

Multi-Classing for Castles and Crusades

By Erac's Cousin's Uncle (Al Krombach)

This optional multi-classing system was designed with this in mind: "Keeping it Simple". It was inspired by the original Fighter/Magic-User class found in the Basic Dungeons and Dragons rulebook: the "Elf."

I advise you to only allow the four "base" classes (Fighter, Cleric, Rogue, and Wizard) to be multi-classable, as other classes are more specialized and focused, and therefore much harder to effectively employ while dividing time with another class. Three notable exceptions I include here (mainly for 1E nostalgia purposes) are the Gnome Rogue-Illusionist, the Half-elf Ranger-Druid, and the Half-orc Cleric-Assassin. That's just my opinion, though, and if you feel your campaign needs Barbarian-Monks, this system is just as easy to use for stuff like that, too.

Race: I've listed suggested races for each multi-class, but this is based more on 1E sensibilities (or literary examples) than on any practical reason. It could be argued that humans aren't long-lived enough to train in two classes, and that dwarves aren't inherently magical enough to train in spell-using classes, but this is really dependent on your own campaign, so use your best discretion. For example, I listed human among the races for Fighter-Rogues, for the Swashbuckler/Musketeer-type characters, and with the Cleric-Wizard, for the stereotypical "Master of White Magic".

Prime Attribute: The multi-class uses the Prime Attributes from both base classes, and the player must select them both. This can reduce the flexibility of the character, but it is a necessary sacrifice for the advantages of multi-classing. If three classes are multi-classed, and the character is non-human (receiving only 2 primes), the CK must rule whether the character must sacrifice the additional prime, or just award it to the player as a "bonus" to compensate for the resulting lag in levels.

Hit Dice: Figure the multi-class's Hit Dice per level by adding the max result of each base class's Hit Dice together and dividing by 2 (or 3, in triple-multi-class situations), and then apply the die type most appropriate. For instance, a Fighter (d10, or 10 max) and

Wizard (d4, or 4max) yields a result of 7 max hit points per level. Therefore, the Hit Die assigned would be d6+1. If necessary, round down. For hit points gained after 10th level, add the base class hit points and divide by two (or more). Round down if necessary.

BtH: Use the best BtH available from either class. For instance, a Fighter-Rogue would use the Fighter's BtH progression, not the Rogue's.

EPP: The multi-class uses the sum total of both base classes to determine the experience necessary to gain each level. For instance, a Fighter (2,001) and Rogue (1,251) multi-class must gain a total of 3,252 exp before leveling. All level-related increases are gained ONLY upon attaining the FULL required experience point total.

Alignment: The multi-class character must abide by the alignment restrictions of both classes. Classes with conflicting alignment requirements (say, Druid and Paladin), should NOT be multi-classed.

Armor: Use the most favorable class to determine allowable armors, but allow for common-sense restrictions according to the base classes. For instance, multi-classes based on Rogue, Monk, or Druid will have some obvious restrictions. I do not impose armor restrictions on multi-classed arcane spell users (another nod to 1E), as this stems mainly from a 2E "nerfing" of Fighter-Magic Users, rather than from any actual literary or legendary examples. Personally, I feel somatic components to be hand-gestures rather than intricate interpretive dance, so I do restrict shield use to keep a hand free, but impose no further restrictions. I have found that low-level characters can't afford really good armor and high level characters choose between magic chainmail and +8 bracers on a largely cosmetic basis. Single-classed wizards and illusionists don't use armor for the same two reasons they don't use greatswords: they have neither the training nor the interest to do so. If, however, it just seems WRONG to you, feel free to disallow armor use to the arcane multi-classes in your campaign.

Weapons: As with armor, use the base class with the best selection and make any common-sense restrictions necessary.

Abilities: The multi-class gains all abilities of each base class, at the same level as the base class. In the interest of "keeping things simple" avoid the urge to rule-combine class abilities in any way. While I'm sure there are some interesting ways to mix druidic shapechanging with assassin death attacks, or whatever, you are probably better off not opening any unnecessary doors of exploitation.

Multi-class Tables: For your convenience, the most common multi-classes are detailed on the following pages, with all the number-crunching done for you already. If you want some other combos, you're on your own, but it really doesn't take long to do. Included here are the following multi-classes: Fighter-Wizard, Fighter-Rogue, Rogue-Illusionist, Fighter-Rogue-Wizard, Fighter-Cleric, Rogue-Cleric, Rogue-Wizard, Ranger-Druid, Cleric-Assassin, and Cleric-Wizard.

Fighter/Wizard (Elf, Half-elf)

Prime Attributes: Strength and Intelligence

Alignment: Any

Hit Dice: d6+1

Weapons: Any

Armor: Any (no shields)

Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d6+1	+1	0	4/2
2	d6+1	+2	4,602	4/3
3	d6+1	+3	9,202	4/3/1
4	d6+1	+4	18,902	4/3/2
5	d6+1	+5	37,802	5/4/2/1
6	d6+1	+6	76,502	5/4/3/2
7	d6+1	+7	153,002	5/4/3/2/1
8	d6+1	+8	306,002	5/4/3/3/2
9	d6+1	+9	612,002	5/5/4/3/2/1
10	d6+1	+10	1,000,002	6/5/4/3/3/2
11	+2hp	+11	1,500,002	6/5/4/4/3/2/1
12	+2hp	+12	2,000,002	6/5/4/4/3/3/2
13+	500,000 per level			

Fighter/Rogue**(Half-elf, Human, Halfling, Half-orc)**

Prime Attributes: Strength and Dexterity

Alignment: Any

Weapons: Any

Armor: As Rogue

Abilities: As per Core Classes

Level	HD	BtH	EPP
1	d8	+1	0
2	d8	+2	3,252
3	d8	+3	6,502
4	d8	+4	14,502
5	d8	+5	29,002
6	d8	+6	58,002
7	d8	+7	116,002
8	d8	+8	216,002
9	d8	+9	392,002
10	d8	+10	675,002
11	+3hp	+11	1,075,002
12	+3hp	+12	1,450,002
13+	375,000 per level		

Rogue/Illusionist**(Gnome)**

Prime Attributes: Dexterity and Intelligence

Hit Die: d4+1

Alignment: Any Chaotic

Weapons: As Rogue

Armor: As Rogue (no shields)

Abilities: As per Core Classes

Level	HD	BtH	EPP
1	d4+1	+0	0
2	d4+1	+1	3,852
3	d4+1	+1	7,702
4	d4+1	+1	16,402
5	d4+1	+2	32,802
6	d4+1	+2	66,502
7	d4+1	+2	133,002
8	d4+1	+3	250,002
9	d4+1	+3	460,002
10	d4+1	+4	675,002
11	+1hp	+4	1,075,002
12	+1hp	+4	1,350,002
13+	275,000 per level		

Fighter/Rogue/Wizard**(Elf and Half-elf)**

Prime Attributes: Choose 2: Strength, Dexterity, or Intelligence

Hit Die: d6

Alignment: Any

Weapons: Any

Armor: As Rogue (no shields)

Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d6	+1	0	4/2
2	d6	+2	5,801	4/3
3	d6	+3	11,502	4/3/1
4	d6	+4	24,902	4/3/2
5	d6	+5	49,802	5/4/2/1
6	d6	+6	100,502	5/4/3/2
7	d6	+7	201,002	5/4/3/2/1
8	d6	+8	386,002	5/4/3/3/2
9	d6	+9	732,002	5/5/4/3/2/1
10	d6	+10	1,175,002	6/5/4/3/3/2
11	+3hp	+11	1,825,002	6/5/4/4/3/2/1
12	+3hp	+12	2,450,002	6/5/4/4/3/3/2
13+	625,000 per level			

Fighter-Cleric (Dwarf, Half-elf, Human):

Prime Attributes: Strength and Wisdom

Hit Die: d8+1

Alignment: Any

Weapons: Any

Armor: Any

Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d8+1	+1	0	3/1
2	d8+1	+2	4,252	4/2
3	d8+1	+3	9,002	4/2/1
4	d8+1	+4	17,502	4/3/2
5	d8+1	+5	35,002	4/3/2/1
6	d8+1	+6	79,002	5/3/3/2
7	d8+1	+7	138,002	5/4/3/2/1
8	d8+1	+8	276,002	5/4/3/3/2
9	d8+1	+9	572,002	5/4/4/3/2/1
10	d8+1	+10	925,002	5/4/4/3/3/2
11	+3hp	+11	1,400,002	6/5/4/4/3/2/1
12	+3hp	+12	1,900,002	6/5/4/4/3/3/2
13+	500,000 per level			

Rogue-Cleric (Half-elf, Half-orc, Halfling)

Prime Attributes: Dexterity and Wisdom

Hit Die: d6+1

Alignment: Any

Weapons: As per Core Classes

Armor: As per Rogue

Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d6+1	+0	0	3/1
2	d6+1	+1	3,502	4/2
3	d6+1	+1	7,502	4/2/1
4	d6+1	+2	15,002	4/3/2
5	d6+1	+2	30,002	4/3/2/1
6	d6+1	+3	59,002	5/3/3/2
7	d6+1	+3	118,002	5/4/3/2/1
8	d6+1	+4	220,002	5/4/3/3/2
9	d6+1	+4	420,002	5/4/4/3/2/1
10	d6+1	+5	600,002	5/4/4/3/3/2
11	+2hp	+5	775,002	6/5/4/4/3/2/1
12	+2hp	+6	1,350,002	6/5/4/4/3/3/2
13+	375,000 per level			

Rogue-Wizard (Elf, Half-elf)

Prime Attributes: Dexterity and Intelligence

Hit Die: d4+1

Alignment: Any

Weapons: As per Core Classes

Armor: As per Rogue (no shields)

Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d4+1	+0	0	4/2
2	d4+1	+1	3,852	4/3
3	d4+1	+1	7,702	4/3/1
4	d4+1	+1	16,402	4/3/2
5	d4+1	+2	32,802	5/4/2/1
6	d4+1	+2	66,502	5/4/3/2
7	d4+1	+2	133,002	5/4/3/2/1
8	d4+1	+3	250,002	5/4/3/3/2
9	d4+1	+3	460,002	5/5/4/3/2/1
10	d4+1	+3	675,002	6/5/4/3/3/2
11	+1hp	+4	1,075,002	6/5/4/4/3/2/1
12	+1hp	+4	1,450,002	6/5/4/4/3/3/2
13+	375,000 per level			

Ranger-Druid (Half-elf)

Prime Attributes: Strength and Wisdom

Hit Die: d8+1

Alignment: Neutral (any)

Weapons: Any

Armor: As per Druid

Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d8+1	+0	0	3/1
2	d8+1	+1	4,252	4/2
3	d8+1	+2	8,752	4/2/1
4	d8+1	+3	17,502	4/3/2
5	d8+1	+4	35,002	4/3/2/1
6	d8+1	+5	75,002	5/3/3/2
7	d8+1	+6	145,002	5/4/3/2/1
8	d8+1	+7	330,002	5/4/3/3/2
9	d8+1	+8	525,002	5/4/4/3/2/1
10	d8+1	+9	900,002	5/4/4/3/3/2
11	+3hp	+10	1,250,002	6/5/4/4/3/2/1
12	+3hp	+11	1,600,002	6/5/4/4/3/3/2
13+	400,000 per level			

Cleric-Assassin (Half-orc)

Prime Attributes: Wisdom and Dexterity

Hit Dice: d6+1

Alignment: Any non-good

Weapons: Any

Armor: As per Assassin

Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d6+1	0	0	3/1
2	d6+1	+1	4,002	4/2
3	d6+1	+1	8,502	4/2/1
4	d6+1	+2	16,002	4/3/2
5	d6+1	+2	32,002	4/3/2/1
6	d6+1	+3	60,002	5/3/3/2
7	d6+1	+3	120,002	5/4/3/2/1
8	d6+1	+4	230,002	5/4/3/3/2
9	d6+1	+4	450,002	5/4/4/3/2/1
10	d6+1	+5	625,002	5/4/4/3/3/2
11	+2hp	+5	1,000,002	6/5/4/4/3/2/1
12	+2hp	+6	1,400,002	6/5/4/4/3/3/2
13+	400,000 per level			

Cleric-Wizard (Half-elf, Human)

Prime Attributes: Wisdom and Intelligence

Hit Dice: d6

Alignment: Any

Weapons: As per Cleric plus dart.

Armor: Any (no shields)

Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells (Cleric)	Level/Spells (Wizard)
1	d6	0	0	3/1	4/2
2	d6	+1	4,852	4/2	4/3
3	d6	+1	10,202	4/2/1	4/3/1
4	d6	+2	19,402	4/3/2	4/3/2
5	d6	+2	38,802	4/3/2/1	5/4/2/1
6	d6	+3	77,502	5/3/3/2	5/4/3/2
7	d6	+3	155,002	5/4/3/2/1	5/4/3/2/1
8	d6	+4	310,002	5/4/3/3/2	5/4/3/3/2
9	d6	+4	640,002	5/4/4/3/2/1	5/5/4/3/2/1
10	d6	+5	925,002	5/4/4/3/3/2	6/5/4/3/3/2
11	+2hp	+5	1,400,002	6/5/4/4/3/2/1	6/5/4/4/3/2/1
12	+2hp	+6	1,900,002	6/5/4/4/3/3/2	6/5/4/4/3/3/2
13+	500,000 per level				

Legalities: This document requires the use of the Castles and Crusades Players Handbook, is Open Game Content, and is strictly for free. If you don't know what the OGL is, please visit <http://www.wizards.com/default.asp?x=d20/welcome> to learn more.