Dungeons & Dragons

Name _____ Race _____ Type _____
Player _____ Deity _____ Align _____ Size _____
Senses _____ Speed _____ Space _____ Reach _____

Ability Scores

	Score	Mod	Temp	Mod
Str				
Dex				
Con				
Int				
Wis				
Cha				

Armor Class / Defense

Total	= 10 +	Size	+	Class	+	Nat	+	Armor	+	Shield	+	Dex	+	Mental*	+	Deflect	+	Insight	+	Misc

Defense Modifiers

Vs Touch ____ Flat-Footed ____
AC Penalty ____ Spell Failure ____
Spell Resist ____ Dmg Reduct ____

* Int, Wis, or Cha modifier; as indicated by class ability, if any

Initiative

Total	=	Dex	+	Misc	+	Misc

Hit Points / Vitality		Wounds		Power Points		Turn Undead	
Total	Current	Total	Current	Total	Current	Total	Current

Classes

Class	Level	Hit Die
Template	Lvl Adj	Hit Dice

Spells Current	0	1	2	3	4	5	6	7	8	9

Saving Throws

	Total		Base		Abil		Epic		Misc		Misc	Modifiers
Fortitude (Con)		=		+		+		+		+		
Reflex (Dex)		=		+		+		+		+		
Will (Wis)		=		+		+		+		+		

Attacks

	Total		Base		Abil		Size		Epic		Misc	Modifiers
Melee (Str)		=		+		+		+		+		
Ranged (Dex)		=		+		+		+		+		
Grapple (Str)		=		+		+		+		+		

Weapon

	Total Attack Bonus	Damage	Critical
	___/___/___/___/___		
Effects		Range	

Weapon

	Total Attack Bonus	Damage	Critical
	___/___/___/___/___		
Effects		Range	

Weapon

	Total Attack Bonus	Damage	Critical
	___/___/___/___/___		
Effects		Range	

Armor

	AC	Max Dex	Penalty	Spell Fail	Speed
Effects					

Shield

	AC	Max Dex	Penalty	Spell Fail
Effects				

Weapons / Armor

- ❑ Simple ❑ Martial
- ❑ Light ❑ Medium
- ❑ Heavy ❑ Shields
- ❑ Tower Shields

	Total	Current
Action Points		
Readied Manuevers		
Epic Spells / Powers		

Skills

Max Ranks /

Class?	Skill Name		Key Abil	Total		Ranks		Abil		Misc		Misc
❑	Appraise	✝	Int		=		+		+		+	
❑	Autohypnosis	✠	Wis		=		+		+		+	
❑	Balance	✝	Dex*		=		+		+		+	
❑	Bluff	✝	Cha		=		+		+		+	
❑	Climb	✝	Str*		=		+		+		+	
❑	Concentration	✝	Con		=		+		+		+	
❑	Control Shape	✝	Wis		=		+		+		+	
❑	Craft (_____)	✝	Int		=		+		+		+	
❑	Craft (_____)	✝	Int		=		+		+		+	
❑	Decipher Script		Int		=		+		+		+	
❑	Diplomacy	✝	Cha		=		+		+		+	
❑	Disable Device		Int		=		+		+		+	
❑	Disguise	✝	Cha		=		+		+		+	
❑	Escape Artist	✝	Dex*		=		+		+		+	
❑	Forgery	✝	Int		=		+		+		+	
❑	Gather Information	✝	Cha		=		+		+		+	
❑	Handle Animal		Cha		=		+		+		+	
❑	Heal / Treat Injury	✝	Wis		=		+		+		+	
❑	Hide	✝	Dex*		=		+		+		+	
❑	Intimidate	✝	Cha		=		+		+		+	
❑	Jump	✝	Str*		=		+		+		+	
❑	Knowledge (_____)		Int		=		+		+		+	
❑	Knowledge (_____)		Int		=		+		+		+	
❑	Knowledge (_____)		Int		=		+		+		+	
❑	Knowledge (_____)		Int		=		+		+		+	
❑	Knowledge (_____)		Int		=		+		+		+	
❑	Knowledge (_____)		Int		=		+		+		+	
❑	Listen	✝	Wis		=		+		+		+	
❑	Martial Lore		Int		=		+		+		+	
❑	Move Silently	✝	Dex*		=		+		+		+	
❑	Open Lock		Dex		=		+		+		+	
❑	Perform (_____)	✝	Cha		=		+		+		+	
❑	Profession (_____)		Wis		=		+		+		+	
❑	Profession (_____)		Wis		=		+		+		+	
❑	Psicraft	✠	Int		=		+		+		+	
❑	Ride	✝	Dex		=		+		+		+	
❑	Search	✝	Int		=		+		+		+	
❑	Sense Motive	✝	Wis		=		+		+		+	
❑	Sleight of Hand		Dex*		=		+		+		+	
❑	Spellcraft		Int		=		+		+		+	
❑	Spot	✝	Wis		=		+		+		+	
❑	Survival / Wilderness Lore	✝	Wis		=		+		+		+	
❑	Swim (-1/5 lbs)	✝	Str*		=		+		+		+	
❑	Tumble		Dex*		=		+		+		+	
❑	Use Magic Device		Cha		=		+		+		+	
❑	Use Psionic Device	✠	Cha		=		+		+		+	
❑	Use Rope	✝	Dex		=		+		+		+	
❑					=		+		+		+	
❑					=		+		+		+	

✝ Can use untrained (0 skill ranks) ✠ Psionic skill * Armor chieck penalty, if any, applies

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Prepared by Hawkins (HawkinsTheDM[at]Yahoo.com)

Character Description

Character Background

Racial Abilities

Ability	Description

Languages

Language	Literate?	Language	Literate?
	❑		❑
	❑		❑
	❑		❑
	❑		❑
	❑		❑

Current / Next Lvl

Experience

Currency/Wealth

Equipment

Item Name	Reference	Weight
Head		
Face		
Throat		
Shoulders		
Torso		
Body		
Arms		
Hands		
Waist		
Feet		
Container		
	Total Weight	

Container

Item Name	Reference	Weight
	Total Container Weight	

Carrying Capacity

Light Load	Medium Load	Heavy Load	Lift Over Head	Lift Off Ground	Push Or Drag
			(Equals Max Load)	(2x Max Load)	(5x Max Load)

Character Traits

Trait	Description

Character Flaws

Flaw	Description

Class Abilities

Ability	Description	Ability	Description

Feats

General Feats

- ❑ Acrobatic
- ❑ Adaptive Style
- ❑ Agile
- ❑ Alertness
- ❑ Animal Affinity
- ❑ Antipsionic Magic
- ❑ Athletic
- ❑ Attentive
- ❑ Autonomous
- ❑ Avenging Strike
- ❑ Blade Meditation
- ❑ Blind Fight
- ❑ Chaotic Mind
- ❑ Cloak Dance
- ❑ Closed Mind
- ❑ Combat Casting
- ❑ Combat Expertise
  - ❑ Improved Disarm
  - ❑ Improved Feint
  - ❑ Improved Trip
- ❑ Combat Reflexes
- ❑ Confident
- ❑ Deadly Precision
- ❑ Deceptive
- ❑ Deceitful
- ❑ Deft Hands
- ❑ Desert Fire
- ❑ Desert Wind Dodge
- ❑ Devoted Bulwark
- ❑ Diligent
- ❑ Divine Spirit
- ❑ Dodge
  - ❑ Agile Riposte
  - ❑ Mobility
    - ❑ Spring Attack
      - ❑ Whirlwind Attack
  - ❑ Psionic Dodge
- ❑ Educated
- ❑ Endurance
  - ❑ Diehard
- ❑ Eschew Materials
- ❑ Evasive Reflexes
- ❑ Exotic Weapon Proficiency

_____

- ❑ Extra Granted Maneuver
- ❑ Extra Readied Maneuver
- ❑ Extra Turning (❑❑❑❑❑)
- ❑ Focused
- ❑ Frightful Presence
- ❑ Great Fortitude
- ❑ Guide
- ❑ Heroic Surge
- ❑ Improved Counterspell
- ❑ Improved Critical

_____

- ❑ Improved Familiar
- ❑ Improved Initiative
- ❑ Improved Shield Bash
- ❑ Improved Turning
- ❑ Improved Unarmed Strike
  - ❑ Deflect Arrows
    - ❑ Snatch Arrows
  - ❑ Improved Grapple
  - ❑ Snap Kick
  - ❑ Stunning Fist
    - ❑ Falling Sun Attack
  - ❑ Superior Unarmed Strike
- ❑ Investigator
- ❑ Iron Will
  - ❑ Force of Will
- ❑ Ironheart Aura
- ❑ Leadership
- ❑ Lightening Reflexes
- ❑ Magical Aptitude
- ❑ Martial Stance (❑❑❑❑❑)
- ❑ Martial Study (❑❑❑❑❑)
- ❑ Martial Weapon Proficiency

_____

- ❑ Mental Resistance
- ❑ Mind Over Body
- ❑ Mounted Combat
  - ❑ Mounted Archery
    - ❑ Ride-by Attack
  - ❑ Spirited Charge
  - ❑ Trample
- ❑ Natural Spell
- ❑ Negotiator
- ❑ Open Minded
- ❑ Point Blank Shot
  - ❑ Far Shot
    - ❑ Dead Aim
  - ❑ Precise Shot
    - ❑ Improved Precise Shot
  - ❑ Psionic Shot
    - ❑ Fell Shot
    - ❑ Return Shot
  - ❑ Rapid Shot
    - ❑ Manyshot
      - ❑ Greater Manyshot
  - ❑ Shot on the Run
- ❑ Power Attack
  - ❑ Cleave
    - ❑ Great Cleave
  - ❑ Improved Bull Rush
  - ❑ Improved Overrun
  - ❑ Improved Sunder
    - ❑ Focused Sunder
- ❑ Psionic Affinity
- ❑ Psionic Hole
- ❑ Quick Draw
- ❑ Rapid Assult
- ❑ Rapid Metabolism
- ❑ Rapid Reload

_____

- ❑ Reckless Offense
- ❑ Run
- ❑ Self-Sufficient
- ❑ Shadow Blade
- ❑ Shadow Trickster
- ❑ Skill Focus

_____

- ❑ Skill Knowledge

_____

- ❑ Song of the White Raven
- ❑ Spell Focus

_____

- ❑ Augment Summoning
- ❑ Greater Spell Focus

_____

- ❑ Spell Mastery (❑❑❑❑❑)
- ❑ Spell Penetration
- ❑ Stand Still
- ❑ Stealthy
- ❑ Stone Power
- ❑ Studious
- ❑ Sudden Recovery
- ❑ Surgery
- ❑ Tiger Blooded
- ❑ Toughness (❑❑❑❑❑)
- ❑ Track
- ❑ Trustworthy
- ❑ Two-Weapon Fighting
  - ❑ Improved Two-Wpn Fight
    - ❑ Greater Two-Wpn Fight
  - ❑ Two-Weapon Defense
- ❑ Unnerving Calm
- ❑ Vital Recovery
- ❑ Weapon Finesse
- ❑ Weapon Focus

_____

  - ❑ Greater Weapon Focus

_____

  - ❑ Weapon Specialization

_____

    - ❑ Greater Weapon Spec

_____

- ❑ White Raven Defense
- ❑ Wild Talent

Tatical Feats

- ❑ Clarion Commander
- ❑ Distant Horizon
- ❑ Faith Unswerving
- ❑ Gloom Razor
- ❑ Perfect Clarity of Mind and Body
- ❑ Reaping Talons
- ❑ Scorching Sirocco
- ❑ Shards of Granite
- ❑ Stormguard Warrior

Metamagic Feats

- ❑ Empower Spell
- ❑ Enlarge Spell
- ❑ Extend Spell
- ❑ Heighten Spell
- ❑ Maximize Spell
- ❑ Quicken Spell
- ❑ Silent Spell
- ❑ Still Spell
- ❑ Widen Spell

Psionic Feats

- ❑ Aligned Attack

_____

- ❑ Body Fuel
- ❑ Boost Construct
- ❑ Combat Manifestation
- ❑ Deep Impact
- ❑ Expanded Knowledge (❑❑❑❑❑)
- ❑ Ghost Attack
- ❑ Hostile Mind
- ❑ Inquisitor
- ❑ Instant Clarity
- ❑ Mental Leap
- ❑ Metamorphic Transfer (❑❑❑❑❑)
- ❑ Narrow Mind
- ❑ Overchannel
  - ❑ Talented
- ❑ Power Penetration
  - ❑ Greater Power Penetration
- ❑ Power Specialization
  - ❑ Greater Power Spec.
- ❑ Psychic Renewal
- ❑ Psycrystal Affinity
  - ❑ Improved Psicrystal (❑❑❑❑❑)
  - ❑ Psycrystal Containment
- ❑ Psionic Body
- ❑ Psionic Endowment
- ❑ Psionic Fist
  - ❑ Greater Psionic Fist
  - ❑ Unavoidable Strike
- ❑ Psionic Meditation
- ❑ Psionic Talent (❑❑❑❑❑)
- ❑ Psionic Weapon
  - ❑ Deep Impact
  - ❑ Greater Psionic Weapon
- ❑ Sidestep Charge
- ❑ Speed of Thought
  - ❑ Psionic Charge
- ❑ Up the Walls
- ❑ Wounding Attack

Metapsionic Feats

- ❑ Burrowing Power
- ❑ Chain Power
- ❑ Delay Power
- ❑ Empower Power
- ❑ Enlarge Power
- ❑ Extend Power
- ❑ Maximize Power
- ❑ Opportunity Power
- ❑ Quicken Power
- ❑ Split Psionic Ray
- ❑ Twin Power
- ❑ Unconditional Power
- ❑ Widen Power

Item Creation Feats

- ❑ Brew Potion
- ❑ Craft Cognizance Crystal
- ❑ Craft Dorje
- ❑ Craft Magic Arms and Armor
  - ❑ Craft Construct
- ❑ Craft Psionic Arms and Armor
  - ❑ Craft Psionic Construct
- ❑ Craft Psicrown
- ❑ Craft Rod
- ❑ Craft Staff
- ❑ Craft Universal Item
- ❑ Craft Wand
- ❑ Craft Wondrous Item
- ❑ Forge Ring
- ❑ Imprint Stone
- ❑ Scribe Marial Script
- ❑ Scribe Scroll
- ❑ Scribe Tattoo

Monster Feats

- ❑ Ability Focus

_____

- ❑ Awsome Blow
- ❑ Empower Spell-Like Ability

_____

- ❑ Flyby Attack
  - ❑ Improved Flyby Attack
- ❑ Hover
- ❑ Impr Natural Armor (❑❑❑❑❑)
- ❑ Improved Natural Attack

_____

- ❑ Multi-Attack
  - ❑ Improved Multi-Attack
- ❑ Multi-Weapon Fighting
  - ❑ Improved Multi-Wpn Fight
    - ❑ Greater Multi-Wpn Fight
  - ❑ Multi-Weapon Defense
- ❑ Quicken Spell-Like Ability

_____

- ❑ Snatch
- ❑ Wingover

Other Feats

- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____

Incarnum & Magic Items

Incarnum

Essentia Capacity ☐

Conditonal Capacity Modifiers

_____

_____

_____

Chakra Binds ☐

Chakras Available

Least Chakras
- ☐ Crown Chakra
- ☐ Feet Chakra
- ☐ Hands Chakra

Lesser Chakras
- ☐ Arms Chakara
- ☐ Brow Chakra
- ☐ Shoulders Chakra

Greater Chakras
- ☐ Throat Chakra
- ☐ Waist Chakra

Unique Chakras
- ☐ Heart Chakra
- ☐ Soul Chakra
- ☐ Totem Chakra

Incarnum Feats

- ☐ Azure Enmity
- ☐ Azure Talent
- ☐ Azure Touch
- ☐ Azure Toughness
- ☐ Azure Turning
- ☐ Azure Wildshape
- ☐ Bonus Essentia
- ☐ Cerulean Fortitude
- ☐ Cerulean Reflexes
- ☐ Cerulean Will
- ☐ Cobalt Charge
- ☐ Cobalt Critical
- ☐ Cobalt Expertise
- ☐ Cobalt Power
- ☐ Cobalt Precision
- ☐ Cobalt Rage
- ☐ Divine Soultouch
- ☐ Double Chakra (☐☐☐)
- ☐ Exp Soulmeld Capacity (☐☐☐)
- ☐ Healing Soul
- ☐ Heart of Incarnum
- ☐ Improved Essentia Capacity
- ☐ Incarnum-Fortified Body
- ☐ Incarnum Resistance
- ☐ Incarnum Spellshaping
- ☐ Indigo Strike
- ☐ Midnight Augmentation
- ☐ Midnight Dodge
- ☐ Midnight Metamagic
- ☐ Necrocarnum Acolyte
- ☐ Open Greater Chakra (☐☐)
- ☐ Open Least Chakra (☐☐☐)
- ☐ Open Lesser Chakra (☐☐☐)
- ☐ Psycarnum Blade
- ☐ Psycarnum Crystal
- ☐ Psycarnum Infusion
- ☐ Sapphire Fist
- ☐ Sapphire Smite
- ☐ Sapphire Sprint
- ☐ Shape Soulmeld
- ☐ Share Soulmeld
- ☐ Soulsight
- ☐ Soultouched Spellcasting
- ☐ Split Chakra (☐☐☐)
- ☐ Undead Meldshaper

Head / Crown Chakra (Circlet, crown, hat, headband, phylactery)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Face / Brow Chakra (Goggles, lenses, mask, spectacles)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Throat / Throat Chakra (Amulet, brooch, medallion, necklace)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Shoulders / Shoulders Chakra (Cape, cloak, mantle, shawl)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Torso / Heart Chakra (Shirt, tunic, vest, vestment)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Body / Soul Chakra (Armor, robes)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Arms / Arms Chakra (Armbands, bracers, bracelets)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Hands / Hands Chakra (Gauntlets, gloves)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Waist / Waist Chakra (Belt, girdle, sash)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Feet / Feet Chakra (Boots, sandals, shoes, slippers)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Totem Chakra (No corresponding body slot)

Item / Soulmeld Name

Base Effect

Bind Effect ☐ Bind

Essentia Effect Invested ☐

Rings (No corresponding chakras)

Ring

Effect

Ring

Effect

Other Soulmelds (For implementing either the Double Chakra and/or Split Chakra feat)

Soulmeld Save DC: 10 + Ability Modifier + Invested Essentia

Soulmeld Name Chakra

Base Effect

Bind Effect ☐ Bind

Essentia Effect

Soulmeld Name Chakra

Base Effect

Bind Effect ☐ Bind

Essentia Effect

Soulmeld Name Chakra

Base Effect

Bind Effect ☐ Bind

Essentia Effect

Soulmeld Name Chakra

Base Effect

Bind Effect ☐ Bind

Essentia Effect

Other Magic Items

Item Name Body Slot

Effect

Item Name Body Slot

Effect

Item Name Body Slot

Effect

Item Name Body Slot

Effect

Item Name Body Slot

Effect

Item Name Body Slot

Effect

Item Name Body Slot

Effect

Item Name Body Slot

Effect

Magic

Specialized School	
Forbidden School(s)	

Ranges	Short	Medium	Long
	25 ft + 5 ft / 2 Lvls	100 ft + 10 ft / Lvl	400 ft + 40 ft / Lvl

Spells Known	0	1	2	3	4	5	6	7	8	9
Spells/Day										
Bonus/Day	---									
Total/Day										

Domain		Granted Power	

Domain		Granted Power	

Kwn	Prep	Scroll	Spell Name	Sch	Lvl	Comp	Time	Range	Duration	Save	SR	Effect

Spell Save DC: 10 + Spell Level + Ability Modifier

Psionics

Discipline	Powers Known	Max Power Lvl

Ranges

Short	Medium	Long
25 ft + 5 ft / 2 Lvls	100 ft + 10 ft / Lvl	400 ft + 40 ft / Lvl

Power Name	Disc	Lvl	Disp	Time	Range	Duration	Save	PR	PP	Effect

Power Save DC: 10 + Power Level + Ability Modifier

Stances & Maneuvers

Stance	Discipline	Effect	Stance	Discipline	Effect

Ready	Maneuver	Discipline	Lvl	Type	Init Action	Range	Target	Duration
❑								
Effect								
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Epic Feats

Epic General Feats

- ❑ Add Magic Item Space (❑❑❑❑❑)
- ❑ Armor Skin (❑❑❑❑❑)
- ❑ Augmented Alchemy
- ❑ Automatic Quicken Spell (❑❑❑)
- ❑ Automatic Silent Spell (❑❑❑)
- ❑ Automatic Still Spell (❑❑❑)
- ❑ Bane of Enemies
  - ❑ Death of Enemies
- ❑ Blinding Speed (❑❑❑❑❑)
- ❑ Bonus Domain (❑❑❑❑❑)
- ❑ Bulwark of Defense
- ❑ Chaotic Rage
- ❑ Combat Archery
- ❑ Damage Reduction (❑❑❑❑❑)
- ❑ Deafening Song
  - ❑ Hindering Song
- ❑ Dexterous Fortitude
- ❑ Dexterous Will
- ❑ Dire Charge
- ❑ Distant Shot
- ❑ Efficient Item Creation
- ❑ Energy Resistance (❑❑❑❑❑)
- ❑ Epic Dodge
- ❑ Epic Endurance
- ❑ Epic Fortitude
- ❑ Epic Inspiration (❑❑❑❑❑)
- ❑ Epic Leadership
  - ❑ Legendary Commander
- ❑ Epic Prowess (❑❑❑❑❑)
- ❑ Epic Reflexes
- ❑ Epic Reputation
- ❑ Epic Skill Focus
- ❑ Epic Speed
- ❑ Epic Spell Focus
- ❑ Epic Spell Penetration
- ❑ Epic Spellcasting
- ❑ Epic Toughness (❑❑❑❑❑)
- ❑ Epic Weapon Focus
  - ❑ Epic Weapon Specialization
- ❑ Epic Will
- ❑ Exceptional Deflection
- ❑ Extened Life Span (❑❑❑❑❑)
- ❑ Familiar Spell
- ❑ Fast Healing (❑❑❑❑❑)
- ❑ Great Charisma (❑❑❑❑❑)
- ❑ Great Constitution (❑❑❑❑❑)
- ❑ Great Dexterity (❑❑❑❑❑)
- ❑ Great Intelligence (❑❑❑❑❑)
- ❑ Great Smiting (❑❑❑❑❑)
- ❑ Great Strength (❑❑❑❑❑)
- ❑ Great Wisdom (❑❑❑❑❑)
- ❑ Group Inspiration (❑❑❑❑❑)
- ❑ Holy Strike
- ❑ Ignore Material Components
- ❑ Impr Alignment-Based Casting
- ❑ Improved Arrow of Death
- ❑ Improved Aura of Courage
- ❑ Improved Aura of Despair
- ❑ Improved Combat Casting
- ❑ Improved Combat Reflexes
- ❑ Improved Darkvision (❑❑❑❑❑)
- ❑ Improved Death Attack (❑❑❑❑❑)
- ❑ Impr Favored Enemy (❑❑❑❑❑)
- ❑ Improved Heighten Spell
- ❑ Improved *Ki* Strike
- ❑ Impr Low-Light Vision (❑❑❑❑❑)
- ❑ Improved Manyshot
- ❑ Improved Metamagic (❑❑❑❑❑)
- ❑ Improved Sneak Attack (❑❑❑❑❑)
- ❑ Impr Spell Capacity (❑❑❑❑❑)
- ❑ Impr Spell Resistance (❑❑❑❑❑)
- ❑ Improved Stunning Fist (❑❑❑❑❑)
- ❑ Improved Whirlwind Attack
- ❑ Incite Rage
- ❑ Infinite Delfection
- ❑ Inspire Excellence
- ❑ Instant Reload
- ❑ Keen Strike
  - ❑ Vorpal Strike
- ❑ Lasting Inspiration
- ❑ Legendary Climber
- ❑ Legendary Leaper
- ❑ Legendary Rider
- ❑ Legendary Tracker
- ❑ Legendary Wrestler
- ❑ Lingering Damage
- ❑ Master Staff
- ❑ Master Wand
- ❑ Mighty Rage
- ❑ Multispell (❑❑❑❑❑)
- ❑ Multiweapon Rend
- ❑ Music of the Gods
- ❑ Overwhelming Critical
  - ❑ Devastating Critical
- ❑ Penetrate Damage Reduction
- ❑ Perfect Health
- ❑ Perfect Multiweapon Fighting
- ❑ Perfect Two-Weapon Fighting
- ❑ Permanent Emanation
- ❑ Planar Turning
- ❑ Polygot
- ❑ Positive Energy Aura
- ❑ Ranged Inspiration
- ❑ Rapid Inspiration
- ❑ Reactive Countersong
- ❑ Reflect Arrows
- ❑ Righteous Strike
- ❑ Ruinous Rage
- ❑ Self-Concealment (❑❑❑❑❑)
- ❑ Shattering Strike
- ❑ Sneak Attack of Opportunity
- ❑ Spectral Strike
- ❑ Spell Knowledge (❑❑❑❑❑)
- ❑ Spell Opportunity
- ❑ Spell Stowaway
- ❑ Spellcasting Harrier
- ❑ Spontaneous Domain Access
- ❑ Spontaneous Spell
- ❑ Storm of Throws
- ❑ Superior Initiative
- ❑ Swarm of Arrows
- ❑ Tenacious Magic
- ❑ Terrifying Rage
- ❑ Thundering Rage
- ❑ Two Weapon Rend
- ❑ Uncanny Accuracy
- ❑ Unholy Strike
- ❑ Widen Aura of Courage
- ❑ Widen Aura of Dispair

Epic Divine Feats

- ❑ Negative Energy Burst
- ❑ Undead Mastery
  - ❑ Zone of Animation

Epic Psionic Feats

- ❑ Epic Exp Knowledge (❑❑❑❑❑)
- ❑ Epic Manifestation
- ❑ Epic Psionic Focus (❑❑❑❑❑)
- ❑ Impr Manifestation (❑❑❑❑❑)
- ❑ Impr Metapsionics (❑❑❑❑❑)
- ❑ Power Knowledge (❑❑❑❑❑)
- ❑ Psicrystal Power (❑❑❑❑❑)

Epic Metamagic Feats

- ❑ Enhance Spell
- ❑ Intensify Spell

Epic Item Creation Feats

- ❑ Craft Epic Arms & Armor
- ❑ Craft Epic Rod
- ❑ Craft Epic Staff
- ❑ Craft Epic Wondrous Item
- ❑ Forge Epic Ring
- ❑ Scribe Epic Scroll

Epic Wild Feats

- ❑ Diminutive Wild Shape
  - ❑ Fine Wild Shape
- ❑ Dragon Wild Shape
- ❑ Gargantuan Wild Shape
  - ❑ Colossal Wild Shape
- ❑ Impr Elemental Wild Shape
- ❑ Magical Beast Companion
- ❑ Magical Beast Wild Shape
- ❑ Plant Wild Shape
- ❑ Vermin Wild Shape

Epic Magic / Psionics

Spell/Power Name	Sch/Disc	Comp/Disp	Time	Range	Area	Duration	Save	SR/PR	Effect

Epic Spell/Power Save DC: 20 + Ability Modifier