

Epic Feat Expansion 1

“I was there and I still don’t know how he did it. We thought we could stop him ‘coz he only carried a knife. I just wish that mistake didn’t have to cost me an arm”

- Local Militia after Haloa came through town.

Presented here are eight new Epic feats for all Epic Legacy prestige classes. These feats provide new gameplay, roleplaying, and character building options that will allow you to tell new Epic stories, unleash powerful combos, and build more interesting Epic characters.

Boundless Creativity

Your creative mind is unparalleled, allowing to exploit new tactics in battle and solve complex conundrums with ease. You gain the following benefits:

- You may take an additional bonus action on your turn. You cannot use this bonus action to take a Dash or Disengage action.
- You may take the Search or Use Object action as a bonus action. When you use either action, you gain Epic advantage on ability checks associated with that action.
- You learn all languages you have encountered, and are able to pick up new languages after one day of study or conversation with willing partner.

Cavalry Master

Your skill while mounted is unrivaled as you charge down any foe. While you are mounted and aren’t incapacitated, you gain the following benefits:

- If your mount uses the Dash action to move 30 ft. in a straight line, you may use your reaction to make a single melee attack against a creature in range over the course of that movement. If this attack hits, double the damage of your attack against the creature.
- You have Epic advantage when making saving throws and ability checks against any effect attempting to dismount you. Additionally, while you are mounted, your mount gains resistance to damage.

When you roll for initiative and your mount is intelligent enough to have its own turn, you may choose to have your mount’s initiative count occur immediately before, or after yours.

Devastator

A charge from you can lay waste to foes as you bound across great distances to reach your enemies.

- When you use your action to Dash, you may also take an attack action. Once you take your attack action in this manner, you may not use any remaining movement you have that turn.
- When you successfully shove a creature, you may push it 5 additional ft. for every 10 ft. of movement you have unspent.

- The ground shakes with your footfalls when you use movement gained from the Dash action.

Fists of Fury

Your unarmed strikes always strike with punishing force, allowing you to shatter bone and metal with the might of your fists. You gain the following benefits:

- When you hit a foe with an unarmed strike, you may choose to deal force damage instead of bludgeoning damage.
- Once per turn, when you successfully score a critical hit with an unarmed strike, you may immediately take an attack action using only your unarmed strike.
- Your unarmed strikes deal double damage to objects and structures.

Force of Will

Your mind possesses unparalleled clarity and strength, allowing you to resist the worst psychic foes can throw at you. You gain the following benefits:

- While conscious, you are under the effects of the *mind blank* spell. This is not a magical effect, but the natural defenses of your mind are so formidable as to be similar to powerful magic.
- In addition, you gain immunity to the frightened condition and the traumatized Epic condition.
- Psychic and telepathic creatures aware of your presence become uncomfortable and paranoid, sensing your mind as a void they cannot perceive.

Lord of War

Your martial skill allows you to wield various weapons with peerless ability. When you select this feat, choose three different weapon properties from the categories below. You gain the following benefits according to the properties you selected.

Property	Feature
Finesse	You may treat any melee weapon you wield as a Finesse weapon
Heavy	Once per turn, when you score a critical hit with a Heavy weapon, your next successful attack against that target is treated as a critical hit.
Light	Once per turn, when you miss an attack with a Light weapon, you may immediately make an additional attack with that weapon at no action cost.
Loading	The first attack you make with a Loading weapon each turn deals 10 additional damage.
Reach	Once per turn, when you make an attack with a Reach weapon, you may move 5 ft. before or after the attack without provoking opportunity attacks.
Thrown	When you make an attack with a Thrown weapon, you may choose to have the weapon return to your hand.

Additionally, you gain proficiency with any weapon you wield after 5 minutes of practice with that weapon, and you cannot be disarmed by non-Epic, non-Deific sources.

Master of Ceremonies

Spells that take others hours, if not days to cast, you can cast in mere moments. You gain the following benefits:

- You treat the casting time of all non-Epic spells with a casting time of greater than an action as though their casting time was an action.
- You learn the *symbol* spell if you do not know it already.
- You can perform any cultural rite, ceremony, or observance flawlessly if you have experienced that culture for at least 24 hours.

Relentless Warrior

Your attacks are as tenacious as they are deadly, allowing you to turn the fury of a failed attack into power for your next one. You gain the following benefits:

- When you miss an attack made on your turn, you gain a cumulative +5 bonus to all subsequent attack rolls made until the end of your turn.
- In addition, creatures cannot take reactions in response to your attacks rolls.
- Finally, allies who can see you will not surrender in battles unless you surrender first.