

Exemplars

**Variant Rules of One- & Two-Player
Games of PF1**

By JT

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Introduction

The following are two sets of variants for PF1, to provide smaller than normal groups with the versatility, power, and (especially) survivability to take on an Adventure Path or Module solo. They are based in part on the Gestalt rules from *Unearthed Arcana* (originally for the 3.5 edition of the world's most popular roleplaying game).

There are two* kinds of Exemplars described below. Lesser exemplars are roughly equivalent to two PCs each (and therefore two of them should be able to take on a four-player adventure), whereas true exemplars can take such adventures on solo.

Exemplars in the World

Exemplars are jacks of many trades, and masters of whatever they set their mind to. They are able to learn and master an astonishing number of skills in parallel, while not necessarily advancing faster than anyone else in any one thing. Nobody knows for sure what causes true exemplars to arise; some sages speculate that it might be the result of a confluence of different magically-active bloodlines. Lesser exemplars are often but not always the descendants of true exemplars.

Exemplars, especially true exemplars, are often defined by their confidence and sense of self-reliance. As such, they usually found in smaller parties than most other adventurers.

General Principles

All exemplars select more than one class at each level, and also gain feats, skill ranks, hit points, and ability score increases at a faster rate than normal PF1 characters, and also gain certain additional features – how fast, and what features depending on whether lesser or true. Additionally, all exemplars share the following features:

- Exemplars can have multiple different bloodlines, and ignore any restrictions to the contrary when selecting bloodlines. *For example, an exemplar with levels in both sorcerer and bloodrager could select different bloodlines for each.*
- Where an exemplar has multiple creatures granted by class features (animal companions, mounts, eidolons, dragon companions, etc but excluding familiars), they will only be accompanied by one at a time while out adventuring[†]. If attacked in their home base, any such creatures can of course act normally.
- Any class feature which allows casting of arcane spells without needing to check ASF applies to any arcane spells the exemplar casts, even if the ability is normally limited to spells from the class that grants the ability

* Lesser exemplars are similar to what was previously described in our general houserules document. True exemplars are similar to what was previously called OMA. Both have been rewritten to be more consistent with each other and to address various perceived issues.

† Otherwise, there would be obvious pressure to load up on as many different companion types as possible.

(other restrictions such as types of armour/shields that can be worn while benefitting from the ability remain).

- Exemplars count as Mythic for the purposes of defending against and overcoming the defences of Mythic character and creatures, but do not gain any other benefits of being Mythic unless they actually have mythic tiers.
- Exemplars gain Defence Options and Action Points, Second Wind, and Exemplar Resilience from first level, see below.

Exemplar Defence Options

At first level, exemplars choose from a selection of defensive options: Abjurant Exemplar, Armoured Exemplar, or Unfettered Exemplar. These come in lesser and greater versions: Lesser exemplars select one lesser option, while true exemplars can select one greater version or any two lesser versions.

Each has a way of adding half an ability bonus (or a quarter of an ability bonus) to AC, directly or indirectly. These cannot be combined: If the character has two such abilities, they use whichever provides the greater applicable AC at that moment, even if one is an indirect bonus which would not normally invoke the stacking rules. However, two quarter ability bonuses can be combined. The total AC increase applied in this way is capped at character level. Effects other than the AC bonuses can be freely combined provided the requirements are compatible.

For example, a true exemplar with both lesser Unfettered Exemplar and lesser Armoured Exemplar adds a quarter of their Int or Wis bonus and a quarter of their Strength bonus to AC when wearing light armour. Since these both quarters, they can be combined.

None of these abilities function if the character wears armour or uses a shield with which they are not proficient.

The options are as follows:

Abjurant Exemplar

Whenever an Abjurant Exemplar casts *mage armour*, or any abjuration spell which provides an armour bonus to AC, they add half their key spellcasting ability bonus (if any) to the AC bonus provided. This bonus only applies to spells and spell like abilities where the Abjurant Exemplar is both the caster and the target, and does not apply to spells cast from scrolls, staves, or other magic items.

Additionally, when an Abjurant Exemplar casts one of the above spells or casts *shield*, the spell is extended as per the Extend Spell metamagic feat, with no increase in slot level or casting time.

If the character is a Greater Abjurant Exemplar, *mage armour* and *shield* are added to the true exemplar's spells list (see below), whichever spell list is selected. Additionally, when a Greater Abjurant Exemplar casts *shield* on themselves, it has a duration of one hour per level (prior to doubling for Extend Spell).

Armoured Exemplar

Armoured Exemplars add a quarter of their Strength bonus to AC when wearing light armour or half their strength bonus to AC when wearing medium or heavy armour.

Additionally, they can cast arcane spells in light armour without suffering from ASF. If they have an ability from another source that allows them to cast in armour, then this ability instead increases the kinds of armour they can cast in by one step from light to medium or from medium to heavy. Similarly, if they can already cast without ASF while using a shield, the kind of shields they can use increases by one step, from buckler to light shield, or from light shield to heavy shield. This ability has no effect on tower shields.

When a Greater Armoured Exemplar wears armour, the max Dex bonus is increased by 1 and the armour check penalty reduced by 1 for them. From 11th level, the max Dex bonus is instead increased by 2 and the armour check penalty reduced by 2. These modifiers stack with those from Armour Training and similar abilities.

Unfettered Exemplar

Unfettered Exemplars add half their intelligence or wisdom bonus (whichever is greater) to AC when unarmoured and not using a shield. When unarmoured and using a shield (other than a tower shield), or when wearing light armour without a shield, they add a quarter of their intelligence or wisdom bonus. For the purposes of this ability, spells and magic items that grant an armour or shield bonus (and which would not otherwise count as a different type of armour) count as light armour or shields respectively.

Additionally, when wearing no more than light armour and carrying no more than a light load, their movement speed is increased by 5ft. This rises to 10 ft at 11th level. This increase stacks with all others.

A Greater Unfettered Exemplar wearing no more than light armour and carrying no more than a light load can take two 5 ft steps on their turn on which they do not otherwise move.

Other Exemplar Features

Exemplar Second Wind

As a swift action, you regain a number of hit points equal to 10 plus your level (20 plus level for a true exemplar). Until the start of your next turn, you also gain a +2 bonus to AC and all saves, and a +4 dodge bonus to AC against attacks of opportunity. If you take the withdraw action while under these effects, for the duration of that action you gain the benefits of the Mythic Mobility feat (even if you are not Mythic, or otherwise do not meet the prerequisites). If you actually have the Mobility or Mythic Mobility feats, the dodge bonuses provided by the feats themselves and this ability are both provided (and stack). This ability is a Extraordinary Healing effect. It can be used a number of times per day equal to Wisdom or Charisma bonus (whichever is greater), but only once per encounter.

Exemplar Resilience

When reduced to zero hit points or below, the range at which an exemplar can still act but are staggered is increased by a number of values equal to their Constitution bonus (if any), and the range at which they are alive, but unconscious is increased by their Constitution score (twice their Constitution score for a true exemplar). While staggered, the character loses a hit point if they take a standard action but can safely take a move action, just as if they were at zero hit points. For a typical character, this means that a character will stay conscious until a negative hit point total equal to one less than the inverse of the constitution bonus, and will die at a negative hit point total equal to twice their constitution score. However, these increases in range stack with other such abilities.

If they have an ability such as the Diehard feat that allows them to remain conscious and act at negative hit points, they decide whether to use it when they when they would fall unconscious by the above rules. When they reach the point that they would normally have died (usually negative Con hit points), they may choose again to fall unconscious – if they do not wish to, they must make a Fortitude save or a Will save to remain conscious (whichever has the better bonus). Each multiple of the normal death threshold they reach without actually dying requires another save to remain conscious. The DC of these saves is equal to 10 plus the inverse of the current hit point total.

In addition to adding double their Constitution score (for a total of 3x Con before dying for most characters), true exemplars also gain Die Hard as a bonus feat (even if they do not meet the prerequisites), and do not automatically fail the saves to stay conscious on a natural one.

Exemplars which would normally die at zero hp still extend their range as described above. If they lack a Constitution score & bonus (for example due to being undead or a construct), use their Charisma score and bonus in its place, and also add their Strength or Charisma bonus to Fortitude saves to remain conscious.

Exemplars at negative hit points who receive an effect that restores hit points reset their hp total to zero before adding the hit points restored by the effect.

Exemplars get a +5 bonus on stabilisation checks.

Exemplar Action Points

Exemplars gain Exemplar Action Points. They begin the day with one and regain one after each encounter – these must be “real” encounters, not just consecutive short rests. If there is any doubt over whether an EAP should be awarded the GM makes a call.

Once per encounter, an exemplar can spend an EAP as a free action on their turn to gain and immediately take a standard action or a swift action. A standard action so gained can be exchanged for a move action or combined with a move to take a full-round action as normal. Some feats add additional uses for EAPs, and some spells also have an EAP component.

True Exemplars

In addition to the Defensive Options (two lesser or one greater), EAPs, and general abilities as described above, they are built and advanced as follows:

Ability Scores

True exemplars are built on 40-point point buy, and gain a +2 bonus to any two ability scores, which do not stack with species ability bonuses, but can be used to cancel out a species penalty. In this case, both increases can be applied to the same ability score to turn a penalty into a bonus - otherwise, the increases must go to different ability scores.

Additionally, instead of the normal +1 to a single score every four levels, they gain a +1 bonus to all ability scores at first level, tenth level, eleventh level, and twentieth level. At all even levels other than tenth and twentieth, they gain a +1 bonus to all physical ability score. At all odd levels other than first and eleventh, they gain a +1 to all mental ability scores. These bonuses count as both enhancement bonuses and inherent bonuses, and so stack with neither (although they do stack with each other).[‡]

Species

True exemplars select their species normally.

Alternatively, they can select a more powerful than normal species by reducing their point buy: Subtract the RP cost from 50 to determine the points available to buy ability scores.

Class

True exemplars select three classes at each level, and gain all the class features of all of them, although spellcasting is somewhat modified (see below). They gain the best BAB progression amongst all their classes. Other than the extra class, and the exceptions noted below, this functions as the gestalt rules.

True exemplars are not required to select a deity in order to take levels in a divine class that would normally require it (such as cleric in many settings) although they may do so if they wish.

True exemplars can multiclass as normal (including variant multiclassing). They may only select one prestige class at any given level, and do not benefit from prestige classes that advance more than one class at once (such as Mystic Theurge[§]).

[‡] These bonuses add up to +11 over twenty levels, which is the same as you can get from enhancement plus inherent bonuses. The idea is to keep the gap between the highest and lowest scores smaller in standard PF1, and to boost untrained skills and the like.

[§] Standard stuff for gestalt, but restated here to avoid having to refer to a separate set of rules.

All true exemplars are spellcasters^{**}. The rules for their built-in spellcasting also impacts any spellcasting classes they may select. See Spellcasting below.

Saving Throws

True exemplars gain the best base saving throw progression amongst their classes at each level.

True exemplars also gain a resistance^{††} bonus to all saving throws equal to character level divided by three, to a maximum of +5.

When making a saving throw, true exemplars roll two dice and take the higher.^{‡‡}

Skills

A true exemplar's class skills are a superset of the class skills of all their classes, plus Perception, Stealth, and Disable Device^{§§} which are always class skills regardless of classes.

At each level, a true exemplar gains skill ranks equal to those granted by their two better classes added together^{***} plus six, plus bonuses for high Intelligence, species and favoured class as applicable. The minimum of four ranks per level for not being an Int-based nine-level caster applies on a class by class basis. They also gain a rank at each level in Perception.

For example, a Rogue//Paladin//Wizard would gain eight skill ranks per Rogue level plus four skill ranks per Paladin level (plus six). Both of these would be higher than the two skill ranks per level that the Wizard levels would provide, so Wizard would be ignored for this purpose. Therefore, their total skill ranks per level would be 18 (plus Int bonus, favoured class bonus and species bonus if any), plus Perception.

Feats

At first level, a true exemplar receives Combat Expertise, Deadly Aim, Piranha Strike, Power Attack, and Precise Shot as bonus feats, even if they do not meet the prerequisites.

They gain two general feats at first level and every odd level thereafter, and one general feat at every odd level.

^{††} There are lots of interesting cloaks that nobody ever takes because they need a resistance bonus to saves. True exemplars can take those cloaks.

^{‡‡} When there are no party mates to rescue you, failing saves is potentially bad.

^{§§} These skills are pretty important when you are on your own in hostile territory. Giving them as class skills for free is to avoid limiting class combinations to those that grant them all.

^{***} The idea is to give someone with a lot of skill-focused classes an advantage in skill ranks, but not too big and advantage.

Traits

True exemplars gain three traits at first level. Any or all of them may be Skill^{†††} traits (otherwise, they are limited to a maximum of one per category as normal).

Equipment

True exemplars select their equipment normally, except that they have four times the starting money (600 gp at first level, four times the amount given on Table 12-4 on page 399 of the CRB for character of higher than first level). Since they will be receiving all the treasure from an adventure rather than just a share of it, they will continue to have approximately four times the wealth indicated on said table throughout their career.

Note that because of their built-in enhancement and resistance bonuses, they will not benefit significantly from magic items that provide such bonuses, but can still purchase them for others (such as animal companions, eidolons, etc). They can however benefit from an apex^{‡‡‡} item.

Hit Points

At each level, a true exemplar gains the maximum value of the hit dice for all of his classes added together. At each level after first they add their Con bonus as normal. At first level, they instead add their Constitution *score*^{§§§}.

Action Economy

In addition to the ability to use action points, true exemplars gain an extra swift action or standard action on their turn.

Experience Points

True exemplars count as four characters for the purposes of calculating experience^{****}, but still only receive a single share, effectively quartering the XP awards they receive. This means that one true exemplar tackling an adventure designed for four standard characters will level at the expected rate.

^{†††} Skill traits are my homebrew. The main idea of them is to make getting class skills you want easy, and having made two characters in the previous version of this system (which was anything but), “easy” is a priority.

^{‡‡‡} Apex items are PF2 style stat-boosters back-ported to PF1.

^{§§§} First level can be swingy.

^{****} Worded this way, so NPCs allied with the party do not throw things off. A normal (non-exemplar) NPC allied with a true exemplar will take a one-fifth share of the total XP, rather than half.

Spellcasting

True exemplars have innate spellcasting in addition to any gained from their class. At first level, they select either the Cleric, Druid, Psychic, Witch, or Wizard spell lists, and can cast spells from said list with a spell level of up to one half of their character level, rounded up. Regardless of which spell list they select, the following spells are considered to be part of it: *Detect magic* (level 0), *keep watch* (level 1), *glitterdust* (level 2), *greater magic weapon* (level 3), *ride the waves* (level 4), *overland flight* (level 5), *heal* (level 6), *limited wish* (level 7), *clone* (level 8), *interplanetary teleport* (level 9).

If they select the cleric or druid lists, they know all of the spells on their list of the appropriate levels.

If they select the wizard spell list, they gain a Spellbook as per the wizard class feature. If they select the witch spell list, they gain a Witch's Familiar as per the witch class feature. If they select another list, they can choose either a Spellbook or a Witch's Familiar. Either way, their book or familiar starts containing three plus their key ability bonus spells each of 0 and 1st level, and add two more spells known of any level they can cast at each new level. They can also add spells in play adding the usual rules for a witch or wizard, as appropriate.

Spell List	Key Ability Score	Spell Knowledge
Cleric	Wisdom or Charisma	Whole list
Druid	Wisdom or Intelligence	Whole list
Psychic	Intelligence or Charisma	Spellbook or familiar
Witch	Intelligence or Wisdom	Familiar
Wizard	Intelligence or Charisma	Spellbook

They must choose their spells in advance but unlike preparing casters (although similar to Arcanists), they do not prepare each instance of the spell they wish to cast. Instead, they ready a total number of spells equal to half their character (rounded up) level plus their key ability bonus. These readied spells can each be of any level they can cast. The slots are used at casting time, casting any of the spells on the readied list as many times as they have the spell slots for.

Exemplars gain a number of base slots of each spell level equal to those of a wizard or those of a sorcerer of a level equal to character level (whichever gives the most spells at each individual spell level) multiplied by 1.5 (rounded up). These base slots are used for the exemplar's innate spell casting, and also for any spellcasting classes they might have. If they have a class that prepares spells, they can prepare spells in these slots, and subsequently cast them. Slots that have had spells prepared in them can no longer be used to cast exemplar spells (or any other spontaneous or readied spells the character may have). Spell slots

that have been left open can be used for exemplar spells, or any other spontaneous or readied spells, or can have spells prepared in them later following the usual rules. Either open slots or slots with spells prepared in them can be used to power spell substitution abilities (such as clerics' ability to cast *cure* or *inflict* spells, or druids' to cast *summon nature's ally*).

The character gains bonus spell slots based on the key ability score for their exemplar spell list – these slots can only be used for their exemplar spells.

They do not gain base spells slots for any spellcasting classes, instead sharing the exemplar base slots as described above. However, they do gain bonus slots for each class based on ability score and any other bonuses (such as a cleric's domain slots or a specialist wizard's bonus spells slots of their school). These bonus slots are specific to the class, and cannot be used for spells from other classes.

Despite sharing base spell slots, each individual class tracks its spells known (if applicable) and maximum spell level separately. They gain bonus slots for each class only up to the maximum level of spells they can cast with that class. They can however use their higher-level base slots to cast lower-levels spells from those classes as normal, including when modified with metamagic.

For example, a 12th-level paladin would normally have slots up to third level. A 12th-level true exemplar with 12 levels in paladin would have base slots and exemplar bonus slots up to 6th level, but could only cast Paladin spells of up to third level and would only have paladin bonus slots (from Charisma) up to that level. They could however use higher level base slots to cast Paladin spells (with or without metamagic).

Lesser Exemplars

In addition to the Defensive Options (one lesser), and general abilities as described above, lesser exemplars are built and advanced as follows:

Ability Scores

Lesser exemplars are built on 35-point point buy, and gain a +2 bonus to any one ability score, which do not stack with species ability bonuses, but can be used to cancel out a species penalty.

Additionally, instead of the normal +1 to a single score every four levels, they gain a +1 bonus to all ability scores every four levels (at 4, 8, 12, 16, and 20). In addition to replacing the once-per-four-level increase, these bonuses count as (and do not stack with) inherent bonuses.^{†††}

Species

Lesser exemplars select their species normally.

Alternatively, they can select a more powerful than normal species by reducing their point buy: Subtract the RP cost from 45 to determine the points available to buy ability scores.

Class

Lesser exemplars select two classes at each level, and gain all the class features of each of them. They gain the best BAB progression of their classes at each level. Other than the exceptions noted below, this functions as the gestalt rules.

Unlike true exemplars, lesser exemplars are required to select a deity in order to take levels in a divine class that would normally require it (such as cleric in many settings).

Lesser exemplars can multiclass as normal (including variant multiclassing). They may only select one prestige class at any given level, and do not benefit from prestige classes that advance more than one class at once (such as Mystic Theurge).

Saving Throws

Lesser exemplars gain the best base saving throw progression amongst their classes at each level.

When making a saving throw, against a death effect, a charm, compulsion, sleep, fear, or paralysis effect, or an effect which would cause the dazed, stunned, fascinated, confused, staggered (other than by hit point loss), confused, or nauseated condition, they roll two d20s and take the better result.

^{†††} Unlike true exemplars, lesser exemplars benefit fully from headbands of vast intellect and the like.

Skills

A lesser exemplar's class skills are a superset of the class skills of all their classes, plus Perception which is always a class skill regardless of classes.

At each level, a lesser exemplar gains skill ranks equal to those granted by both their classes added together plus six, plus bonuses for high Intelligence, species and favoured class as applicable. The minimum of four ranks per level for not being an Int-based nine-level caster applies on a class by class basis.

Feats

At first level, a lesser exemplar receives Combat Expertise and Precise Shot as bonus feats, even if they do not meet the prerequisites.

They gain two general feats at first level, and one general feat at every level thereafter.

Traits

Lesser exemplars gain two traits at first level. Either or both of them may be Skill traits (otherwise, they are limited to a maximum of one per category as normal).

Equipment

Lesser exemplars select their equipment normally, except that they have twice the starting money (300 gp at first level, two times the amount given on Table 12-4 on page 399 of the CRB for character of higher than first level). Since they will be receiving roughly half the treasure from an adventure rather than a smaller share of it, they will continue to have approximately twice the wealth indicated on said table throughout their career.

Hit Points

At first level, they gain hit points equal to the maximum value of the hit dice of both classes added together. At each level thereafter, they gain the rounded-up-average value of the hit dice for both of his classes added together. In each case they add their Con bonus and any other bonuses (such as from favoured class or the Toughness feat) as usual.

Experience Points

Lesser exemplars count as two characters for the purposes of calculating experience, but still only receive a single share, effectively halving the XP awards they receive. This means that two lesser exemplars tackling an adventure designed for four standard characters will level at the expected rate.

Spellcasting

Unlike true exemplars, lesser exemplars do not gain spellcasting distinct from their classes

However, as long as they have at least one spellcasting class, they add the following spells to their spell list (if they have more than one spellcasting class, they choose on a spell by spell basis which list they are added to): *Keep watch* (level 1), *glitterdust* (level 2), *greater magic weapon* (level 3), *ride the waves* (level 4).

Appendix A: Exemplars Summary

	Lesser Exemplars	True Exemplars
<i>Ability Scores at first level</i>	35 point point-buy and +2 to any one ability score	40 point point-buy and +2 to any two ability scores, & +1 enhancement/inherent bonus to all six ability scores
<i>Ability Scores at later levels</i>	+1 inherent to all six ability scores every four levels	+1 enhancement/inherent to all six ability scores at 10th, 11th, and 20th level. +1 to physical at every even and +1 to mental at every odd otherwise
<i>Exemplar Defensive Option</i>	One lesser	One greater or two lesser
<i>Exemplar Action Points</i>	Extra standard or swift action once per encounter	
<i>Other Action Economy</i>	None	Extra swift or standard action per round
<i>Species</i>	Standard, but more generous point buy allows more scope for powerful species by sacrificing PB for RP	
<i>Class</i>	Two classes per level	Three classes per level
<i>Saving Throws</i>	Roll 2 dice and keep better for saves against debilitating conditions and death effects	Roll 2 dice and keep better for all saves. +1 resistance per three levels
<i>Class Skills</i>	By classes plus Perception	By classes plus Perception, Disable Device, & Stealth
<i>Skill Ranks</i>	Both classes added together plus 6	Two better classes added together plus 6, plus Perception
<i>Bonus Feats (at 1st level)</i>	Combat Expertise, Precise Shot	Combat Expertise, Deadly Aim, Piranha Strike, Power Attack, Precise Shot, Die Hard

<i>Feat Progression</i>	Two general feats at first level, one per level thereafter	Two general feats every odd level, one general feat every even level
<i>Traits at 1st level</i>	Two (either or both of which can be skill traits)	Three (any or all of which can be skill traits)
<i>Starting gold</i>	Double standard	Quadruple standard
<i>Magic items</i>	Do not fully benefit from ability score tomes	Do not fully benefit from ability score tomes or enhancement items, or save resistance items
<i>Hit points at first level</i>	Max value of both classes' hit dice added together, plus Con bonus	Max value of all classes' hit dice added together, plus Con score
<i>Hit points at subsequent levels</i>	Average rounded up of both classes' hit dice added together, plus Con bonus	Max value of all classes' hit dice added together, plus Con bonus
<i>Spellcasting</i>	By class	Built in, plus modified by class
<i>Exemplar Second Wind</i>	Restores 10+level	Restores 20+level
<i>Exemplar Resilience</i>	Extra margin of Con score	Extra margin of double Con score
<i>Experience</i>	Counts as two characters	Counts as four characters

Appendix B: Gestalt

Some campaigns use the Gestalt rules, originally published in *Unearthed Arcana* for D&D 3.5 (pp 72-76), is an optional system which increases the versatility of PC greatly, while only increasing their power slightly. The following paragraphs describe the gestalt rules, and incorporate adaptations for PF1, and our house rules & clarifications.

Creating a Gestalt Character

A Gestalt character choose two classes rather than one at each level.

They gain the better progression at each level for BAB and each of the saves, the larger number of skill ranks from the two classes and the larger number of hit points from the new classes. Note that they take the best progression at any given number at any given level, not the best individual number. *For example, a Fighter 1/Sorcerer 19//Wizard 20 has a BAB of +10, not +20 (1 level of good BAB for +1 and 19 levels of poor BAB for +9).* A partial exception to this is a character multiclassing multiple good-progression classes could achieve a better base save progression than “good”. If a gestalt character can do this with one half of their progression while ignoring the other half, they keep their better base save. The minimum of 4+Int skill ranks per level applies only if neither class is a 9-level Int-based caster.

Class skills are a superset of those of both (or all) classes.

At second and subsequent levels, characters can multiclass normally changing one or both classes at each level. At first level, they can select variant multiclassing, in which case none of their normal levels can be in their VMC class as normal.

Gestalt characters gain all the class features and abilities for both (or all) of their classes. Class abilities that stack between classes (such as Sneak Attack) are capped at the maximum effective levels equal to character level.

Spellcasting is tracked separately, with separate spell slots, spells known, caster levels and DCs for each class. However, generic bonuses from feats, features, or items apply to all of them equally. *For example, Spell Focus (Evocation) would add +1 to the DC of evocation spells cast by any class.*

Each character has a specific pair of classes as their Favoured Class (the pair of classes taken at first level, unless nominated otherwise). Characters may take class-specific favoured class bonuses for either class. Features (such as the Half-elf's) that grant an additional Favoured Class instead grant a grant a second pair of classes., which may have a class in common with the main pair but is not required to.

Prestige classes have, as an additional prerequisite: The minimum level that a non-gestalt character could qualify for the class. No more than one prestige class can be selected at any given level.

Prestige classes that advance two classes' worth of abilities or spellcasting (such as Mystic Theurge) can still be taken but only advance one class's abilities chosen on a level-by-level basis. This makes some of them pointless, but other have features that render them still worth taking for certain characters.

Instead of taking two classes at any given level, a gestalt character has the option of taking a Wide^{###} class, which takes up both sides of the gestalt progression.

^{###} A homebrew item of mine.

Change Log

- 0.2.0 Exemplar Action Points simplified. Increased flexibility for true exemplar spellcasting. Explanation of spell substitution abilities completed and spell slot example expanded. Appendix with summary table added
- 0.3.0 True exemplar feats in summary table corrected. Lesser exemplar write-up expanded, and lesser exemplars given “partial advantage” on saving throws (d20/d12).
- 0.4.0 Lesser exemplar save advantage changed to full advantage on a subset of saves, rather than partial. EAPs made true exemplar only. Typos corrected.
- 0.5.0 XP awards specified.
- 0.6.0 EAPs reinstated and simplified. True exemplar action economy improved. Exemplar Resilience and Exemplar Second Wind added. Summary updated to suit. Gestalt appendix added.
- 0.6.1 Bonus to stabilisation checks added.