

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

Positive Energy Aura [Epic]

You automatically turn (or even destroy) lesser undead.

Prerequisites: Cha 25, ability to turn undead, ability to cast *dispel evil*.

Benefit: Every undead creature that comes within 15 feet of you is automatically affected as if you had turned it. This doesn't cost a turning attempt, and you don't have to roll turning damage (it automatically affects all undead in a 15-foot burst), but it only turns undead with Hit Dice

equal to or less than your effective cleric level minus 10 (and automatically destroys undead with Hit Dice equal to or less than your effective cleric level minus 20). For example, a 22nd-level cleric would automatically turn any nearby wights or wraiths and would automatically destroy any Medium-size skeletons or zombies that came near him, but would have to turn nightshades and the like normally.

Just as with normal turning, you can't affect undead that have total cover relative to you.

Ranged Inspiration [Epic]

You can use your bardic music at a greater range than normal.

Prerequisite: Bardic music class feature, Perform 25 ranks.

Benefit: Double the range of any bardic music ability that has a range. For instance, you can use countersong to protect creatures within 60 feet of you (rather than 30 feet); you can fascinate a creature up to 180 feet away; and you can inspire competence or greatness in an ally up to 60 feet away. (If the creature must hear the bard to be affected by the ability, that requirement doesn't change regardless of any extended range the bard's ability may have.)

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

Rapid Inspiration [Epic]

You can inspire your allies with bardic music more quickly than normal.

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: You can use any of your bardic music inspiration abilities as a standard action. The inspiration takes effect immediately after you conclude the action.

Reactive Countersong [Epic]

You can use countersong as a reaction to a sonic or language-dependent magical attack.

Prerequisite: Combat Reflexes, Perform 30 ranks, bardic music class feature.

Benefit: You can begin a countersong at any time, even when it isn't your turn (much like a wizard who has readied a counterspell action), though you don't have to ready an action to do so. Thus, you could use the countersong as a reaction to a sonic or language-dependent magical attack.

You can't use Reactive Countersong at the same time you are using another bardic music ability (though you could stop the other bardic music ability to begin Reactive Countersong if so desired).

Normal: Without this feat, you can only use countersong on your turn.

Reflect Arrows [Epic]

You reflect ranged attacks back upon the attacker.

Prerequisites: Dex 25, Deflect Arrows, Improved Unarmed Strike.

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

Righteous Strike [Epic]

Your unarmed strikes are particularly damaging to chaotic creatures.

Prerequisites: Wis 19, Improved Unarmed Strike, Stunning Fist, any lawful alignment.

Benefit: Your unarmed strike is treated as a lawful weapon (it deals +2d6 points of damage against creatures of chaotic alignment). This ability doesn't stack with similar abilities (for instance, if some other effect has granted the lawful ability to your unarmed strike).

Ruinous Rage [Epic]

While in a rage, you can deal tremendous damage to objects.

Prerequisites: Str 25, Power Attack, Sunder, rage 5/day.

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

Scribe Epic Scroll [Item Creation] [Epic]

You can scribe scrolls of epic power.

Prerequisites: Scribe Scroll, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: You can scribe scrolls that exceed the normal limits for such items (as stated in this book and in the *DUNGEON MASTER'S Guide*). For instance, you could scribe a scroll with spells of greater than 9th level, or a scroll with a caster level greater than 20th.

Even this feat does not allow you to scribe a scroll with an epic spell (see Chapter 2: Epic Spells). Such magic defies the power of the written word and thus cannot be scribed into scroll form.

See Chapter 4: Epic Magic Items for examples of epic scrolls.

Self-Concealment [Epic]

When in combat, your form becomes blurry and indistinct, making it difficult to land a blow against you.

Prerequisites: Dex 30, Hide 30 ranks, Tumble 30 ranks, improved evasion.

Benefit: Attacks against you have a 10% miss chance (the equivalent of one-quarter concealment). You lose this benefit whenever you would lose your Dexterity bonus to AC.

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

Shattering Strike [Epic]

You can shatter objects with your unarmed strike.

Prerequisites: Epic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration 25 rank, *ki* strike +3.

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

Sneak Attack of Opportunity [Epic]

Whenever your opponent lets his guard down, you can make a sneak attack.

Prerequisites: Sneak attack +8d6, opportunist class feature.

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

Spectral Strike [Epic]

You can strike incorporeal creatures as if they were solid.

Prerequisites: Wis 19, ability to turn or rebuke undead.

Benefit: Your attacks deal damage normally against incorporeal creatures.

Normal: Without this feat, even attacks that can damage an incorporeal creature have a 50% chance to deal no damage.

Spell Knowledge [Epic]

You add two additional arcane spells to your repertoire.

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

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

Special: You can gain this feat multiple times.

Spell Opportunity [Epic]

You can cast a touch spell as an attack of opportunity.

Prerequisites: Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 25 ranks.

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

Normal: Without this feat, you can only make a melee attack as an attack of opportunity,

Spell Stowaway [Epic]

Choose a spell-like ability you possess or a spell you can cast. You gain the benefits of this magic whenever it is used near you.

Prerequisites: Spellcraft 24 ranks, caster level 12th.

Benefit: You are attuned to the magic you chose. If another spellcaster within 300 feet of you uses this magic, you also immediately gain the magic's effect as if it had been used on you by the same caster.

You must have direct line of effect to the spellcaster in order to gain the benefit of the attuned magic (though you do not have to know the spellcaster is present, and you can be flat-footed). The magic's duration, effect, and other specifics are determined by its original caster's level.

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

Spellcasting Harrier [Epic]

Spellcasters you threaten find it difficult to cast defensively.

Prerequisite: Combat Reflexes.

Benefit: Any spellcaster you threaten in melee takes a penalty on Concentration checks made to cast defensively equal to 1/2 your level.

Spontaneous Domain Access [Epic]

Select a domain of spells you have access to. You can spontaneously convert spells into spells of this domain. **Prerequisites:** Wis 25, Spellcraft 30 ranks, ability to cast 9th-level divine spells.

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

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

Spontaneous Spell [Epic]

Select a spell you can cast. You can spontaneously convert spells of that spell's level into that spell.

Prerequisite: Spellcraft 25 ranks, ability to cast the maximum normal spell level of at least one spellcasting class.

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

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

Storm of Throws [Epic]

You become a flurry of thrown weapons, targeting all nearby opponents.

Prerequisite: Dex 23, Point Blank Shot, Quick Draw, Rapid Shot.

Benefit: As a full-round action, you may throw a light weapon at your full base attack bonus at each opponent within 30 feet. All light weapons thrown need not be the same type; for instance, a human could throw a mix of daggers, darts, and throwing axes.

Superior Initiative [Epic]

You can react even more quickly than normal in a fight.

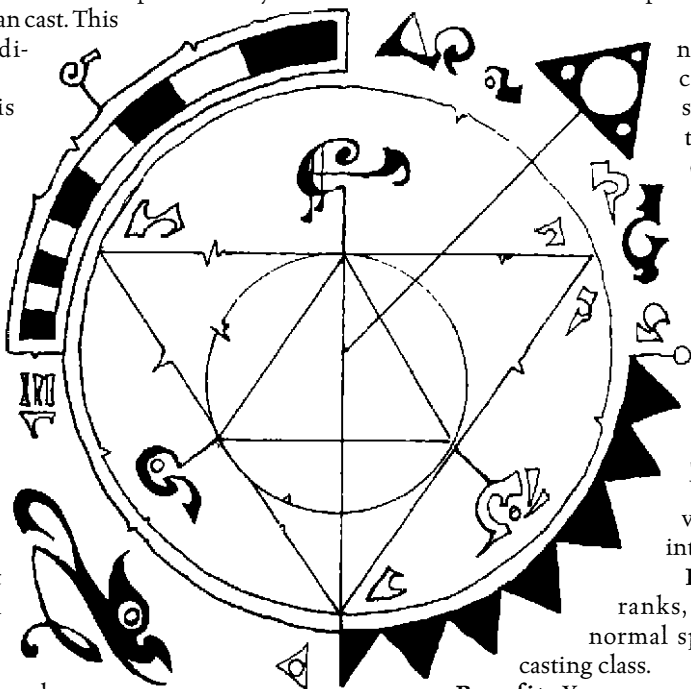
Prerequisite: Improved Initiative.

Benefit: You get a +8 bonus on initiative checks. This bonus overlaps (does not stack with) the bonus from Improved Initiative.

Swarm of Arrows [Epic]

You can fire a veritable storm of arrows at nearby opponents.

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



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

Tenacious Magic [Epic]

Choose one of your spells or spell-like abilities. That magic cannot be dispelled, only suppressed.

Prerequisites: Spellcraft 15 ranks.

Benefit: Choose one spell you know or spell-like ability you possess, such as *improved invisibility* or *stoneskin*. Whenever the chosen form of magic would otherwise end due to a *dispel* effect, the magic is instead only suppressed for 1d4 rounds. The magic still ends when its duration expires, but the suppressed rounds do not count against its duration.

You can dismiss your own spell or spell-like ability (if dismissible) or dispel your own tenacious magic normally.

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

Terrifying Rage [Epic]

While in a rage, you panic your opponents.

Prerequisites: Intimidate 25 ranks, rage 5/day.

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if they have fewer Hit Dice than you) or shaken (if they have Hit Dice equal to or up to twice yours) for 4d6 rounds.

Thundering Rage [Epic]

Your rage attacks can cause thunderous roars that can deafen opponents.

Prerequisites: Str 25, rage 5/day.

Benefit: Any weapon you wield while in a rage is treated as a thundering weapon (see the *DUNGEON MASTER's Guide*). The DC of the Fortitude save to resist deafness is equal to $10 + 1/2$ your level. This ability does not stack with similar abilities (for instance, if the weapon is already a thundering weapon).

Trap Sense [Epic]

You can sense nearby traps even if not actively searching for them.

Prerequisites: Search 25 ranks, Spot 25 ranks, ability to find traps as a rogue.

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

Two-Weapon Rend [Epic]

You can rend opponents when fighting with two weapons.

Prerequisites: Dex 15, base attack bonus +9, Ambidexterity, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If you hit an opponent with a weapon in each hand in the same round, you may automatically rend the opponent. This deals additional damage equal to the base damage of the smaller weapon plus $1 1/2$ times your Strength modifier. Base weapon damage includes an

enhancement bonus on damage, if any. You can only rend once per round, regardless of how many successful attacks you make.

For example, when wielding a longsword and a short sword simultaneously, if you hit with the longsword and the short sword in the same round, you would automatically rend your opponent for 1d6 plus $1 1/2$ times your Strength modifier in points of damage.

Uncanny Accuracy [Epic]

You can ignore anything less than total cover or total concealment when using ranged weapons.

Prerequisites: Dex 21, Point Blank Shot, Precise Shot, Spot 20 ranks.

Benefit: When throwing or shooting a ranged weapon, you can ignore any cover bonus to the target's AC (up to a maximum of nine-tenths cover) or any miss chance conferred by the target's concealment (up to a maximum of nine-tenths concealment). If the target has total concealment or total cover, the AC bonus or miss chance applies normally.

Undead Mastery [Divine] [Epic]

You can command a greater number of undead than normal.

Prerequisites: Cha 21, ability to rebuke or command undead.

Benefit: You may command up to ten times your level in HD of undead.

Unholy Strike [Epic]

Your attacks deal great damage to good creatures.

Prerequisites: Smite good class feature, any evil alignment.

Benefit: Any weapon you wield is treated as a unholy weapon (it deals +2d6 points of damage against creatures of good alignment). This ability doesn't stack with similar abilities (for instance, if the weapon is already an unholy weapon).

Vermin Wild Shape [Wild] [Epic]

You can *wild shape* into vermin form.

Prerequisites: Beast Wild Shape, Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: You can use your normal *wild shape* ability to take the form of a vermin. The size limitation is the same as your limitation on animal size.

Vorpal Strike [Epic]

Your unarmed strikes can behead your opponents.

Prerequisites: Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, *ki* strike +3.

Benefit: Your unarmed strike is considered to be a slashing vorpal weapon. (At your option, any unarmed strike can do bludgeoning damage instead, but it loses the vorpal quality.) This ability doesn't stack with similar abilities (for instance, if some other effect has already granted your unarmed strikes the vorpal quality).

Widen Aura of Courage [Epic]

Your aura of courage is wider than normal.

Prerequisite: Cha 25, aura of courage class ability.

Benefit: Your aura of courage extends to all allies within 100 feet of you.

Widen Aura of Despair [Epic]

Your aura of despair is wider than normal.

Prerequisite: Cha 25, aura of despair class ability.

Benefit: Your aura of despair extends to all allies within 100 feet of you.

Zone of Animation [Divine] [Epic]

You can channel negative energy to animate undead.

Prerequisite: Cha 25, Undead Mastery, ability to rebuke or command undead.

Benefit: You can use a rebuke or command undead attempt to animate corpses within range of your rebuke or command attempt. You animate a total number of HD of undead equal to the number of undead that would be commanded by your result (though you can't animate more undead than there are available corpses within range). You can't animate more undead with any single attempt than the maximum number you can command (including any undead already under your command). These undead are automatically under your command, though your normal limit of commanded undead still applies.

If the corpses are relatively fresh, the animated undead are zombies. Otherwise, they are skeletons.

NONEPIC FEATS

The following feats are reproduced from other publications because they are prerequisites for certain feats presented in this chapter (or they are possessed by NPCs in an appendix). They are unchanged from their original sources. They are not epic feats, so they may be selected by characters any time they could select a new feat.

Eschew Materials [Metamagic]

You can cast spells without material components.

Prerequisites: Any other metamagic feat.

Benefit: A spell cast with Eschew Materials can be cast with no material components. Spells without material components are not affected. Spells with material components with a cost of more than 1 gp are not affected. An eschewed spell uses up a spell slot of the same level as the original spell.

Greater Multiweapon Fighting [General]

A creature with three or more hands can fight with a weapon in each hand. The creature can make up to three attacks per round with each extra weapon.

Prerequisites: Dex 19, three or more hands, Improved Multiweapon Fighting, Multiweapon Fighting, Multi-Dexterity, base attack bonus +15.

Benefit: You may make up to three extra attacks with each extra weapon you wield, albeit at a –10 penalty.

Special: This feat replaces the Greater Two-Weapon Fighting feat originally presented in *Masters of the Wild*

TABLE 1–37: NONEPIC FEATS

Feat Name	Prerequisite
Eschew Materials (M)	Any other metamagic feat
Greater Multiweapon Fighting*	Dex 19, three or more hands, Improved Multiweapon Fighting, Multiweapon Fighting, Multi-dexterity, base attack bonus +15
Greater Spell Focus	Spell Focus in the school selected
Greater Spell Penetration	Spell Penetration
Greater Two-Weapon Fighting	Improved Two-Weapon Fighting, Two-Weapon Fighting, Ambidexterity, base attack bonus +15
Improved Counterspell	—
Improved Multiattack	Three or more natural weapons, Multiattack
Improved Flyby Attack	Fly speed, Flyby Attack, Dodge, Mobility
Improved Multiweapon Fighting	Dex 15, three or more hands, Multiweapon Fighting, Multi-dexterity, base attack bonus +9
Manyslot	Dex 15, base attack bonus +6, Point Blank Shot, Rapid Shot
Rapid Reload	Base attack bonus +2, proficiency with the crossbow used

(M) – Metamagic feat.

(W) – Wild feat.

*This feat may be taken as one of a fighter's bonus (nonpic) feats.

for creatures with more than two arms (and functions identically to that feat if you have fewer than three arms).

Greater Spell Focus [General]

Choose a school of magic, such as illusion. Your spells of that school are far more potent than normal.

Prerequisite: Spell Focus in the school selected.

Benefit: Add +4 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on. This benefit overlaps (does not stack with) the bonus from Spell Focus.

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

Greater Spell Penetration [General]

Your spells are especially potent, defeating spell resistance more readily than normal.

Prerequisite: Spell Penetration.

Benefit: You get a +4 bonus on caster level checks to beat a creature's spell resistance. This benefit overlaps (does not stack with) the bonus from Spell Penetration.

Greater Two-Weapon Fighting [General]

You are a master at fighting two-handed.

Prerequisites: Improved Two-Weapon Fighting, Two-Weapon Fighting, Ambidexterity, base attack bonus +15.

Benefit: In addition to the standard extra attack you get with an off-hand weapon and the second attack with the off-hand weapon provided by Improved Two-Weapon Fighting, you get a third attack with the off-hand weapon, albeit at a –10 penalty (see Table 8–2: Two-Weapon Fighting Penalties in the *Player's Handbook*).

Special: A ranger who meets only the base attack bonus prerequisite and the Improved Two-Weapon Fighting prerequisite can gain this feat, but can only use it when wearing light armor or no armor. This feat can be taken as one of a fighter's bonus feats.

Improved Counterspell [General]

You understand the nuances of magic to such an extent that you can counter your opponent's spells with great efficiency.

Benefit: When counterspelling, instead of using the exact spell you are trying to counter, you may use a spell of the same school that is one or more levels higher than the target spell.

Improved Multiattack [General]

The creature is particularly adept at using all its natural weapons at once.

Prerequisite: Three or more natural weapons, Multiattack.

Benefit: The creature's secondary attacks with natural weapons have no penalty. They still add only one-half the creature's Strength bonus, if any, to damage dealt.

Normal: Without this feat, the creature's secondary natural attacks have a -5 penalty (or a -2 penalty if it has the Multiattack feat).

Improved Flyby Attack [General]

The creature can attack on the wing with increased mobility.

Prerequisite: Fly speed, Flyby Attack, Dodge, Mobility.

Benefit: When flying, the creature can take a move action (including a dive) and another partial action at any point during the move. If this partial action is an attack, the creature provokes no attacks of opportunity by moving through areas threatened by its target. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a partial action either before or after its move. Even with the Flyby Attack feat, the creature provokes attacks of opportunity by moving through areas threatened by the target of its flyby attack.

Improved Multiweapon Fighting [General]

A creature with three or more hands can fight with a

weapon in each hand. The creature can make up to two attacks per round with each extra weapon.

Prerequisites: Dex 15, three or more hands, Multiweapon Fighting, Multidexterity, base attack bonus +9. **Benefit:** In addition to the single extra attack you get with each extra weapon from Multiweapon Fighting, you get a second attack with each extra weapon, albeit at a -5 penalty.

Normal: With only Multiweapon Fighting, you can only get a single attack with each extra weapon.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.

Manyshot [General]

You can fire multiple arrows as a single attack against a nearby target.

Prerequisites: Dex 15, base attack bonus +6, Point Blank Shot, Rapid Shot.

Benefits: As a standard action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll to determine success (with a -4 penalty on the roll) and deal normal damage.

For every 5 points of base attack bonus above +6, you may add one additional arrow to this attack, to a maximum of four arrows at base attack bonus +16 or higher. However, each arrow after the second adds a cumulative

-2 penalty to the attack roll (-6 for three arrows, -8 for four).

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

Rapid Reload [General]

You reload a crossbow more quickly than normal.

Prerequisites: Base attack bonus +2, proficiency with the crossbow used.

Benefit: You can reload a hand crossbow or light crossbow as a free action that provokes an attack of opportunity. You may reload a heavy crossbow as a move-equivalent action that provokes an attack of opportunity. You can use this feat once per round.

Normal: Loading a hand crossbow or light crossbow is a move-equivalent action, and loading a heavy crossbow is a full-round action.

