

-The Abridged- **P6 CODEX**

P6 Codex is an implementation of Ryan Stoughton's *E6: The Game Inside the World's Most Popular Roleplaying Game* for Paizo's *Pathfinder Roleplaying Game*. The *Abridged P6 Codex* is a minimalist version designed for players who want to use material from the *Pathfinder Roleplaying Game Core Rulebook* with as few changes as possible. It provides rules to supplement the *Core Rulebook* and assumes each player has access to a copy.

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Dedicated to Tom Moldvay, Gary Gygax, Bev Mason, Thom Clark, and all of the other great game designers, GMs, and players of the past and present.

The Abridged P6 CODEX

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————— E6+Pathfinder —————
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Tools for Gritty & Heroic Fantasy Campaigns



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INTRODUCTION

THE E6 IDEA

The *Pathfinder* system supports a tremendous range of power levels, from newly-former apprentices battling goblins and kobolds to super-heroes who can teleport between planes, stop time, kill with a word, and resurrect a fallen colleague. Not only can a group decide to play anywhere between those extremes, but the standard setting assumes that every character has the potential to rise from the lowest ranks to the ultimate heights.

E6 is related to the option of having a level cap of lower than 20th in the Gamemastering chapter of the *Core Rulebook*. Instead of simply ending the campaign at 6th level, *E6* characters advance as normal through 6th level and then continue to earn feats after that point (in the original *E6*, one feat was earned for each additional 5,000 experience points). An *E6* character with many feats beyond 6th level is certainly more powerful than a 1st, 3rd, or even 5th level character, but they can no longer single-handedly wade into armies of opponents without fear. However, a huge variety of options are available for implementing *E6* in terms of which feats are available and how much more powerful the characters can become.

THE P6 CODEx IMPLEMENTATION

There are three guiding ideas behind the post-6th level feats available in *P6 Codex*.

The characters should be able to obtain powers similar to a 7th level *Pathfinder* character by acquiring five of these feats.

Each single-class character can obtain a signature power associated with 8th level (9th in the case of Sorcerers).

Spells cap off at 3rd level, particularly excluding teleportation spells and returning from death.

BEYOND CORE

In addition to supporting a tremendous range of power levels, *Pathfinder* also presents a staggering number of options in its various non-*Core* products. Selecting which of those rules to use while avoiding game breaking combinations and maintaining the flavor of

your campaign can be daunting. *The Abridged P6 Codex* solves this problem by simply excluding almost all of the rules beyond the *Core*. For those wanting a bit more, the unabridged *P6 Codex* rule set takes a different approach – it attempts to select (with modification) the rules from the *Advanced* and *Ultimate* books that add the most to the feel of the *Core* game with the least disruption. As such, it includes most of the *Advanced* and *Unlimited* spells and weapons, many of the feats, versions of selected archetypes (and several new ones), a few of the new rules, and the Magus class. It also contains additional rules to make the game more consistent over the range of six-levels, including modified rules for multi-classing, NPC classes, the craft/profession skills, and non-combat advancement (so that the best turnip farmer in the world isn't necessarily a great fighter too). As always, any published combination of rules is strictly optional and each group should add or discard rules to suit their tastes. In particular, a group playing *The Abridged P6 Codex* may find that adding a handful of carefully selected rules from the full *P6 Codex* gives just the right amount of customization.

The main *P6 Codex* rulebook contains all of the needed rules not found in the *Pathfinder Core Rulebook*. *P6 Codex: Gunsmoke* contains the additional rules for adding “emerging firearms” and the Gunslinger class. Finally, the necessary new and adjusted feats for the Alchemist, Antipaladin, Cavalier, Inquisitor, Oracle, Ninja, Samurai, Summoner, and Witch classes are contained in *P6 Codex: Apocrypha*. While the other *P6 Codex* books are designed to work with just the *Pathfinder Core Rulebook*, the *Apocrypha* requires having the appropriate *Advanced* and/or *Ultimate* books for the basic information on those classes.

THE FUNDAMENTAL RULE

Inspired by the E6 rules

Upon reaching 6th level, characters cease normal advancement. Instead, for each 5,000 additional experience points beyond 6th level (for fast advancement; 8,000 for medium, and 12,000 for slow) the character may select a new feat that they meet the prerequisites for. The list of feats available for this “epic advancement” is expanded to include both epic and signature feats that are unavailable to characters who are “merely” 1st to 6th level. These feats are designed so

that a character can approximate being 7th level after five epic advancement feats, and even have the opportunity to earn a power or ability that would typically have been earned at 8th level (or 9th in the case of sorcerous bloodline powers).

For purposes of encounter balancing and experience awards, characters with 5 epic advancement feats will generally be equivalent to 7th level, and those with 10 epic advancements will be roughly equivalent to 8th level. Depending on the optimality of the character class choices, individual feats chosen, and magic items acquired these might be beneficially adjusted up or down for any particular encounter. Beyond ten epic advancements, additional feats still add to the character's power, but the characters begin to fall behind in terms of hit points, base attack bonus, saves, available magic items, and spells. They will likely never approximate the raw combat capability of 9th level characters but may still be able to challenge even more powerful foes by less brute force means.

The fundamental rule should have a great impact on world design – spells for PCs and NPCs stop at 3rd level except for a few rituals, extremely powerful monsters are exceptionally rare if not absent, and magic items are vastly limited. In particular there is almost no teleportation and the only way to return from the grave is as one of the undead. On the other hand, the lack of super-heroic powers gives a logical reason for castles and armies to still exist. Portions of existing *Pathfinder* adventures and campaign materials for levels 8 and lower will often be easily usable with *P6 Codex*, but some modifications may be needed to their more powerful NPCs.

One way of envisioning the character levels is that a 1st level character is roughly equivalent to a journeyman craftsman – a squire just completing their training, a conscripted farmer just off their first tour of duty, or a wizard just finishing their apprenticeship. A 3rd level character is roughly equivalent to a master craftsman – well above the peasants, common laborers, and even craftsmen in most rural villages, but not uncommon in the towns and cities. Fifth level would include the renowned master craftsman – one who has achieved a rare height for their profession; they would only be found haphazardly in anything smaller than a city and be few in number for any given profession even in a larger city. Beyond 6th level, a character or NPC would

be truly epic, the type about whom legends will be spun unless they work hard to hush them up.

FEATS

Feats take on added importance in *P6 Codex* since they are central to balanced post-6th level advancement and insure that some important higher level powers can still be utilized. As such, several new feats are added to those in the *Pathfinder Core Rulebook*, and several existing feats are modified. The newly added feats include three new types: Epic, Signature, and Ritual Feats, as well as several other feats to balance out character advancement opportunities. The modifications include limiting the number of times certain feats can be taken, making some feats epic or signature, and altering the Leadership feat. A rule on retraining feats is also implemented.

RETRAINING

A character, who wishes to take a new option granted by a past feat choice (e.g. a new mercy but have already taken the Extra Mercy feat four times, or a different signature feat) may drop a previously acquired feat in order to allow the purchase of a new one through regular advancement. If the dropped feat was granted as a class feature then it may only be replaced by another feat that was an option at the time it was obtained. Any feat that depended on the dropped feat for a prerequisite is not lost, but is no longer usable until the prerequisite is again met.

EPIC FEATS

Epic feats may only be purchased during epic advancement (and not as part of obtaining 6th level). They are typically capabilities that would be obtainable by a 7th level character in *Pathfinder*.

SIGNATURE FEATS

Signature feats are epic feats that impart a capability obtainable for an 8th level character in *Pathfinder* (or 9th in the case of sorcerous bloodline powers). Each character may take one signature feat. An additional signature feat may be taken for every ten epic advancements earned.

RITUAL FEATS

Inspired by the E6 Restoration and Stone to Flesh Feats

Ritual feats allow members of the primary spell-casting classes (Cleric, Druid, Sorcerer, or Wizard) to cast a spell that is higher than 3rd level for their class. Clerics, Druids, and Wizards may learn any number of rituals. Sorcerers may learn two rituals, plus one additional ritual if their Charisma is 18 or higher. *P6 Codex* includes the ritual feats for Animate Dead, Atonement, Break Enchantment, Dismissal, Hallow, Neutralize Poison, Remove Curse, Restoration, and Stone to Flesh by default.

Prerequisites: In cases where the spell is 3rd level or lower for some other primary spell-casting class, the ritual feat's prerequisites are the ability to cast 3rd level spells, having the requisite ability of 10+spell level for their class, and to have 5 ranks in a specified skill. If the spell is 4th level or higher for all classes then it is an epic feat and requires having 6 levels in the relevant class instead of 5, and having 6 ranks in the relevant skill instead of 5. A campaign that allowed additional ritual feats may want to classify some (e.g. Create Undead, Plane Shift, Raise Dead) as signature instead of epic and require the Epic Caster feat and a 7 in the relevant skill (which can be gained by the Extra Skillfulness capacity feat; both feats are described below).

Expenditure of spells: Use of a ritual feat requires the expenditure or casting of a closely related specific spell, and the expenditure of additional spell levels of a certain school. Clerics, Druids, and Wizards must either have the specified spell and spells of the required school prepared before beginning the ritual or be able to spontaneously cast them. A Sorcerer must know the appropriate spells and be readied to cast them. A Wizard may use the spell granted by their bonded object as part of the ritual, but scrolls, wands, and other magic devices to do not aid in ritual casting.

More levels than needed may be used to satisfy the requirement (e.g. only a 2nd level abjuration spell is needed, but the caster only has a 3rd level one memorized) but they have no extra effect.

The total level of the specific and additional spells is typically the level of the spell the feat is named for. If the specified spell is less than third level then an extra additional spell level is required. If the casting time is not increased (due to then taking longer than a day or

making the ritual generally useless) then the total level needed is doubled. Unless otherwise indicated in the feat description, when the ritual begins the required spells are lost and take no effect (except for fulfilling the requirement for the ritual).

Casting time: The casting time in the ritual feat description already includes the casting and expenditure of all required spells. The casting time for the ritual is typically one hour for spells that are ordinarily cast in one round or less.

Components: All components of the spell the feat is named for are utilized as per the spell description. Components are not required for any expended spells. If the feat requires casting of a spell then that required spell's components are also needed.

Range: The range of the ritual is the range of the spell the ritual is named for. Unless otherwise indicated, the target must be within range for the entire casting time. Ritual spells may not be used in the creation of magic items.

Concentration: The level of the spell the ritual is named for counts as the spell level for the purpose of concentration checks.

MODIFIED FEATS

Eleven feats from the *Core Rulebook* are modified for *P6 Codex*:

Arcane Armor Mastery	Fleet
Extra Ki	Forge Ring
Extra Lay on Hands	Greater Shield Focus
Extra Mercy	Greater Weapon Focus
Extra Performance	Leadership
Extra Rage	

Arcane Armor Mastery becomes an Epic Feat and its prerequisite of caster level 7th becomes Greater Spell Casting. Greater Spell Casting is among the new feats given below.

Extra Ki, Extra Lay on Hands, Extra Mercy, Extra Performance, Extra Rage, and **Fleet** each have their "special" modified to indicate they may only be taken up to four times each. The Extra Rage Power and Extra Rogue Talent feats (described below) also have this limitation.

Forge Ring becomes an epic feat. Its prerequisite can be met through the Epic Caster feat.

Greater Shield Focus and **Greater Weapon Focus** become signature feats and have the 8th-level Fighter in their prerequisites become Fighter level 6th and base attack bonus +7

For the **Leadership** feat, replace the prerequisite of Character level 7th with Character level 5th (including in the note about Leadership scores). A character with five epic advancements is considered character level 7th and a character with ten epic advancements is considered character level 8th for purposes of their Leadership score.

Add a -3 modifier to the Leadership score for determining Cohort level. Add a +2 modifier to the Leadership score for determining Followers.

The Leader's Reputation +2 bonus for "Great Renown" and +1 bonus for "Special Power" only apply to renown or powers notably beyond that due for simply being that (effective) level of PC or NPC (e.g. being known as the favorite of the king or queen, having strong control of a large city's guild, being the only mage with access to fire magic, etc...).

No cohort above 5th level may be attracted. A cohort of 5th level or higher earns experience at a rate of 1/5th the experience gained by the character and may not earn more than 4 epic advancements in total.

Followers of characters who have not had any epic advancements may not exceed 2nd level, and no follower will exceed 3rd level. The values in the 4th-6th level columns of Table 5-2 are added to the number of 2nd level followers.

NEW FEAT DESCRIPTIONS

Ability Advancement (Epic)

Adapted from the E6 Ability Advancement

Your training pays off, and one of your Abilities increases.

Prerequisite: Ability Training in the chosen ability.

Benefit: Choose one ability that you have the Ability Training feat for. You gain a permanent +2 bonus to that ability. This replaces the benefits of Ability Training for that ability.

Special: You can gain this feat multiple times, its effects do not stack. Each time you take this feat it applies to a new ability.

Ability Training (Epic)

Adapted from the E6 Ability Training

You spend time honing one of your abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma.

Benefit: Choose one ability, you qualify for the Ability Advancement feat for that ability. At the end of each period of sleep (8 hours of restful calm as per a Wizard preparing spells) you may select one skill or save type modified by that ability. You receive a +1 bonus to that skill or save until you choose another during a period of sleep. The benefits of Ability Training for this ability are lost once Ability Advancement feat is taken for it.

Special: You can gain this feat multiple times, its effects do not stack. Each time you take this feat it applies to a new ability.

Animate Dead (Ritual)

Creates undead skeletons and zombies out of corpses.

Prerequisite: Sorcerer level 6th with Charisma 14 or Wizard level 5th with Intelligence 14; Knowledge (Religion) 5 ranks

Benefit: You can use Animate Dead, as the spell, with a casting time of one hour. The ritual requires expenditure of Command Undead and an additional three levels of necromancy spells.

Note: If the Animate Dead, Lesser spell is available from *Ultimate Magic* (given below in the section on spells), then it is the required spell and only one additional level of necromantic spells is required.

Arcane Mastery (Signature)

You receive an arcane school power.

Prerequisite: Wizard level 6th, Epic Caster

Benefit: You are treated as eighth level for the final power listed for your school (e.g. a Wizard of the enchantment school would receive Aura of Despair and be counted as 8th level for that power).

Atonement (Epic, Ritual)

Ritually remove burden of misdeeds from subject and reverse magical alignment change.

Prerequisite: Cleric level 6th with Wisdom 15 and Knowledge (Religion) 6 ranks or Druid level 6th with Wisdom 15 and Knowledge (Nature) 6 ranks

Benefit: You can use Atonement, as the spell, but with a casting time of twelve hours. The ritual requires expenditure of Remove Curse (Cleric) or Protection

from Energy (Druid) and two additional levels of prepared abjuration spells.

Aura of Resolve (Signature)

You are immune to charm.

Prerequisite: Paladin level 6th, Epic Martial Caster

Benefit: You are immune to charm spells and spell-like abilities. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm effects. This ability functions only while you are conscious, not if you are unconscious or dead.

Bloodline Mastery (Signature)

You receive a greater bloodline power.

Prerequisite: Sorcerer level 6th, Epic Caster

Benefit: You receive your bloodlines 9th level bloodline power. That power functions as if you were 8th level; alter any 9th level in the description to 8th.

Break Enchantment (Epic, Ritual)

Ritually free subjects from enchantments, transmutations, and curses.

Prerequisite: Cleric level 6th with Wisdom 15, Sorcerer level 6th with Charisma 15, or Wizard level 6th with Intelligence 15; Spellcraft 6 ranks

Benefit: You can use Break Enchantment, as the spell, but with a casting time of one hour. The ritual requires expenditure of Dispel Magic and two additional levels of abjuration spells.

Combat Improvement (Epic)

Your ability in combat improves

Prerequisite: Base attack bonus +4

Benefit: Your base attack bonus increases by a permanent +1.

Damage Reduction (Epic)

You gain damage reduction 1/-

Prerequisite: Barbarian level 6th.

Benefit: You gain damage reduction. Subtract 1 from the damage each time you are dealt damage from a weapon or a natural attack.

Dismissal (Epic, Ritual)

Ritually force a creature to return to its native plane.

Prerequisite: Cleric level 6th with Wisdom 14, Sorcerer level 6th with Charisma 15, or Wizard level 6th with Intelligence 15; Knowledge (Planes) 6 ranks

Benefit: You can use Dismissal, as the spell, with a casting time of one hour. In this case, the ritual requires

expenditure of a Magical Circle (against Chaos, Good, Evil, or Law) and one additional level of abjuration spell for a cleric or two additional levels of abjuration spells for a sorcerer or wizard.

Alternatively, the ritual can be conducted so that Dismissal can be cast with the usual casting time of one standard action. To do this, the ritual is first implemented with no target, but with the expenditure of a Magical Circle (against Chaos, Good, Evil, or Law) and one additional level of abjuration spell for a cleric and two additional levels of abjuration spells for a sorcerer or wizard. The caster may then act as if the spell is prepared (in the case of a Cleric or Wizard) or known (in the case of a sorcerer). Its casting requires the expenditure of an additional four levels of abjuration spells for a cleric and five additional levels of abjuration spells for a sorcerer or wizard. If the slots used to implement the ritual with no target are re-prepared, then the ritual dissipates.

Domain Mastery (Signature)

You receive a greater domain granted power.

Prerequisite: Access to a Clerical Domain, Epic Caster

Benefit: Select one of your clerical domains. You are treated as eighth level for purposes of that domain's granted powers.

Special: You can gain this feat multiple times, each time it applies to a new domain.

Epic Caster (Epic)

You are considered a 7th level caster for purposes of spell effectiveness and item creation feats.

Prerequisite: Greater Spell Casting

Benefit: You are considered caster level 7th for purposes of spell effectiveness (e.g. range, damage, etc...) and item creation feats (e.g. caster level requirements and the Forge Ring prerequisite). This effective level does not apply in any other situation, including class features or other feats and feat prerequisites (such as the Extra Spell Casting Feat and Improved Familiar feat).

A Bard with this feat also receives an additional 1st level spell known per day. If they have only taken Greater Spell Casting once they also gain an additional 3rd level spell known.

A Cleric with this feat also receives an additional first level spell per day and their channel energy increases to 4d6.

A Druid or Wizard with this feat also receives an additional first level spell per day.

A Sorcerer with this feat also gains their bloodlines spell known for 7th level (or their choice of another 3rd level spell known if the bloodline spell is already known).

Epic Martial Caster (Epic)

You are considered a 4th level caster for purposes of spell effectiveness and may be able to cast 2nd level spells.

Prerequisite: Paladin or Ranger level 6th

Benefit: You are considered caster level 4th for purposes of spell effectiveness (e.g. range, damage, etc...), item creation feats (e.g. caster level requirements and prerequisites), and the Extra Spell Casting feat. This effective level does not apply in any other situation, including things such as class features or other feat prerequisites.

A Paladin with Charisma 14 or higher or Ranger with Wisdom 14 or higher adds one 2nd level spell per day to their spell allotment. A higher Charisma or Wisdom does not grant bonus 2nd level spells due to this slot. An additional 2nd level spell slot could be gained through the Extra Spell Casting feat.

A Paladin with this feat is considered 7th level for purposes of their channel positive energy ability.

Epic Performer (Epic)

Your bardic performances exceed the normal bounds.

Prerequisite: Bard level 6th.

Benefit: You may start your bardic performance as a move action instead of a standard action. The bonus granted by your inspire competence is +3. If you have fewer than seven ranks in Perform, you receive a +1 bonus to any Perform check rolls made in conjunction with a bardic performance class feature.

Epic Smite (Epic)

Your powers against evil improve.

Prerequisite: Paladin level 6th

Benefit: You smite evil an additional time per day (3/day total). Your effective level for Smite Evil is 7th.

Epic Sneak Attack (Epic)

Your sneak attack damage increases.

Prerequisite: Rogue level 6th

Benefit: Your damage from sneak attack increases to +4d6.

Epic Woodcraft (Epic)

Your woodland prowess increases

Prerequisite: Ranger level 6th

Benefit: You gain Woodland Stride. Your effective level for Wild Empathy is 7th level. If you have fewer than seven ranks in Survival, you receive a +1 bonus to any Survival check rolls made to follow or identify tracks.

Expanded Arcana

Adapted from the Advanced Player's Guide

Your research has revealed new spells.

Prerequisites: Bard or Sorcerer level 1st

Benefit: Add one spell from your class's spell list to your list of spells known. This is in addition to the number of spells normally gained at each new level in your class. You may instead add two spells from your class's spell list to your list of spells known, but both of these spells must be at least one level lower than the highest level spell you can cast in that class. Once made, these choices cannot be changed.

Special: You can gain Expanded Arcana multiple times, but you may not add more than two spells total to any given level for a single class.

Extra Rage Power

Adapted from the Advanced Player's Guide

You have unlocked a new ability to use while raging.

Prerequisite: Rage power class feature.

Benefit: You gain one additional rage power. You must meet all of the prerequisites for this rage power.

Special: You may gain Extra Rage Power up to four times.

Extra Rogue Talent

Adapted from the Advance Player's Guide

Through constant practice, you have learned how to perform a special trick.

Prerequisite: Rogue talent class feature.

Benefit: You gain one additional rogue talent. You must meet all of the prerequisites for this rogue talent.

Special: You may gain Extra Rogue Talent up to four times.

Extra Spell Casting (Epic)

Inspired by the E6 Expanded Caster Stamina

You can cast additional 1st (and possibly 2nd) level spells.

Prerequisite: Caster level 1st

Benefit: Choose one class in which you have caster level 1st or higher. You gain additional spells per day slots with levels totaling one half your caster level (rounded

up). Each spell slot must be 2nd level or lower and of a level you can cast. The chosen slots are fixed once the feat is taken. For example, a Cleric with caster level 3rd gains either one 2nd level spell slot or two 1st level slots, while a Bard with caster level 3rd gains two 1st level slots. **Special:** You can gain this feat multiple time, its effects do not stack. Each time you take this feat it applies to a new class. The Epic Caster feat does not affect caster level for purposes of this feat.

Greater Armor Training (Epic)

Your maneuverability wearing armor improves.

Prerequisite: Fighter level 6th, Armor Training Class Feature

Benefit: Your armor check penalty decreases by 2 (instead of 1) to a minimum of 0, and your maximum Dexterity bonus allowed by armor is 2 (instead of 1). You may move at normal speed while wearing either medium or heavy armor.

Greater Bond (Epic)

Your bond strengthens.

Prerequisite: Animal Domain Animal Companion Granted Power, Druid's Nature Bond (animal companion), Paladin with Divine Bond, Ranger's Hunter's Bond (animal companion), or Sorcerer or Wizard's Arcane Bond (familiar) class feature.

Benefit: Choose one of the class features used as a prerequisite for this feat that you possess. Your effective class level for the chosen class feature increase by 1, including for purposes of related feats (such as the Improved Familiar feat).

This bonus does not stack with that given by Domain Mastery.

Greater Ki Access (Epic)

You can access your ki to heal yourself.

Prerequisite: Monk level 6th

Benefit: Your ki strike is treated as cold iron and silver (in addition to magic) for the purpose of overcoming damage reduction. You gain the wholeness of body power – as a standard action you can heal a number of hit points of damage equal to your monk level by using 2 points from your ki pool.

Greater Skillfulness (Epic)

You are even more skillful.

Benefit: You gain a number of skill ranks equal to your favored class's skill ranks per level (including intelligence bonus) + 1

You may have seven ranks in any skill (as if you were 7th level).

Note: If you have more than one favored class, then use one that you have the most levels in.

If your intelligence modifier changes after this feat is taken, then the maximum possible adjusts – possibly adding or removing a skill ranks.

Greater Spell Casting (Epic)

You can cast an additional 3rd level spell.

Prerequisite: Bard, Cleric, Druid, Sorcerer, or Wizard level 6th.

Benefit: Add an additional 3rd level spell per day to your spell allotment. The slot gained in this way by a Bard does not enable them to acquire additional slots due to a high Charisma.

A Bard or Sorcerer also gains a 3rd level spell known.

A Cleric or Druid with Wisdom 14, or higher or Wizard with Intelligence 14 or higher, may use this daily spell slot as if it were 4th level for purposes of using metamagic feats, or as if it were subject to Heighten Spell if no metamagic feat is being used on it (even if the caster does not possess Heighten Spell).

Special: A Bard with Charisma 16 or higher may take this feat one additional time for each bonus 3rd level spell they would qualify for based on their Charisma. All incidences of Greater Spell Casting and Epic Caster may only provide a total of two 3rd level spells known.

A Cleric or Druid with Wisdom 18 or higher or a Wizard with intelligence 18 or higher may take this feat one additional time for each bonus 4th level spell they would qualify for based on their ability.

Additionally, a Cleric, a Druid with a domain, or a non-universalist Wizard may also take this feat an additional time with the granted spell per day being restricted to that domain or school.

A Sorcerer may take this feat one additional time, but does not receive an additional 3rd level spell per day or spell known. Instead they receive an additional 2nd level spell per day, and an additional 1st level and 2nd level spell known.

Greater Toughness (Epic)

Class hit points from the Guide to Pathfinder Society Organized Play

You have even greater physical stamina

Prerequisite: Toughness

Benefit: You gain a number of hit points equal to your favored class's hit points per level + constitution modifier + 1.

Note: Class hit points per level are 4 for Sorcerer or Wizard; 5 for Bard, Cleric, Druid, Rogue, or Monk; 6 for Fighter, Ranger, or Paladin; and 7 for Barbarian. If you have more than one favored class, then use one that you have the most levels in.

If your constitution modifier changes after this feat is taken, then it affects the hit points gained from this feat – possibly adding or removing a hit point just as if they had been gained for going up a level.

Hallow (Epic, Ritual)

Ritually designates a location as holy or unholy.

Prerequisite: Cleric level 6th, Wisdom 15, Knowledge (Religion) 6 ranks, Channel energy class feature

Benefit: You can use the Hallow spell (if able to channel positive energy) or Unhallow spell (if able to channel negative energy) with the casting time of 24 hours. Requires expenditure of Magic Circle against Evil (for Hallow) or Magic Circle against Good (for Unhallow) and the expenditure of an additional seven levels of abjuration spells, as well as the single fixed spell if desired.

Implacable Rage (Signature)

You have a greater rage power.

Prerequisite: Barbarian level 6th, Combat Improvement

Benefit: You gain any one rage power that can be selected at 8th level or lower.

You count as 8th level for purposes of rage powers you possess such as Powerful Blow, Renewed Vigor, Superstition, and Surprise Accuracy. This does not change your effective level for purposes of selecting new feats via the Extra Rage Power feat.

Special: You may gain Implacable Rage Power twice.

Improved Uncanny Dodge (Signature)

You can no longer be flanked.

Prerequisite: Rogue level 6th

Benefit: You can no longer be flanked. This denies other rogues the ability to sneak attack you by flanking.

Intrinsic Bond (Signature)

The strength of your bond is maximized.

Prerequisite: Greater Bond; Epic Caster or Epic Martial Caster

Benefit: Your effective class level for the chosen class feature increases to 8th. (For example, a Ranger would have effective Ranger level 8th and Druid level 5th for their animal companion). This replaces the benefit from Greater Bond.

For Druids, the bonus to the animal companion's HD and BAB do not apply if the companion receives 7th-level advancement (e.g. Big Cat as opposed to Small Cat).

Legendary Craftsman (Signature)

You are able to craft legendary magical items

Prerequisite: Either Master Craftsmen with 7 ranks in the specified skill or Epic Caster

Benefit: You are caster level 8th for purposes of crafting magic items.

Master of Forms (Signature)

Your wild shape ability expands greatly.

Prerequisite: Druid level 6th, Epic Caster

Benefit: You may use wild shape 3 times per day and its duration is 8 hours or until you change back.

Master of Unarmed Defense (Signature)

You greatly improve your unarmed defenses.

Prerequisite: Monk level 6th, Combat Improvement

Benefit: Your AC and CMD bonuses when unarmored and unencumbered increase to +2 from +1.

Master of Unarmed Offense (Signature)

You greatly improve your unarmed damage.

Prerequisite: Monk level 6th, Combat Improvement

Benefit: Your unarmed damage increases to 1d10 (for medium; 1d8 for small and 2d8 for large).

Neutralize Poison (Ritual)

Ritually immunize subject against poison or detoxify venom in a subject.

Prerequisite: Cleric level 5th, Wisdom 14, Craft (Alchemy) 5 ranks or Healing 5 ranks

Benefit: You can use Neutralize Poison on a target creature, as the spell, with a casting time of one hour. If the target is not already subject to a Delay Poison with at least one hour remaining, the ritual requires casting of Delay Poison on the subject and the expenditure of an additional three levels of conjuration spells. If the target

is already subject to a Delay Poison with at least one hour remaining, then the expenditure may be of any five levels conjuration spells.

Remove Curse (Ritual)

Ritually free an object or a person from a curse.

Prerequisite: Sorcerer level 6th with Charisma 14 or Wizard level 5th with Intelligence 14; Knowledge (Religion) 5 ranks or Knowledge (Spellcraft) 5 ranks

Benefit: You can use Remove Curse, as the spell, with a casting time of one hour. The ritual requires expenditure of Dispel Magic and one additional level of abjuration spell.

Restoration (Epic, Ritual)

Ritually restore levels, ability score drains, and fatigue.

Prerequisite: Cleric level 6th, Wisdom 14, Healing 6 ranks

Benefit: You can use Restoration, as the spell, with a casting time of one hour. Requires expenditure of a Lesser Restoration spell and three additional levels of conjuration spells.

Signature Combat Feat (Signature)

You have mastered a combat feat of legend.

Prerequisite: Combat Improvement

Benefit: You may select a single combat feat as if your base attack bonus were one higher. You must still meet any other prerequisites.

Special: You can gain this feat multiple times.

Signature Performance (Signature)

You have mastered one of the songs of legend.

Prerequisite: Epic Performer

Benefit: You gain the Dirge of Doom performance.

Skillfulness

You have enhanced capability to acquire skills.

Benefit: You gain 3 additional skill ranks. For every level you possess beyond 3, you gain an additional skill rank. If you have more than 3 levels, you gain one skill rank whenever you gain a level.

Note: This feat does not increase your maximum allowed ranks for any skill.

Stone to Flesh (Epic, Ritual)

Ritually restore a petrified creature.

Prerequisite: Sorcerer level 6th with Charisma 16, or Wizard level 6th with Intelligence 16; Craft (Alchemy) 6

ranks

Benefit: You can use Stone to Flesh as the spell, with a casting time of one hour. Requires expenditure of a Haste spell and three additional levels of transmutation spells.

Terrain Mastery (Signature)

Your mastery of your favored terrains expands greatly.

Prerequisite: Epic Woodcraft

Benefit: Select an additional favored terrain. Further, select either this or your 3rd level favored terrain, the bonus for the selected terrain increases to +4 from +2.

Unshakeable Hunter (Signature)

You track as fast as your quarry flees.

Prerequisite: Epic Woodcraft

Benefit: You gain Swift Tracker. Your effective level for Wild Empathy is 8th. You receive a +1 bonus to any Survival check rolls made to follow or identify tracks. This bonus stacks with that of Epic Woodcraft if you have fewer than seven ranks in survival.

MULTICLASSING AND PRESTIGE CLASSES

At the core of *P6 Codex* are the epic and signature feats that characters can select when advancing after sixth level. While some of the epic and signature feats are available to any post-sixth character, many of them are only available to characters who have achieved sixth level in a single character class. *The Abridged P6 Codex* might thus be viewed as slighting multiclass and prestige class characters. One reason for this choice is that providing appropriate feats for multiclass and prestige class characters could involve having separate feats for every possible combination that a 6th level character could choose. Additionally, the vast majority of prestige class material is for beyond 5th level characters and makes little sense for a game that stops level advancement at 6th.

In some cases, selecting a few rules from the full *P6 Codex* may be the easiest way to arrive at your desired character concept without multiclassing or taking prestige class levels. Barring that, the existing epic and signature feats could be used as models for creating your own new feats for a particular multi/prestige class combination. The various supplements (including other implementations of *E6 for Pathfinder*) likely contain ideas for them as well.

SPELLS AND MAGIC

AVAILABLE SPELLS

The available spells for PCs and NPCs are all those normally obtainable by a 6th level character: Cleric, Druid, and Sorcerer/ Wizard spells of 3rd level or lower; Bard spells of 2nd level or lower; and 1st level Paladin and Ranger spells. It also includes 3rd level Bard spells and 2nd level Paladin and Ranger spells unless those spells occur as a 4th level spell on the Cleric Druid, or Sorcerer/Wizard spell list and are not otherwise on the standard spell list.

Following this, the 3rd level spell list for Bards is revised to remove:

Charm Monster	Fear
Confusion	Geas, Lesser
Crushing Despair	Screaming

The core Paladin and Ranger lists for 2nd level require no editing.

This avoids the discrepancy where a Bard, Paladin, or Ranger could obtain a spell as if 7th level using Greater Spell Casting or Epic Martial Caster feats, while the Cleric, Druids, or Wizard could not, even though they also would have gained access to the spell at 7th level.

ANIMATE DEAD, LESSER

Animate Dead is a 3rd level spell for Clerics but is 4th level for Sorcerers and Wizards. Thus even Wizards specializing in the Necromancy School and Sorcerers with the Undead bloodline are unable to create any undead without use of a ritual feat. The Lesser Animate Dead spell from *Ultimate Magic* allows for creation of undead one spell level lower than in the *Core*. In campaigns where creation of undead is a staple of evil it may be desirable to add this spell to the Cleric, Sorcerer, and Wizard spell lists. In that case it also serves as the specified spell for the Animate Dead ritual feat, instead of Command Undead.

Animate Dead, Lesser

From Ultimate Magic

School: necromancy [evil]; Level cleric 2, sorcerer/wizard 3

Target: one corpse

Duration: instantaneous

This spell functions as Animate Dead, except you can only create a single small or medium skeleton or zombie.

You cannot create variant skeletons or zombies with this spell.

TELEPORTATION

Teleportation, such as for the Cleric's Dimensional Hop and Wizard's Dimensional Step, is weakened to "Dimensional Sliding". The transition into the astral plane during the teleportation is incomplete and the movement leaves a wake that interacts with the boundary between the astral and material planes.

Conditions for dimensional sliding to be effective are equivalent to there being a route between the start and end locations that could be covered using the Time Stop spell and movement by way of flying, swimming, or walking, such that the route is no longer than twice the actual distance between the two points.

A route for dimensional sliding is unable to pass through a blocking solid object such as a creature that completely fills the square, a wall of force, barred window, or locked, latched, very heavy, or stuck door. The route would be able to pass through impediments that would not hinder a strength 3 creature simply walking forward, such as normal cobwebs, unsecured curtains, or a door that pushes easily in the direction of travel. If no successful route exists then the distance spent is still expended but to no effect.

Dimensional sliding leaves a lingering magical aura as if from a spell of moderate original strength along the shortest possible route and on anything that would have been moved or broken if a creature had actually passed along the route (e.g. cobwebs, curtains, or door). The movement otherwise does not interact with the material plane.

It may be desirable to weaken teleportation abilities (Dimension Door, Teleport, etc...) of some creatures to Dimensional Sliding as well.

MAGIC ITEM CREATION

The ability to replace an item creation prerequisite with a +5 increase in the item creation DC is modified so that it does not apply to caster levels above 6th or spells that are not on the Available Spell List (above).

Items with multiple possible power levels, where the caster level is 8th regardless of the power level (such as the Belt of Giant Strength) may only be created at the lowest power level.

LISTS OF NEW AND MODIFIED FEATS

* indicates feat modified from the *Core Rulebook*

General Feats

Expanded Arcana
Extra Ki*
Extra Lay on Hands*
Extra Mercy*
Extra Rage*
Extra Rage Power
Extra Rogue Talent
Fleet*
Leadership*
Skillfulness

Ritual Feats

Animate Dead (Ritual) – *Sorcerer, Wizard*
Atonement (Epic, Ritual) – *Cleric, Druid*
Break Enchantment (Epic, Ritual) – *Cleric, Sorcerer, Wizard*
Dismissal (Epic, Ritual) – *Cleric, Sorcerer, Wizard*
Hallow (Epic, Ritual) – *Cleric*
Neutralize Poison (Ritual) – *Cleric*
Remove Curse (Ritual) – *Sorcerer, Wizard*
Restoration (Epic, Ritual) – *Cleric*
Stone to Flesh (Epic, Ritual) – *Sorcerer, Wizard*

Epic and Signature Feats not requiring 6th level in a single class

Ability Advancement (Epic)
Ability Training (Epic)
Combat Improvement (Epic)
Extra Spell Casting (Epic)
Greater Bond (Epic)
Greater Skillfulness (Epic)
Greater Toughness (Epic)
Legendary Craftsmen (Signature)
Signature Combat Feat (Signature)

Barbarian Epic and Signature Feats

Damage Reduction (Epic)
Implacable Rage (Signature)

Bard Epic and Signature Feats

Arcane Armor Mastery* (Epic)
Epic Caster (Epic)
Epic Performer (Epic)
Forge Ring* (Epic, Item Creation)
Greater Spell Casting (Epic)
Signature Performance (Signature)

Cleric Epic and Signature Feats

Atonement (Epic, Ritual)
Break Enchantment (Epic, Ritual)
Dismissal (Epic, Ritual)
Domain Mastery (Signature)
Epic Caster (Epic)
Forge Ring* (Epic, Item Creation)
Greater Spell Casting (Epic)
Hallow (Epic, Ritual)
Intrinsic Bond (Signature)
Restoration (Epic, Ritual)

Druid Epic and Signature Feats

Atonement (Epic, Ritual)
Domain Mastery (Signature)
Epic Caster (Epic)
Forge Ring* (Epic, Item Creation)
Greater Spell Casting (Epic)
Intrinsic Bond (Signature)
Master of Forms (Signature)

Fighter Epic and Signature Feats

Greater Armor Training (Epic)
Greater Shield Focus* (Signature)
Greater Weapon Focus* (Signature)

Monk Epic and Signature Feats

Greater Ki Access (Epic)
Master of Unarmed Defense (Signature)
Master of Unarmed Offense (Signature)

Paladin Epic and Signature Feats

Aura of Resolve (Signature)
Epic Martial Caster (Epic)
Epic Smite (Epic)
Intrinsic Bond (Signature)

Ranger Epic and Signature Feats

Epic Martial Caster (Epic)
Epic Woodcraft (Epic)
Intrinsic Bond (Signature)
Terrain Mastery (Signature)
Unshakeable Hunter (Signature)

Rogue Epic and Signature Feats

Epic Sneak Attack (Epic)
Improved Uncanny Dodge (Signature)

Sorcerer Epic and Signature Feats

Arcane Armor Mastery* (Epic)
Bloodline Mastery (Signature)
Break Enchantment (Epic, Ritual)
Dismissal (Epic, Ritual)
Epic Caster (Epic)
Forge Ring* (Epic, Item Creation)
Greater Spell Casting (Epic)
Intrinsic Bond (Signature)
Stone to Flesh (Epic, Ritual)

Wizard Epic and Signature Feats

Arcane Armor Mastery* (Epic)
Arcane Mastery (Signature)
Break Enchantment (Epic, Ritual)
Dismissal (Epic, Ritual)
Epic Caster (Epic)
Forge Ring* (Epic, Item Creation)
Greater Spell Casting (Epic)
Intrinsic Bond (Signature)
Stone to Flesh (Epic, Ritual)

LIST OF MAGIC ITEMS

* indicates an item requiring caster level 7

** indicates an item requiring caster level 8

Armor

Armor Special Abilities

+1	1,000 GP
+2	4,000 GP
Energy Resistance	+18,000 GP
Energy Resistance, Improved**	+42,000GP
Shadow	+3,750 GP
Slick	+3,750 GP

Shield Special Abilities

+1	1,000 GP
+2	4,000 GP
Arrow Catching **	as +1 bonus
Arrow Deflection	as +2 bonus
Bashing **	as +1 bonus
Blinding *	as +1 bonus
Energy Resistance	+18,000 GP
Energy Resistance, Improved*	+42,000 GP

Cost Equivalents: +3 = 9,000 gp, +4 = 16,000 gp, +5 = 25,000 gp

Specific Armors

Adamantine Breastplate	10,200 GP
Celestial Armor	22,400 GP
Dragonhide Plate	3,300 GP
Dwarven Plate	16,500 GP
Elven Chain	5,150 GP
Mithral Full Plate of Speed	26,500 GP
Mithral Shirt	1,100 GP

Specific Shields

Caster's Shield	3,153 GP
Darkwood Buckler	203 GP
Darkwood Shield	257 GP
Mithral Heavy Shield	1,020 GP
Spined Shield	5,580 GP
Winged Shield	17,257 GP

Weapons

Melee Weapon Special Abilities

+1	2,000 GP
+2	8,000 GP
Bane**	as +1 Bonus
Defending**	as +1 Bonus
Frost**	as +1 Bonus
Ki Focus**	as +1 Bonus
Merciful	as +1 Bonus
Shock**	as +1 Bonus
Speed*	as +3 Bonus
Throwing	as +1 Bonus
Thundering	as +1 bonus
Cost Equivalents: +3 = 18,000 gp, +4 = 32,000 gp, +5 = 50,000 gp, +6 = 72,000	

Magic Ranged Weapon Special Abilities

+1	2,000 GP
+2	8,000 GP
Bane**	as +1 Bonus
Distance	as +1 Bonus
Frost**	as +1 Bonus
Merciful	as +1 Bonus
Shock**	as +1 Bonus
Speed*	as +3 Bonus
Thundering	as +1 Bonus
Cost Equivalents: +3 = 18,000 gp, +4 = 32,000 gp, +5 = 50,000 gp, +6 = 72,000	

Specific Weapons

Adamantine Battleaxe	3,010 GP
Adamantine Dagger	3,002 GP
Dagger of Venom	8,302 GP
Javelin of Lightning	1,500 GP
Longsword, Cold Iron Masterwork	330 GP
Screaming Bolt	267 GP
Silver Dagger, Masterwork	322 GP
Sleep Arrow	132 GP
Sword of Subtlety*	23,310 GP
Trident of Fish Command*	18,650 GP

Rings

Animal Friendship*	10,800 GP
Blinking*	27,000 GP
Chameleon Power*	12,700 GP
Climbing*	2,500 GP
Energy Resistance, Minor*	12,000 GP
Energy Resistance, Major*	28,000 GP
Evasion*	25,000 GP
Feather Falling*	2,200 GP
Invisibility*	20,000 GP
Jumping*	2,500 GP
Mind Shielding*	8,000 GP
Protection +1*	2,000 GP
Protection +2*	8,000 GP
Sustenance*	2,500 GP
Swimming*	2,500 GP

Wondrous Items

Amulet of Mighty Fists +1	4,000 GP
Amulet of Mighty Fists +2	16,000 GP
Amulet of Natural Armor +1	2,000 GP
Amulet of Natural Armor +2	8,000 GP
Amulet of Proof Against Detection and Location**	35,000 GP
Bag of Tricks - Rust	3,400 GP
Bag of Tricks - Gray	8,500 GP
Belt of Giant Strength +2**	4,000 GP
Belt of Incredible Dexterity +2**	4,000 GP
Belt of Mighty Constitution +2**	4,000 GP
Blessed Book*	12,500 GP
Boots of Elvenkind	2,500 GP
Boots of Levitation	7,500 GP
Boots of Striding and Springing	5,500 GP

Boots of the Winterlands	2,500 GP	Pipes of Haunting	6,000 GP
Boots, Winged**	16,000 GP	Pipes of the Sewers	1,150 GP
Bottle of Air*	7,250 GP	Pipes of Sounding	1,800 GP
Bracers of Archery, Greater**	25,000 GP	Restorative Ointment	4,000 GP
Bracers of Archery, Lesser	5,000 GP	Robe of Bones	2,400 GP
Bracers of Armor +1*	1,000 GP	Rope of Climbing	3,000 GP
Bracers of Armor +2*	4,000 GP	Salve of Slipperiness	1,000 GP
Bracers of Armor +3*	9,000 GP	Scabard of Keen Edges	16,000 GP
Bracers of Armor +4**	16,000 GP	Silversheen	250 GP
Brooch of Shielding	1,500 GP	Slippers of Spider Climbing	4,800 GP
Candle of Truth	2,500 GP	Stone of Alarm	2,700 GP
Circlet of Persuasion	4,500 GP	Stone of Good Luck (Luckstone)	20,000 GP
Cloak of Arachnida	14,000 GP	Strand of Prayer Beads, Lesser	9,600 GP
Cloak of Displacement, Major*	50,000 GP	Sustaining Spoon	5,400 GP
Cloak of Displacement, Minor	24,000 GP	Ungent of Timelessness	150 GP
Cloak of Elvenkind	2,500 GP	Universal Solvent	50 GP
Cloak of Resistance +1	1,000 GP	Vest of Escape	5,200 GP
Cloak of Resistance +2	4,000 GP	Wind Fan	5,500 GP
Crown of Blasting, Minor	6,480 GP		
Cube of Frost Resistance	27,000 GP		
Deck of Illusions	8,100 GP		
Dust of Appearance	1,800 GP		
Dust of Illusion	1,200 GP		
Dust of Tracelessness	250 GP		
Elixir of Hiding	250 GP		
Elixir of Love	150 GP		
Elixir of Swimming	250 GP		
Elixir of Truth	500 GP		
Elixir of Tumbling	250 GP		
Eversmoking Bottle	5,400 GP		
Eyes of Charming*	56,000 GP		
Eyes of the Eagle	2,500 GP		
Gem of Brightness	13,000 GP		
Gloves of Arrow Snaring	4,000 GP		
Glove of Storing	10,000 GP		
Gloves of Swimming and Climbing	6,250 GP		
Goggles of Night	12,000 GP		
Hand of Glory	8,000 GP		
Hand of the Mage	900 GP		
Harp of Charming	7,500 GP		
Hat of Disguise	1,800 GP		
Headband of Alluring Charisma +2**	4,000 GP		
Headband of Inspired Wisdom +2**	4,000 GP		
Headband of Vast Intelligence +2**	4,000 GP		
Helm of Comprehend Languages and Read Magic	5,200 GP		
Helm of Telepathy	27,000 GP		
Helm of Underwater Action	24,000 GP		
Horn of Fog	2,000 GP		
Horn of Goodness/Evil	6,500 GP		
Horseshoes of Speed	3,000 GP		
Horseshoes of a Zephyr	6,000 GP		
Incense of Meditation*	4,900 GP		
Lantern of Revealing	30,000 GP		
Medallion of Thoughts	12,000 GP		
Necklace of Adaptation	9,000 GP		
Periapt of Health	7,500 GP		
Periapt of Proof Against Poison	27,000 GP		
Phylactery of Faithfulness	1,000 GP		

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