

RULESETS:

Mostly, all 3pp material allowed.

[Wounds & Vigor](#) rules in use.

[Armor as DR](#) rules in use.

Color-based Alignment System (see [The Doc](#)).

ATTRIBUTES:

40 points spread.

Sub-Abilities rule in use (see [The Doc](#)).

RACES:

Races with a cost in RP no higher than 15.

TEMPLATES:

Add a [template](#) which has a modifier no higher than CR+3.

CLASSES:

[Gestalt](#) Classes at Level 6.

ARCHETYPES:

Gestalt Archetypes. For each of your classes, pick two archetypes and gain the benefits of both, in addition to the base class features instead of substituting. In case of having different spellcasting possibilities, gain only one of them of your choosing (e.g. if your class offers normal spellcasting and one archetype offers spheres spellcasting, choose only one of them).

TRAITS:

Two traits

FEATS:

Two feats per level instead of one every odd level as normal progression.

[Combat Stamina](#) for free.

[Feat Tax rules](#) in effect.

SKILLS:

[Background Skills](#) in use.

MYTHIC:

Gestalt [Mythic](#) Paths at Tier 1.