

CASTLES & CRUSADES[®]

EXPANDING CLASSES



MARK SANDY

CASTLES & CRUSADES®

EXPANDING CLASSES

A SUPPORT BOOK FOR CASTLES & CRUSADES

BY MARK SANDY

COVER ART, INTERIOR ART, LOGOS, AND LOGO DESIGNS BY PETER “20 DOLLAR” BRADLEY



This is dedicated to all those folks out there with a broad enough imagination to envision that a fighter can sneak, a rogue can cast a spell, or a wizard can swing a sword. May your characters always annoy and baffle your CK. Long live multi-class!

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INTRODUCTION

Welcome to expanding classes. What is contained within these pages are a system of rules which detail how to combine two or more classes for a single character. The classes to be combined are taken from the thirteen classes in the **Players Handbook**, expanding these out into literally hundreds of variations, each of which creates a more versatile, better prepared and unique character.

Those who have played the game for a number of years, and played a number of different characters, may find themselves running into the issue of how to make each character unique. The thirteen classes and seven races do allow for a nice variety of combinations, provided one plays a different race and/or class with each new character. There are some players who play that way. However, the majority of players seem to prefer characters of a specific type, or with certain abilities.

As often as not, this seems to split on the line of spell-casters versus fighter types. The result of which is that the player, over the course of just a few new campaigns, quickly exhausts his arsenal. After a few years, these characters begin to blur together, losing their individuality. Expanding classes allows the player to broaden his choices, creating a variety of combinations, each with their own unique signature.

It should be noted that the notion of the combined class character is, with some, a controversial subject. Many feel that this takes away from the purity of the classes and that combined classing has no place in the game. This ignores the fact that, from a certain perspective, combined classing has always been a part of the game. In its earliest published forms, the game featured three classes: fighter, magic-user, and cleric. The fighter excelled in combat and possessed good hit points, but no magic ability. The magic-user had both spells and the ability to use magic items, but with low hit points and pathetic combat skills. The cleric, however, had both magic skills (though less than the M-U) and combat skill (though less than the fighter), with middle of the road hit points. The cleric, therefore, could be argued to be the first combined class.

An additional justification for allowing combined classed characters can be made from a literary perspective. Rarely are characters from books and movies so narrowly or neatly defined as the player character classes, save those books directly inspired by the game itself and which, in all honesty, feel greatly contrived and artificial. Gandalf is called a wizard, but he casts few spells, his powers seem more divine in nature, is expert at legend lore, and he wields a sword. Aragorn is a ranger, with, in some quarters, the status of a knight, and some healing powers. Conan is both a warrior and a thief, he can track like a ranger, ride like a knight, and in one story, could be seen to perform a magic ritual akin to casting a spell. John Carter is a knight who can read minds and teleport from one planet to another. Tarzan would most likely be a barbarian, but he has the stealth and tracking of a ranger, and can kill with his bare hands like a monk. Fafhrd the barbarian trained as a bard, and would also be a ranger as well as a thief. The Gray Mouser began as a wizard's apprentice before becoming a thief and master swordsman.

While this set of rules does provide a number of ways for the player to create a character which goes beyond the narrowly defined, cookie cutter classes, it should be remembered that

the decision of whether or not class combinations should be allowed in the game is left entirely in the hands of the Castle Keeper. Present your arguments with tact and dignity, and play freely, my friends.

EXPANDED CLASSES

What follows is a player's guide to combining, in a number of different ways, the thirteen character classes from the **Castles & Crusades Players Handbook**. Presented here are five different methods of combining these classes: multi-class, enhanced class, class plus, dual class, and reclass.

Multi-classing is an option which allows the character to begin play with two or more classes. While this does allow for a more versatile character, it comes at a cost of hit points, as well as significantly slower level advancement.

Enhanced classing is an option in which the character begins play with the full abilities of one class and some of the abilities of a supporting class. The character is fairly versatile, with a small cost to hit points and moderately slower level advancement.

Class plus adds the zero level abilities from one or more classes to the character's class, at the cost of a small percentage of experience points.

Dual classing is an option for an existing character to add a class to his original class, advancing in both thereafter. Advancement from this point is at a slower rate as experience points are split between the two classes.

Reclassing allows the character to change classes, foregoing advancement in his original class in favor of the new class, toward which all new experience points will be applied. As the character begins advancement in the new class, he loses from the old class.

RESTRICTED CLASS COMBINATIONS

While many class combinations (druid with ranger or barbarian, illusionist with assassin or bard) would seem to make a lot of sense, providing complementary abilities, others (barbarian + cleric, knight + illusionist) would be strange enough that they may require considerable justification before they should be allowed. Some combinations (such as paladin and assassin, or barbarian and wizard) simply do not work. And there are a few combinations (fighter with knight or ranger) which are not very practical; the gain from such a combination is simply not worth the cost in experience.

The 13 character classes can be grouped or categorized in a number of ways. One quick and dirty way is by general skill type: there are fighter types (fighter, ranger, barbarian, monk, knight, paladin, bard), mages (wizard, illusionist), priests (cleric, druid), and stealthers (rogue, assassin). The most common, and versatile, combinations would be to choose classes from two different categories. This gives the character a broader range of skills, widens his usefulness, and lessens those situations in which the character is unable to participate. It is not uncommon for an entire game session to be utterly devoid of combat, leaving the fighter types to sit around picking their noses; or in the opposite extreme, the game session may be an extended combat, in which the stealthers are not very effective

2 CASTLES & CRUSADES

and the spell casters use up all their magic, and much nose-picking follows. Playing a character who has more than one class helps to keep him in the action if the skills of one class are not currently needed, and leads to fewer nose bleeds.

STARTING OUT WITH MORE THAN ONE CLASS

Many players like the idea of starting play with a character who is not limited to the abilities of a single class. There are a number of reasons for this, and some justification for doing so. If the party is relatively small, say three players or less, than this allows players to “cover all the bases”. Even in larger groups, it may not be a bad idea to provide some redundancy. How many times have we seen the only healer in the party go negative, or get killed, leaving the rest of the party slowly licking their wounds, or seen an encounter stretch on past the limits of the spells casters, devolving into a brutal slugfest of attrition? Sometimes the player is trying to emulate a hero from fiction that goes beyond the cookie cutter archetypes, or he just wants to play something a little different. For whatever reasons, playing a character with two or more classes can be fun and rewarding. There are two options from which a player may select when choosing to start play with a character who has more than one class. These are multi-class and expanded class.

MULTI-CLASS

Multi-class allows the character to possess two or more classes. These classes advance evenly. Experience points needed for level advancement are added together, and this total must be gained before the character can advance in level. Both (or all)

classes gain level simultaneously, and all abilities of each class are gained at the appropriate levels. One of the effects of the character dividing his training between classes is to alter the rate (ie: the hit die) at which hit points are gained. To determine the hit die of the multi-class character, refer to **TABLE 1.1 MULTI-CLASS HIT DIE** below. If the character has more than two classes, consider only the highest and lowest hit die values.

TABLE 1.1 MULTI-CLASS HIT DIE

FIRST CLASS HIT DIE	SECOND CLASS HIT DIE				
	d4/1	d6/2	d8/3	d10/4	d12/5
d4/1	d4/1	d6/2	d6/2	d8/3	d8/3
d6/2	d6/2	d6/2	d8/3	d8/3	d10/4
d8/3	d6/2	d8/3	d8/3	d10/4	d10/4
d10/4	d8/3	d8/3	d10/4	d10/4	d12/5
d12/5	d8/3	d10/4	d10/4	d12/5	d12/5

Quick math would indicate that dozens of two class combinations and hundreds of three class combinations could be created, but not all possible combinations are allowed or recommended. While most of these combinations are acceptable, some classes are simply incompatible, morally or ideologically or otherwise, (ie: paladin plus assassin). Other combinations, while not strictly speaking impossible, are unusual enough to be counter-intuitive, (ie: cleric plus thief), and may require some clever justification. Some combinations are allowed only if another condition is met, usually a particular race. Combinations between similar classes or classes which have similar abilities are allowed, but impractical (ie: ranger plus barbarian). On

TABLE 1.2 ALLOWED MULTI-CLASS COMBINATIONS

FIRST CLASS	SECOND CLASS												
	Assn	Brbn	Brd	Clrc	Drd	Ftr	Illsn	Knt	Mnk	Pldn	Rngr	Rog	Wzrd
Assn	x	UO	A	UO	UG	A	A	N	A	N	UO	S	A
Brbn	UO	x	A	U	A	S	NG	U	U	U	A	A	N
Brd	A	A	x	A	A	S	A	A	A	U	A	A	A
Clrc	UO	U	A	x	U	A	A	A	A	A	A	UHO	A
Drd	UG	A	A	U	x	A	U	NEG	U	NE	A	UGH	U
Ftr	A	S	S	A	A	x	A	S	S	S	S	A	A
Illsn	A	NG	A	A	U	A	x	N	A	N	G	A	A
Knt	N	U	A	A	NEG	S	N	x	U	A	UE	N	NE
Mnk	A	U	A	A	U	S	A	U	x	A	U	A	A
Pldn	N	U	U	A	NE	S	N	A	A	x	U	N	NE
Rngr	UO	A	A	A	A	S	G	UE	U	U	x	U	U
Rog	S	A	A	UHO	UGH	A	A	N	A	N	U	x	A
Wzrd	A	N	A	A	U	A	A	NE	A	NE	U	A	x

- A = allowed
- S = allowed, but sharing similar enough abilities to be impractical
- N = not normally allowed
- U = unusual, requires justification
- E = allowed for an elf or a half-elf of elven lineage
- G = allowed for a gnome
- H = allowed for a halfling
- O = allowed for a half orc

the other end of the spectrum are those class combinations which are not just compatible but complementary, (ie: ranger plus druid, or assassin plus illusionist). Such combinations may even be encouraged, in order to lend some depth, or firepower, to the character. Refer to **TABLE 1.2 ALLOWED MULTI-CLASS COMBINATIONS** above for combination allowances.

ARMOR RESTRICTIONS

If the character is combining a class which is proficient with heavy armor with one which is not, then the following restrictions and/or benefits apply:

Wizard or illusionist may cast any spells while armored; however, any spells which allow a save give the targeted character a bonus to the save roll equal to the base AC bonus of the spell-caster's armor. Ie: a wizard wearing a chain shirt (+4 AC) casts hold person on an orc, the orc gets his save with a +4 bonus. The same principle applies to a druid wearing metal armor.

Monk may use unarmed attack, but he does suffer a penalty to the unarmed attack equal to one half the base AC bonus of the armor worn, and does not gain a second attack even if he is of high enough level. He may also use iron fists, stunning attack, iron body, feign death, and iron mind while armored. All other abilities are prohibited while armored.

Rogue or assassin may wear armor with up to a base bonus of +3 to AC before incurring penalties to class abilities.

Rangers and barbarians are still bound by their normal armor restrictions.

Special spell-caster rule: if the character is multi-classed in two spell casting classes which use the same prime attribute (wizard + illusionist or cleric + druid), the character does not gain bonus spells in both classes for having a high intelligence or wisdom score. He gains the bonus spells, but must decide at the time of spell memorization which class will gain the extra spells. These may be applied all to one class or split between the two.

ENHANCED CLASS

Enhanced class is loosely based on the class and a half option presented at the end of the **Players Handbook**. A number of changes and clarifications have been made to these rules, which are resubmitted here as enhanced class. Some of these changes will be to the advantage of the character, some will be more restrictive.

Enhanced class allows the character to enhance the abilities of one class, called the principle class, with some or all of the abilities of another class, called the supporting class. Advancement, and the gaining of abilities, in the classes is uneven, with the supporting class or classes gaining at half the rate of the principle class. While some classes, such as the fighter or wizard, are fairly archetypal, with abilities which are all essentially related, other classes, such as the ranger and knight, have abilities which may vary widely. Where this occurs, these abilities have been divided, giving the player two additional supporting class options from the one class, at a lower experience point cost (one third rather than one half). Each of these sub-classes is renamed below, and listed with those skills and abilities which they offer. The new names presented below should be used when identifying the character's class in order to distinguish between a full supporting

class or a sub-class. Each of the supporting class options has a required prime attribute. For a full supporting class, this does not change. For supporting sub-classes, in some cases, these are different from the prime requisite of the class from which it is derived. This is to reflect the particular skills and abilities gained rather than the traditional perception of the actual class.

To determine the hit die of the enhanced class character, refer to **TABLE 2.1 ENHANCED CLASS HIT DIE** below. If the character has more than one supporting class, and these have different hit die values, average these first on **TABLE 1.1 MULTI-CLASS HIT DIE** table in the previous section, then cross this value with the principle class on the table below.

TABLE 2.1 ENHANCED CLASS HIT DIE					
PRINCIPLE CLASS HIT DIE	SUPPORTING CLASS HIT DIE				
	d4/1	d6/2	d8/3	d10/4	d12/5
d4/1	d4/1	d4/1	d6/2	d6/2	d8/3
d6/2	d6/2	d6/2	d6/2	d8/3	d8/3
d8/3	d6/2	d8/3	d8/3	d8/3	d10/4
d10/4	d8/3	d8/3	d10/4	d10/4	d10/4
d12/5	d8/3	d10/4	d10/4	d12/5	d12/5

SKILLS VS. BONUSES & PROFICIENCIES OF SUPPORTING CLASSES

Skills (those abilities which require a siege engine check) from the supporting class are gained at first level, with a level bonus of zero. Level bonus at second and higher levels is at one half of the principle class level, rounded down. Bonuses from the supporting class which apply to saves or other common abilities are generally gained when the principle level is double that at which the bonus is normally gained, but this is added to the full principle class level of the character. For those supporting class abilities which require an opponent to make a save, this is done versus half the character's principle class level. Low level abilities which improve with level will continue to do so, but new abilities normally gained at 10th level or higher will not be available. This includes spells above 5th level and many of the more powerful, signature class abilities. Abilities of this nature and power simply require a more focused degree of training than given by the enhanced class character.

SUPPORTING CLASS OPTIONS, NAMES, AND GAINED ABILITIES

- Assassin:** death attack, poisons, sneak attack, case target, climb, disguise, hide, listen, move silently, traps
- Killer:** death attack, poisons, sneak attack
- Spy:** case target, climb, disguise, hide, listen, move silently, traps
- Barbarian:** combat sense, deerstalker, primeval instincts, primeval will
- Bard:** decipher script, legend lore, exalt, fascinate
- Loremaster:** decipher script, legend lore
- Provocateur:** exalt, fascinate
- Cleric:** spell casting, turn undead
- Druid:** bonus languages (excludes secret druidic language), nature lore, resist elements, woodland stride, totem shape, secret druidic language, spell casting
- Feral:** bonus languages (excludes secret druidic language),

4 CASTLES & CRUSADES

nature lore, resist elements, woodland stride, totem shape
Shaman: secret druidic language, spell casting

Fighter: weapon specialization, combat dominance

Illusionist: disguise, spell casting, sharp senses

Knight: birthright mount, horsemanship, prestige, inspire, embolden, demoralize

Horse master: birthright mount, horsemanship

Peer: prestige, inspire, embolden, demoralize

Monk: hand to hand combat, stun attack, iron fists, iron body, deflect missiles, slow fall, feign death, fast healing, iron mind

Martial artist: hand to hand combat, stun attack, iron fists

Mystic: iron body, deflect missiles, slow fall, feign death, fast healing, iron mind

Paladin: Due to the particular nature of the class, the paladin cannot be a supporting class

Ranger: conceal, del/neut poison, move silently, scale, survival, traps, track, combat marauder, favored enemy

Scout: conceal, del/neut poison, move silently, scale, survival, traps, track

Slayer: combat marauder, favored enemy

Rogue: back attack, sneak attack, cant, climb, dec script, hide, listen, move silently, open lock, pick pocket, traps

Backstabber: back attack, sneak attack

Thief: cant, climb, dec script, hide, listen, move silently, open lock, pick pocket, traps

Wizard: spell casting

TABLE 2.2 ALLOWED ENHANCED CLASS COMBINATIONS

SUPPORTING CLASS	PRINCIPLE CLASS												
	Assn	Brbn	Brd	Clrc	Drd	Ftr	Illsn	Knt	Mnk	Pldn	Rngr	Rog	Wzrd
Assassin	x	U	U	UO	U	A	UG	N	A	N	A	S	U
Killer	x	U	U	UO	U	A	U	N	A	N	U	S	U
Spy	x	U	A	U	U	A	A	N	A	N	A	S	A
Barbarian	U	x	A	UO	A	S	UG	N	U	N	S	U	N
Bard	A	U	x	A	A	S	A	S	A	A	A	A	A
LoreMaster	A	U	x	A	A	S	A	A	A	A	A	A	A
Provocateur	A	U	x	A	A	S	A	S	A	A	A	A	A
Cleric	UO	A	A	x	U	A	U	A	A	A	A	UHO	A
Druid	U	A	A	U	x	A	U	NE	U	NE	A	U	U
Feral	U	A	U	U	x	A	U	N	U	N	A	U	U
Shaman	U	A	A	A	x	A	A	NE	U	NE	A	U	A
Fighter	A	S	S	A	A	x	A	S	S	S	S	A	A
Illusionist	A	UG	A	A	A	A	x	N	A	N	U	A	A
Knight	N	U	A	A	UE	S	N	x	U	A	A	N	NE
HorseMaster	U	A	A	A	A	S	U	x	U	A	A	U	U
Peer	N	N	S	A	NE	S	NG	x	U	A	U	N	NE
Monk	A	U	A	A	A	A	A	U	x	U	U	U	A
MartialArtist	A	A	A	U	A	A	A	U	x	U	A	A	A
Mystic	A	N	U	A	A	A	A	U	x	A	U	U	A
Ranger	A	S	A	U	A	A	U	UE	U	U	x	U	U
Scout	A	S	A	U	A	A	U	U	U	U	x	U	U
Slayer	A	A	U	A	U	A	U	A	A	A	x	A	U
Rogue	S	U	A	UHO	U	A	A	N	A	N	U	x	U
Backstabber	S	U	A	UO	U	A	UG	N	A	N	U	x	U
Thief	A	U	A	UHO	U	A	A	N	A	N	U	x	U
Wizard	A	N	A	A	A	A	A	NE	A	NE	U	A	x

A = allowed

S = allowed, but sharing similar enough abilities to be impractical

N = not normally allowed

U = unusual, requires justification

E = allowed for an elf or a half-elf of elven lineage

G = allowed for a gnome

H = allowed for a halfling

O = allowed for a half orc

As with multi-class characters, some enhanced class combinations work well together, some not so much, and some not at all. Some make sense and some require considerable justification or special conditions. Refer to **TABLE 2.2 ALLOWED ENHANCED CLASS COMBINATIONS** above for combination allowances.

ARMOR RESTRICTIONS

If the character is combining a class which is proficient with heavy armor with one which is not, then the following restrictions and/or benefits apply:

Wizard or illusionist supported by an armor proficient class may cast any spells while armored; however, any spells which allow a save give the targeted character a bonus to the save roll equal to the base AC bonus of the spell-caster's armor. I.e: a wizard wearing a chain shirt (+4 AC) casts hold person on an orc, the orc gets his save with a +4 bonus. The same principle applies to a druid wearing metal armor.

Wizard or illusionist supporting an armor proficient class may not cast spells which directly cause damage or allow the target a save while wearing armor. This same principle applies to shaman wearing metal armor.

Monk may use unarmed attack while armored, but he does suffer a penalty to the unarmed attack equal to one half the base AC bonus of the armor worn, and does not gain a second attack even if he is of high enough level. He may also use iron fists, stunning attack, iron body, feign death, and iron mind while armored. All other abilities are prohibited while armored.

Martial artist or supporting monk may use unarmed attack while armored, but he does suffer a penalty to the unarmed attack equal to one half the base AC bonus of the armor worn, and does not gain a second attack even if he is of high enough level. He may also use stunning attack and iron fist.

Mystic may use iron body, feign death, and iron mind while armored. All other abilities are prohibited while armored.

Rogue, thief, backstabber, assassin, killer and spy may wear armor with up to a base bonus of +3 to AC before incurring penalties to class abilities.

Rangers, scouts, slayers, and barbarians, are still bound by their normal armor restrictions.

SPELL RESTRICTIONS

Special spell-caster rule: If the character is supporting one spell casting class with another one with the same prime attribute (wizard + illusionist, cleric + shaman or druid), the character does not gain bonus spells in both classes for having a high intelligence or wisdom score. He gains the bonus spells, but must decide at the time of spell memorization which class will gain the extra spells. These may be applied all to one class or split between the two.

Additional special spell-caster rule: spell-casters as supporting classes have only limited ability to create magic items. They may only write scrolls and brew potions. Naturally, they may do this once they reach the appropriate level, at their effective spell-casting level, which is half that of the principle class.

ASSASSIN

The assassin as a supporting class provides the following abilities.

TABLE 2.3A ASSASSIN SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	poisons as 0 level, case target, climb, disguise, listen, hide, move silently, traps as 0 level
2	876	death attack, sneak attack; poisons as 1 st level, case target, climb, disguise, listen, hide, move silently, traps as 1 st level
3	1751	
4	3501	poisons as 2 nd level, case target, climb, disguise, listen, hide, move silently, traps as 2 nd level
5	7001	
6	12,501	poisons as 3 rd level, save versus poisons +1, case target, climb, disguise, listen, hide, move silently, traps as 3 rd level
7	25,001	
8	45,001	poisons as 4 th level, case target, climb, disguise, listen, hide, move silently, traps as 4 th level
9	75,001	
10	100,001	poisons as 5 th level, case target, climb, disguise, listen, hide, move silently, traps as 5 th level
11	175,001	
12	250,001	poisons as 6 th level, case target, climb, disguise, listen, hide, move silently, traps as 6 th level
13	325,001	
14	400,001	poisons as 7 th level, case target, climb, disguise, listen, hide, move silently, traps as 7 th level
15	475,001	
16	550,001	poisons as 8 th level, case target, climb, disguise, listen, hide, move silently, traps as 8 th level
17	625,001	
18	700,001	poisons as 9 th level, case target, climb, disguise, listen, hide, move silently, traps as 9 th level
19	775,001	
20	850,001	poisons as 10 th level, case target, climb, disguise, listen, hide, move silently, traps as 10 th level
21	925,001	
22	1,000,001	poisons as 11 th level, case target, climb, disguise, listen, hide, move silently, traps as 11 th level
23	1,075,001	
24	1,150,001	poisons as 12 th level, case target, climb, disguise, listen, hide, move silently, traps as 12 th level

6 CASTLES & CRUSADES

The assassin class provides a large number of skills. These skills are varied enough to be divided into two types, those for causing death, and those for gathering information. This allows for two supporting sub-classes: the killer and the spy.

Killer (dexterity) In nearly every society, there are those who want others dead, and there are those who can make that happen. The killer is a ruthless, cold blooded dealer of death, trained in all manner of taking and ending life, including the making and use of poisons, and attacks by stealth. He is proficient with all weapons and armor of an assassin, and is likewise bound by skill restrictions while wearing armor. If the killer is supporting a class which is proficient in heavy armor, then he may wear armor with a base AC bonus up to +3 before suffering penalties to the appropriate skills.

**TABLE 2.3B KILLER SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	poisons as 0 level
2	583	death attack, sneak attack; poisons as 1 st level
3	1167	
4	2334	poisons as 2 nd level
5	4667	
6	8834	poisons as 3 rd level, save versus poisons +1
7	16,667	
8	30,001	poisons as 4 th level
9	50,001	
10	66,667	poisons as 5 th level
11	116,667	
12	166,667	poisons as 6 th level
13	216,667	
14	266,667	poisons as 7 th level
15	316,667	
16	366,667	poisons as 8 th level
17	416,667	
18	466,667	poisons as 9 th level
19	516,667	
20	566,667	poisons as 10 th level
21	616,667	
22	666,667	poisons as 11 th level
23	716,667	
24	766,667	poisons as 12 th level

Spy (wisdom) The spy uses those assassin skills based on stealth, deception and observation. Unlike the assassin, he is not a stone cold killer, but rather a gatherer of information. It is not often he is called upon to commit violence. Because he is not usually a violent character, the spy only gains the weapons and armor of a rogue. He is likewise bound by the same skill restrictions while wearing armor. If the spy is supporting a class which is proficient in heavy armor, then he may wear armor with a base AC bonus up to +3 before suffering penalties to the appropriate skills.

**TABLE 2.3C SPY SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	case target, climb, disguise, listen, hide, move silently, traps as 0 level
2	583	case target, climb, disguise, listen, hide, move silently, traps as 1 st level
3	1167	
4	2334	case target, climb, disguise, listen, hide, move silently, traps as 2 nd level
5	4667	
6	8834	case target, climb, disguise, listen, hide, move silently, traps as 3 rd level
7	16,667	
8	30,001	case target, climb, disguise, listen, hide, move silently, traps as 4 th level
9	50,001	
10	66,667	case target, climb, disguise, listen, hide, move silently, traps as 5 th level
11	116,667	
12	166,667	case target, climb, disguise, listen, hide, move silently, traps as 6 th level
13	216,667	
14	266,667	case target, climb, disguise, listen, hide, move silently, traps as 7 th level
15	316,667	
16	366,667	case target, climb, disguise, listen, hide, move silently, traps as 8 th level
17	416,667	
18	466,667	case target, climb, disguise, listen, hide, move silently, traps as 9 th level
19	516,667	
20	566,667	case target, climb, disguise, listen, hide, move silently, traps as 10 th level
21	616,667	
22	666,667	case target, climb, disguise, listen, hide, move silently, traps as 11 th level
23	716,667	
24	766,667	case target, climb, disguise, listen, hide, move silently, traps as 12 th level

BARBARIAN

The barbarian class provides only a few abilities, all of which are related to their animal instincts. This allows for a single supporting class, which provides the following abilities.

Though the barbarian is usually found in more primitive cultures, they do crop up occasionally in even the most civilized of societies, individuals who scorn the limits and rules of restrictive society. This may be due to a primitive up-bringing, a violent temper, or self-reliant philosophy. The barbarian does not combine well with spell-casters other than the druid. Barbarians are still bound by the normal armor restrictions.

**TABLE 2.4 BARBARIAN SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	weapon and armor proficiency
2	1051	combat sense, deerstalker, primeval instincts
3	2351	
4	4701	
5	10,001	
6	20,001	
7	40,001	
8	85,001	
9	170,001	
10	300,001	
11	400,001	
12	500,001	primeval will <12 HP
13	600,001	
14	700,001	
15	800,001	
16	900,001	
17	1,000,001	
18	1,100,001	
19	1,200,001	
20	1,300,001	primeval will <18 HP
21	1,400,001	
22	1,500,001	
23	1,600,001	
24	1,700,001	

BARD

Bard as a supporting class provides the following abilities.

**TABLE 2.5A BARD SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	weapon and armor proficiency; decipher script, legend lore as 0 level weapon and armor proficiency
2	751	decipher script, legend lore as 1 st level, exalt 2, 1/day, 1 rd
3	1626	
4	3751	decipher script, legend lore as 2 nd level, exalt 2, 2/day, 2 rd
5	7501	
6	15,001	decipher script, legend lore as 3 rd level, exalt 2, 3/day, 3 rd
7	30,001	

8	60,001	decipher script, legend lore as 4 th level, fascinate 2, 4 rd, exalt 2, 4/ day, 4 rd
9	120,001	
10	225,001	decipher script, legend lore as 5 th level, fascinate , 5 rd, exalt 2, 5/day, 5 rd
11	312,501	
12	400,001	decipher script, legend lore as 6 th level, fascinate 4, 6 rd , exalt 3, 6/ day, 6 rd
13	487,501	
14	575,001	decipher script, legend lore as 7 th level, fascinate, 7 rd, exalt 3, 7/day, 7 rd
15	662,501	
16	750,001	decipher script, legend lore as 8 th level, fascinate , 8 rd, exalt 3, 8/day, 8 rd
17	837,501	
18	925,001	decipher script, legend lore as 9 th level, fascinate, 9 rd, exalt 3, 9/day, 9 rd
19	1,012,501	
20	1,100,001	decipher script, legend lore as 10 th level, fascinate 10 rd, exalt 3, 10/ day, 10 rd
21	1,187,501	
22	1,275,001	decipher script, legend lore as 11 th level, fascinate, 11 rd, exalt 3, 11/ day, 11 rd
23	1,362,501	
24	1,450,001	decipher script, legend lore as 12 th level, fascinate, 12 rd, exalt 4, 12/ day, 12 rd

The bard class provides a number of skills. These are of two different natures: those regarding scholarly knowledge and those for the manipulation of others. This makes for two supporting sub-classes: the lore-master and the provocateur.

Loremaster (intelligence) The world is an ancient place with a long history, full of the lore of countless societies, both living and dead. Legends of heroes and morality tales, lost cities and forgotten languages, and the relics and artifacts of ancient cultures are the bread and butter of the loremaster. He is a scholar, a student of history, literature, philosophy, anthropology, linguistics or other fields of study revolving around the deeds and creations of intelligent peoples.

**TABLE 2.5B LOREMASTER SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	weapon and armor proficiency; decipher script, legend lore as 0 level
2	501	decipher script, legend lore as 1 st lvl
3	1084	

8 CASTLES & CRUSADES

4	2501	decipher script, legend lore as 2 nd lvl
5	5001	
6	10,001	decipher script, legend lore as 3 rd lvl
7	20,001	
8	40,001	decipher script, legend lore as 4 th lvl
9	80,001	
10	150,001	decipher script, legend lore as 5 th lvl
11	208,334	
12	266,667	decipher script, legend lore as 6 th lvl
13	325,001	
14	383,334	decipher script, legend lore as 7 th lvl
15	441,667	
16	500,001	decipher script, legend lore as 8 th lvl
17	558,334	
18	616,667	decipher script, legend lore as 9 th lvl
19	675,001	
20	733,334	decipher script, legend lore as 10 th lvl
21	791,667	
22	850,001	decipher script, legend lore as 11 th lvl
23	908,334	
24	966,667	decipher script, legend lore as 12 th lvl

Provocateur (charisma) The provocateur is the master of words, and their use as a lever to lift men up or a hammer to beat them down. He could be the platinum tongued con-man, silken voiced devil, the inspirational zealot or the fiery orator who inspires men to great deeds, or weaves despair that brings their downfall. Whatever their actual role, every society has those who wield words the way others use weapons or tools.

TABLE 2.5C PROVOCATEUR SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	weapon and armor proficiency
2	501	exalt 2, 1/day, 1 rd
3	1084	
4	2501	exalt 2, 2/day, 2 rd
5	5001	
6	10,001	exalt 2, 3/day, 3 rd
7	20,001	
8	40,001	fascinate 2, 4 rd, exalt 2, 4/day, 4 rd
9	80,001	
10	150,001	fascinate , 5 rd, exalt 2, 5/day, 5 rd
11	208,334	
12	266,667	fascinate 4, 6 rd , exalt 3, 6/day, 6 rd
13	325,001	
14	383,334	fascinate, 7 rd ,exalt 3, 7/day, 7 rd

15	441,667	
16	500,001	fascinate , 8 rd ,exalt 3, 8/day, 8 rd
17	558,334	
18	616,667	fascinate, 9 rd ,exalt 3, 9/day, 9 rd
19	675,001	
20	733,334	fascinate, 10 rd ,exalt 3, 10/day, 10 rd
21	791,667	
22	850,001	fascinate, 11 rd ,exalt 3, 11/day, 11 rd
23	908,334	
24	966,667	fascinate 12 , 12 rd ,exalt 4, 12/day, 12 rd

CLERIC

The cleric class has only two real abilities: spell-casting and turning undead. This allows for only a single supporting class, with the following abilities.

The supporting cleric is someone with a deep, unswerving faith in his deity, but who did not, for whatever reason, formally enter the priesthood. It may even be that there is no formal priesthood to enter. While he would be denied any of the trappings or rankings of the office of priest, he is nevertheless known by, and blessed by, his deity. This grants him the ability to tap into and use his deity's power, for the good of the deity's purpose.

TABLE 2.6A CLERIC SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	turn undead as 0 level
2	1126	turn undead as 1 st level
3	2501	
4	4501	turn undead as 2 nd level
5	9001	
6	17,501	turn undead as 3 rd level
7	35,001	
8	70,001	turn undead as 4 th level
9	150,001	
10	212,501	turn undead as 5 th level
11	325,001	
12	450,001	turn undead as 6 th level
13	575,001	
14	700,001	turn undead as 7 th level, inscribe scrolls
15	825,001	
16	950,001	turn undead as 8 th level
17	1,075,001	
18	1,200,001	turn undead as 9 th level, brew potions
19	1,325,001	

20	1,450,001	turn undead as 10 th level
21	1,575,001	
22	1,700,001	turn undead as 11 th level
23	1,825,001	
24	1,950,001	turn undead as 12 th level

7	35,001	
8	90,001	nature lore as 4 th level
9	137,501	
10	200,001	nature lore as 5 th level
11	262,501	
12	325,001	totem shape 1, nature lore as 6 th lvl.
13	412,501	
14	500,001	totem shape 2, nature lore as 7 th level, inscribe scrolls
15	587,501	
16	675,001	totem shape 3, nature lore as 8 th lvl.
17	762,501	
18	850,001	nature lore as 9 th level, brew potions
19	937,501	
20	1,025,001	nature lore as 10 th level
21	1,112,501	
22	1,200,001	nature lore as 11 th level
23	1,287,501	
24	1,375,001	nature lore as 12 th level

TABLE 2.7B DRUID AND SHAMAN SUPPORTING SPELLS

PRINCIPLE CLASS LEVEL	SPELLS PER DAY					
	0	1 ST	2 ND	3 RD	4 TH	5 TH
1	2					
2	3	1				
3	4	1				
4	4	2				
5	4	2				
6	4	2	1			
7	4	3	1			
8	4	3	2			
9	4	3	2			
10	4	3	2	1		
11	5	3	2	1		
12	5	3	3	2		
13	5	4	3	2		
14	5	4	3	2	1	
15	5	4	3	3	1	
16	5	4	3	3	2	
17	5	4	4	3	2	
18	5	4	4	3	2	1
19	5	4	4	3	3	1
20	5	4	4	3	3	2
21	5	5	4	4	3	2
22	6	5	4	4	3	2
23	6	5	4	4	3	3
24	6	5	4	4	3	3

DRUID

The druid as a supporting class provides the following abilities.

TABLE 2.7A DRUID SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	bonus languages, nature lore as 0 level, secret druidic language
2	1001	nature lore as 1 st level
3	2126	
4	4251	resist elements +2, nature lore as 2 nd level
5	8501	
6	17,501	woodland stride, nature lore as 3 rd level

10 CASTLES & CRUSADES

The druid class provides a variety of abilities, which may be divided between nature powers and spell-casting. This allows for two supporting sub-classes: the feral and the shaman.

Feral (wisdom) The feral provides the more bestial, wilderness oriented abilities of the druid to the principle class. He has no spells or trappings of priesthood, but is in touch with his animal side as well as the wilder side of nature. This is often seen in very primitive societies which have not yet formulated spells, or those wilder cultures which bend their knees for no one, not even the gods. Feral supporting an armor proficient class may not use these abilities while wearing metal armor.

**TABLE 2.7C FERAL SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	bonus languages, nature lore as 0 level
2	667	nature lore as 1 st level
3	1417	
4	2834	resist elements +2, nature lore as 2 nd level
5	5667	
6	11,667	woodland stride, nature lore as 3 rd level
7	23,334	
8	60,001	nature lore as 4 th level
9	91,667	
10	133,334	nature lore as 5 th level
11	175,001	
12	216,667	totem shape 1, nature lore as 6 th level
13	275,001	
14	333,334	totem shape 2, nature lore as 7 th level
15	391,667	
16	450,001	totem shape 3, nature lore as 8 th level
17	508,334	
18	566,667	nature lore as 9 th level
19	625,001	
20	683,334	nature lore as 10 th level
21	741,667	
22	800,001	nature lore as 11 th level
23	858,334	
24	916,667	nature lore as 12 th level

Shaman (wisdom) The shaman provides the spell casting of the druid, as per **TABLE 2.7B DRUID AND SHAMAN SPELLS** above, and the secret language and other trappings of office, but no other abilities. This is often seen in those societies transitioning into a civilized people, while the religion itself is becoming more formalized and ritualized. Though the magic still comes from nature, nature is becoming more distant. Shaman supporting an

armor proficient class may not cast spells which directly cause damage, or allow the target a save, while wearing metal armor.

**TABLE 2.7D SHAMAN SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	secret druidic language
2	667	
3	1417	
4	2834	
5	5667	
6	11,667	
7	23,334	
8	60,001	
9	91,667	
10	133,334	
11	175,001	inscribe scrolls
12	216,667	
13	275,001	
14	333,334	
15	391,667	
16	450,001	
17	508,334	brew potions
18	566,667	
19	625,001	
20	683,334	
21	741,667	
22	800,001	
23	858,334	
24	916,667	

FIGHTER

The fighter has just a few skills, all related to combat. This allows for a single supporting sub-class, which grants the following abilities.

While some societies may restrict training in weapons and armor, others allow such training to all who wish it. There are even cultures which require it for some or all of its citizens, at least to some degree. That said, it would not be unusual for many characters of the non-fighting classes to have gained some skill with weaponry and armor. After all, adventuring is a dangerous business, and often there comes a time when the spells run out, and stealth is no longer an option. Knowing how to fight, to defend oneself, can make that bold adventurer just a little bolder. Fighter as a supporting class provides a number of combat oriented benefits to the principle class. The character becomes proficient with all weapons and armor, and is the only supporting class to also grant proficiency with shields, if this is not provided by the principle class. Additionally, the BtH provided by the fighter is +2 every 3 levels rather than half the BtH of a fighter (+1/2 levels). Fighter combines best with those classes which have limited combat abilities.

**TABLE 2.8 FIGHTER SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	BTH	SKILLS & ABILITIES GAINED
1	0	+0	armor, weapons, shields
2	1001	+1	weapon specialization*
3	2001	+2	
4	4251	+2	
5	8501	+3	
6	17,001	+4	
7	34,001	+4	
8	68,001	+5	combat dominance, 2 attacks
9	136,001	+6	
10	250,001	+6	
11	375,001	+7	
12	500,001	+8	
13	625,001	+8	
14	750,001	+9	
15	875,001	+10	
16	1,000,001	+10	combat dominance, 3 attacks
17	1,125,001	+11	
18	1,250,001	+12	
19	1,375,001	+12	
20	1,500,001	+13	extra attack
21	1,625,001	+14	
22	1,750,001	+14	
23	1,875,001	+15	
24	2,000,001	+16	combat dominance, 4 attacks

*must be a weapon available to the principle class

ILLUSIONIST

The illusionist has only a couple of skills besides spell casting. This allows for a single supporting sub-class.

The supporting illusionist is one who has studied arcane magicks, though without a full devotion to the subject. This does allow for a useful if limited ability to cast illusionist spells. A illusionist supporting an armor proficient class may not cast spells which directly cause damage, or allow the target a save, while wearing armor.

**TABLE 2.9A ILLUSIONIST SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	disguise as 0 level
2	1301	sharp senses +1, disguise as 1 st level
3	2601	
4	5201	disguise as 2 nd level
5	10,401	

6	21,251	disguise as 3 rd level
7	42,501	
8	85,001	sharp senses +2, disguise as 4 th level
9	170,001	
10	250,001	disguise as 5 th level
11	375,001	
12	450,001	disguise as 6 th level
13	525,001	
14	600,001	sharp senses +3, disguise as 7 th level, brew potions, inscribe scrolls
15	675,001	
16	750,001	disguise as 8 th level
17	825,001	
18	900,001	disguise as 9 th level
19	975,001	
20	1,050,001	sharp senses +4, disguise as 10 th level
21	1,125,001	
22	1,200,001	disguise as 11 th level
23	1,275,001	
24	1,350,001	disguise as 12 th level

TABLE 2.9B ILLUSIONIST SUPPORTING SPELLS

PRINCIPLE CLASS LEVEL	SPELLS PER DAY					
	0	1 ST	2 ND	3 RD	4 TH	5 TH
1	2					
2	4	2				
3	4	2				
4	4	3				
5	4	3				
6	4	3	1			
7	4	3	1			
8	4	3	2			
9	5	3	2			
10	5	4	2	1		
11	5	4	3	1		
12	5	4	3	2		
13	5	4	3	2		
14	5	4	3	2	1	
15	5	4	3	3	1	
16	5	4	3	3	2	
17	5	5	3	3	2	
18	5	5	4	3	2	1
19	6	5	4	3	2	1
20	6	5	4	3	3	2
21	6	5	4	4	3	2

22	6	5	4	4	3	2
23	6	5	4	4	3	3
24	6	5	4	4	3	3

KNIGHT

The knight, as a supporting class, provides the following abilities.

TABLE 2.10A KNIGHT SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	weapon and armor proficiency; birthright mount, horsemanship as 0 level, weapon and armor proficiency; prestige, virtues and codes
2	1126	horsemanship as 1 st level, inspire 12, 1 rd
3	2251	
4	4501	horsemanship as 2 nd level, inspire 12, 2 rd
5	9001	
6	18,001	horsemanship as 3 rd level, inspire 25, embolden, 3 rd
7	36,001	
8	75,001	horsemanship as 4 th level, inspire 25, 4 rd
9	150,001	
10	300,001	horsemanship as 5 th level, inspire 50, demoralize 25, 5 rd
11	362,501	
12	450,001	horsemanship as 6 th level, inspire 50, 6 rd
13	537,501	
14	625,001	horsemanship as 7 th level, inspire 250, demoralize 100, 7 rd
15	712,501	
16	800,001	horsemanship as 8 th level, inspire 250, 8 rd; battlefield dominance
17	887,501	
18	975,001	horsemanship as 9 th level, inspire 1000, demoralize 250, 9 rd
19	1,062,501	
20	1,150,001	horsemanship as 10 th level, inspire 1000, 10 rd
21	1,237,501	
22	1,325,001	horsemanship as 11 th level, inspire 1000, 11 rd
23	1,412,501	
24	1,500,001	horsemanship as 12 th level, inspire 5000, demoralize 1000, 12 rd

The knight combines two distinctive types of skills, those involving horsemanship and mounted combat, and those pertaining to the role of the noble battlefield commander. This

allows for two supporting sub-classes: the horsemaster and the peer.

Horsemaster (dexterity) The use of the horse in combat is one of the most influential and valuable innovations of warfare, but not all societies have evolved to the level of producing knights. Indeed, many societies who have mastered the horse would be considered uncivilized or even savage. Horse masters come from those peoples who value a good horse and the one who can truly ride it, but without all the nonsense and polite talk associated with knighthood. They may be found among less civilized nomadic tribes, those folk born in the saddle, who could ride before they could walk. The horse master takes no penalty when fighting while mounted.

(It should be noted that even though this supporting class is named horse master, the same rules would apply to a character who uses some other type of trained war beast as a mount, such as a worg or a griffon.)

TABLE 2.10B HORSEMASTER SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	weapon and armor proficiency; birthright mount, horsemanship as 0 level
2	751	horsemanship as 1 st level
3	1501	
4	3001	horsemanship as 2 nd level
5	6001	
6	12,001	horsemanship as 3 rd level
7	24,001	
8	50,001	horsemanship as 4 th level
9	100,001	
10	200,001	horsemanship as 5 th level
11	241,667	
12	300,001	horsemanship as 6 th level
13	358,334	
14	416,667	horsemanship as 7 th level
15	475,001	
16	533,334	horsemanship as 8 th level
17	591,667	
18	650,001	horsemanship as 9 th level
19	708,334	
20	766,667	horsemanship as 10 th level
21	825,001	
22	883,334	horsemanship as 11 th level
23	941,667	
24	1,000,001	horsemanship as 12 th level

Peer (charisma) The Knight holds a particular status in society, as the most noble of warriors, in those societies where knights exist. However, Knights do not exist in all societies, and others still grant similar status to those who do not don heavy mail and

charge into battle mounted on mighty steeds. The peer enjoys the privilege and prestige of the knight without being bound to the saddle. They may be warriors of authority or rank, but who lead foot-soldiers, units of artillery, command sea-going vessels, or simply come from societies which do not make use of the war horse. Other peers provide leadership roles in non-military aspects. Regardless of his role, the peer is often a titled character, and is entitled to the respect of his office.

TABLE 2.10C PEER SUPPORTING LEVEL
ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	weapon and armor proficiency; prestige, virtues and codes
2	751	inspire 12, 1 rd
3	1501	
4	3001	inspire 12, 2 rd
5	6001	
6	12,001	inspire 25, embolden, 3 rd
7	24,001	
8	50,001	inspire 25, 4 rd
9	100,001	
10	200,001	inspire 50, demoralize 25, 5 rd
11	241,667	
12	300,001	inspire 50, 6 rd
13	358,334	
14	416,667	inspire 250, demoralize 100, 7 rd
15	475,001	
16	533,334	inspire 250, 8 rd; battlefield dominance
17	591,667	
18	650,001	inspire 1000, demoralize 250, 9 rd
19	708,334	
20	766,667	inspire 1000, 10 rd
21	825,001	
22	883,334	inspire 1000, 11 rd
23	941,667	
24	1,000,001	inspire 5000, demoralize 1000, 12 rd

MONK

Taking monk as a supporting class grants the following abilities.

TABLE 2.11A MONK SUPPORTING LEVEL
ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	
2	876	+2 grapple & overbear, iron body +1, fast move 35
3	2001	

4	4251	deflect missiles 1
5	10,001	
6	20,001	iron fists 1, iron body +2, fast move 40
7	40,001	
8	80,001	slow fall 20 feet
9	162,501	
10	275,001	iron fists 2
11	375,001	
12	625,001	deflect missile 2, iron body +3, slow fall 25 feet, feign death, fast move 50
13	750,001	
14	875,001	fast healing 1d4 +7
15	1,000,001	
16	1,125,001	iron fists 3, fast healing 1d4 +8
17	1,250,001	
18	1,375,001	slow fall 30 feet, fast healing 1d4 +9, iron mind +3
19	1,500,001	
20	1,625,001	fast move 60, fast healing 1d4 +10
21	1,750,001	
22	1,875,001	fast healing 1d4 +11, iron mind +4
23	2,000,001	
24	2,125,001	iron fists 4, fast healing 1d4 +12

TABLE 2.11B MONK & MARTIAL ARTIST
COMBAT

PRINCIPLE CLASS LEVEL	UNARMED ATTACK FIRST SECOND	BASE AC	STUN/ DAY
1	1d3	10	0
2	1d4	11	1
3	1d4	11	1
4	1d6	12	2
5	1d6	12	2
6	1d6	12	3
7	1d6	12	3
8	1d8	13	4
9	1d8	13	4
10	1d8	13	5
11	1d8	13	5
12	1d8 1d4	13	6
13	1d8 1d4	13	6
14	1d10 1d4	14	7
15	1d10 1d4	14	7
16	1d10 1d4	14	8
17	1d10 1d4	14	8

14 CASTLES & CRUSADES

18	1d10	1d6	14	9
19	1d10	1d6	14	9
20	1d10	1d6	14	10
21	1d10	1d6	14	10
22	1d10	1d6	15	11
23	1d10	1d6	15	11
24	1d10	1d6	15	12

The monk's skills may be divided into two types; unarmed and unarmored combat, and mastery of mind over body. This allows for two supporting sub-classes: the martial artist and the mystic.

Martial artist (strength) The martial artist brings unarmed and unarmored combat skills to the principle class. Most every warrior society has some sort of unarmed fighting technic which may be used as a method of resolving conflicts in a non-lethal manner, as a means of sport, or which may be used as a last resort in battle when weapons have been dulled, lost, or broken. Other societies, which limit or prohibit the use or carrying of weapons, develop unarmed fighting technics as a means of defense. The martial artist gains unarmed and unarmored abilities as per **TABLE 2.11B MONK & MARTIAL ARTIST COMBAT**. He may use unarmed attack while armored, but he does suffer a penalty to the unarmed attack equal to one half the base AC bonus of the armor worn, and may not use his second attack even if he is of high enough level. He may also use stunning attack and iron fist.

TABLE 2.11C MARTIAL ARTIST SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	
2	584	+2 grapple & overbear
3	1334	
4	2834	
5	6667	
6	13,334	iron fists 1
7	26,667	
8	53,334	
9	108,334	
10	183,334	iron fists 2
11	250,001	
12	416,667	
13	500,001	
14	583,334	
15	666,667	
16	750,001	iron fists 3
17	833,334	
18	916,667	
19	1,000,001	
20	1,083,334	
21	1,166,667	

22	1,250,001	
23	1,333,334	
24	1,416,667	iron fists 4

Mystic (constitution) The mystic is one who devotes the perfection or the mastery of himself. He seeks to unify body and mind, making each more focused and disciplined, and through this, is able to accomplish things beyond the abilities of other men. The mystic may use iron body, feign death, and iron mind while armored; all other abilities are prohibited while armored.

TABLE 2.11D MYSTIC SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	
2	584	iron body +1, fast move 35
3	1334	
4	2834	deflect missiles 1
5	6667	
6	13,334	iron body +2, fast move 40
7	26,667	
8	53,334	slow fall 20 feet
9	108,334	
10	183,334	
11	250,001	
12	416,667	deflect missile 2, iron body +3, slow fall 25 feet, feign death, fast move 50
13	500,001	
14	583,334	fast healing 1d4 +7
15	666,667	
16	750,001	fast healing 1d4 +8
17	833,334	
18	916,667	slow fall 30 feet, fast healing 1d4 +9, iron mind +3
19	1,000,001	
20	1,083,334	fast move 60, fast healing 1d4 +10
21	1,166,667	
22	1,250,001	fast healing 1d4 +11, iron mind +4
23	1,333,334	
24	1,416,667	fast healing 1d4 +12



RANGER

Ranger as a supporting class gains the following abilities.

TABLE 2.12A RANGER SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	conceal, del/neut poison, move silently, scale, survival, traps, track as 0 level, weapon and armor proficiency
2	1126	conceal, del/neut poison, move silently, scale, survival, traps, track as 1 st level, combat marauder +1 damage
3	2251	
4	4501	conceal, del/neut poison, move silently, scale, survival, traps, track as 2 nd level, combat marauder +2 damage
5	9001	
6	20,001	dist characteristics, conceal, del/neut poison, move silently, scale, survival, traps, track as 3 rd level, combat marauder +3 damage
7	37,501	
8	75,001	conceal, del/neut poison, move silently, scale, survival, traps, track as 4 th level, combat marauder +4 damage
9	125,001	
10	250,001	identify type, conceal, del/neut poison, move silently, scale, survival, traps, track as 5 th level, combat marauder +5 damage
11	362,501	
12	475,001	conceal, del/neut poison, move silently, scale, survival, traps, track as 6 th level, combat marauder +6 damage, favored enemy
13	587,501	
14	700,001	conceal, del/neut poison, move silently, scale, survival, traps, track as 7 th level, combat marauder +7 damage
15	812,501	
16	925,001	conceal, del/neut poison, move silently, scale, survival, traps, track as 8 th level, combat marauder +8 damage
17	1,037,501	
18	1,150,001	conceal, del/neut poison, move silently, scale, survival, traps, track as 9 th level, combat marauder +9 damage
19	1,262,501	
20	1,375,001	conceal, del/neut poison, move silently, scale, survival, traps, track as 10 th level, combat marauder +10 damage
21	1,487,501	
22	1,600,001	conceal, del/neut poison, move silently, scale, survival, traps, track as 11 th level, combat marauder +11 damage
23	1,712,501	
24	1,825,001	conceal, del/neut poison, move silently, scale, survival, traps, track as 12 th level, combat marauder +12 damage

The ranger provides two types of skills, those for wilderness survival and those geared toward slaying humanoids and giants.

This allows for two supporting sub-classes, the scout and the slayer.

Scout (wisdom) Even the most civilized lands have their untamed areas, where wild creatures dwell and nature rules, and where one can become lost. These may be places where man has rarely trod, or ancient homes reclaimed and overgrown. These are the places where the folk of town and village go to hunt and seek what else nature offers to the wise and clever. The supporting class scout encompasses those aspects of a ranger associated with hunting, tracking and wilderness survival.

In addition to the skills listed, the scout grants proficiency in hunting, and outdoorsman type weapons; spears, javelins, bows, slings, axes, knives, daggers, dirks, clubs, staves, and short swords. The scout may also wear the following armors and still use his skills freely; leather, leather coat, studded, ring, cuir bouille, padded. The scout is a good way to supplement another class with outdoor skills.

TABLE 2.12B SCOUT SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	conceal, del/neut poison, move silently, scale, survival, traps, track as 0 level, limited weapon proficiency
2	751	conceal, del/neut poison, move silently, scale, survival, traps, track as 1 st level
3	1501	
4	3001	conceal, del/neut poison, move silently, scale, survival, traps, track as 2 nd level
5	6001	
6	13,334	dist characteristics, conceal, del/neut poison, move silently, scale, survival, traps, track as 3 rd level
7	25,001	
8	50,001	conceal, del/neut poison, move silently, scale, survival, traps, track as 4 th level
9	83,334	
10	166,667	identify type, conceal, del/neut poison, move silently, scale, survival, traps, track as 5 th level
11	241,667	
12	316,667	conceal, del/neut poison, move silently, scale, survival, traps, track as 6 th level
13	391,667	
14	466,667	conceal, del/neut poison, move silently, scale, survival, traps, track as 7 th level
15	541,667	
16	616,667	conceal, del/neut poison, move silently, scale, survival, traps, track as 8 th level
17	691,667	
18	766,667	conceal, del/neut poison, move silently, scale, survival, traps, track as 9 th level
19	847,667	
20	916,667	conceal, del/neut poison, move silently, scale, survival, traps, track as 10 th level
21	991,667	
22	1,066,667	conceal, del/neut poison, move silently, scale, survival, traps, track as 11 th level
23	1,114,667	
24	1,216,667	conceal, del/neut poison, move silently, scale, survival, traps, track as 12 th level

16 CASTLES & CRUSADES

Slayer (strength) Orcs and goblins and all their foul kin are a plague in any land, and are hated by all decent, and most undecent, folk. While all rangers have made a particular study of these filthy creatures, they are not the only ones. Other folk from other walks of life likewise seek the skills to more easily destroy these enemies, and often they are encountered not in the depths of wilderness, but within the borders of civilized and cultivated lands. The slayer encompasses those abilities of a ranger associated with combat, particularly those regarding goblin and giant kind. He gains proficiency in all weapons and armor allowed by the ranger class. As with ranger, he may only use the skills below while wearing the armor allowed by the ranger class.

**TABLE 2.12C SLAYER SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	weapon and armor proficiency
2	751	combat marauder +1 damage
3	1501	
4	3001	combat marauder +2 damage
5	6001	
6	13,334	combat marauder +3 damage
7	25,001	
8	50,001	combat marauder +4 damage
9	83,334	
10	166,667	combat marauder +5 damage
11	241,667	
12	316,667	combat marauder +6 damage, favored enemy
13	391,667	
14	466,667	combat marauder +7 damage
15	541,667	
16	616,667	combat marauder +8 damage
17	691,667	
18	766,667	combat marauder +9 damage
19	847,667	
20	916,667	combat marauder +10 damage
21	991,667	
22	1,066,667	combat marauder +11 damage
23	1,114,667	
24	1,216,667	combat marauder +12 damage

ROGUE

The rogue as a supporting class grants the following abilities.

**TABLE 2.13A ROGUE SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	cant, climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 0 level
2	626	back attack + 4 to hit, double damage, climb, dec script, hide,
3	1251	listen, move silently, open lock, pick pocket, traps as 1 st level
4	3001	climb, dec script, hide, listen, move silently, open lock, pick pocket,
5	6001	traps as 2 nd level
6	12,001	climb, dec script, hide, listen, move silently, open lock, pick pocket,
7	24,001	traps as 3 rd level
8	40,001	sneak attack +2 to hit, +4 damage, climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 4 th level
9	60,001	
10	87,501	back attack , triple damage, climb, dec script, hide, listen, move silently,
11	162,501	open lock, pick pocket, traps as 5 th level
12	225,001	climb, dec script, hide, listen, move silently, open lock, pick pocket,
13	287,501	traps as 6 th level
14	350,001	climb, dec script, hide, listen, move silently, open lock, pick pocket,
15	412,501	traps as 7 th level
16	475,001	climb, dec script, hide, listen, move silently, open lock, pick pocket,
17	537,501	traps as 8 th level
18	600,001	back attack, quadruple damage, climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 9 th level
19	662,501	
20	725,001	climb, dec script, hide, listen, move silently, open lock, pick pocket,
21	787,501	traps as 10 th level
22	850,001	climb, dec script, hide, listen, move silently, open lock, pick pocket,
23	912,501	traps as 11 th level
24	975,001	climb, dec script, hide, listen, move silently, open lock, pick pocket,
		traps as 12 th level

The rogue has two types of skills: attacking from behind, and thieving of property. This allows for two supporting sub-classes, the backstabber and the thief.

Backstabber (strength) The backstabber employs those rogue abilities which lead to sneaky and sudden violence. The backstabber gains the weapons and armor of a rogue, and is likewise bound by skill restrictions while wearing armor. If the backstabber is supporting a class which is proficient in heavy armor, then he may wear armor with a base AC bonus up to +3 before suffering penalties to the appropriate skills.

**TABLE 2.13B BACKSTABBER SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	
2	417	back attack + 4 to hit, double damage
3	834	
4	2001	
5	4001	
6	8001	
7	16,001	
8	26,667	sneak attack +2 to hit, +4 damage
9	40,001	
10	58,334	back attack , triple damage
11	108,334	
12	150,001	
13	191,667	
14	233,334	
15	275,001	
16	316,667	
17	358,334	
18	400,001	back attack, quadruple damage
19	441,667	
20	483,334	
21	525,001	
22	566,667	
23	608,334	
24	650,001	

Thief (dexterity) The thief uses those rogue skills most directly associated with theft and stealth. It is an effective way to turn another class into a dungeoneer. The thief gains the weapons and armor of a rogue, and is likewise bound by skill restrictions while wearing armor. If the thief is supporting a class which is proficient in heavy armor, then he may wear armor with a base AC bonus up to +3 before suffering penalties to the appropriate skills.

**TABLE 2.13C THIEF SUPPORTING LEVEL
ADVANCEMENT**

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	cant, climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 0 level
2	417	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 1 st level
3	834	
4	2001	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 2 nd level
5	4001	
6	8001	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 3 rd level
7	16,001	
8	26,667	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 4 th level
9	40,001	
10	58,334	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 5 th level
11	108,334	
12	150,001	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 6 th level
13	191,667	
14	233,334	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 7 th level
15	275,001	
16	316,667	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 8 th level
17	358,334	
18	400,001	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 9 th level
19	441,667	
20	483,334	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 10 th level
21	525,001	
22	566,667	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 11 th level
23	608,334	
24	650,001	climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 12 th level

WIZARD

The wizard has only a single skill, spell-casting. This allows for only one supporting sub-class.

The supporting wizard is one who has, if somewhat casually or inefficiently, made study of the wizardly arts, allowing a limited, though still useful, ability with arcane magicks. These wizards are most commonly found, oddly enough, in those societies where magic is either so common that anyone can use it, or so rare that it is nearly unheard of. A wizard supporting an armor proficient class may not cast spells which directly cause damage, or allow the target a save, while wearing armor.

TABLE 2.14A WIZARD SUPPORTING LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	
2	1301	
3	2601	
4	5201	
5	10,401	
6	21,251	
7	42,501	
8	85,001	
9	170,001	
10	250,001	
11	375,001	
12	500,001	
13	625,001	
14	750,001	brew potions, inscribe scrolls
15	875,001	
16	1,000,001	
17	1,125,001	
18	1,250,001	
19	1,375,001	
20	1,500,001	
21	1,625,001	
22	1,750,001	
23	1,875,001	
24	2,000,001	

TABLE 2.14B WIZARD SUPPORTING SPELLS

PRINCIPLE CLASS LEVEL	SPELLS PER DAY					
	0	1 ST	2 ND	3 RD	4 TH	5 TH
1	2					
2	4	2				
3	4	2				
4	4	3				
5	4	3				

6	4	3	1			
7	4	3	1			
8	4	3	2			
9	5	3	2			
10	5	4	2	1		
11	5	4	3	1		
12	5	4	3	2		
13	5	4	3	2		
14	5	4	3	2	1	
15	5	4	3	3	1	
16	5	4	3	3	2	
17	5	5	3	3	2	
18	5	5	4	3	2	1
19	6	5	4	3	2	1
20	6	5	4	3	3	2
21	6	5	4	4	3	2
22	6	5	4	4	3	2
23	6	5	4	4	3	3
24	6	5	4	4	3	3

CLASS PLUS

Much like the enhanced class rules, class plus allows the character to begin with a few of the abilities of one or more classes added to all of the abilities of one class. The abilities gained will be listed below by class, and are similar to those listed above for supporting classes. Unlike enhanced class, however, these abilities will never improve past zero level. Note that this makes some abilities entirely unavailable, as they are gained at first level or higher. The character may plus as many classes as he wishes, but each will come at a cost of 5% of all earned experience for each plussed class.

ASSASSIN: case target, climb, disguise, hide, listen, move silently, poisons, traps as 0 level

BARBARIAN: deerstalker as 0 level

BARD: weapon and armor proficiency; decipher script, legend lore as 0 level

CLERIC: may cast 2 0 level cleric spells per day

DRUID: nature lore as 0 level, may cast 2 0 level druid spells per day

FIGHTER: proficiency with all armor, weapons, shields

ILLUSIONIST: disguise as 0 level, may cast 2 0 level illusionist spells per day

KNIGHT: weapon and armor proficiency; horsemanship as 0 level

MONK: may make unarmed attacks at 1d3 (lethal or non-lethal)

PALADIN: may not be taken as a plussed class

RANGER: conceal, del/neut poison, move silently, scale, survival, traps, track as 0 level

ROGUE: cant, climb, dec script, hide, listen, move silently, open lock, pick pocket, traps as 0 level

WIZARD: may cast 2 0 level wizard spells per day

Class plussing has no effect on the hit die or base to hit score of the principle class. The character is not required to take the prime attribute of the plussed class as a prime, though this is recommended since the character's level is not added for any checks made with the plussed class's skills. Some combinations are unusual and may require some justification. Refer to table ALLOWED ENHANCED CLASS COMBINATIONS above.

CHANGING CLASSES

Many adventurers, during the course of their career, may reach a point where they wish to change their class. There could be a variety of reasons for this change. The character may wish to learn spell-casting or the use of weapons beyond his normal class proficiencies. Maybe an injury has made advancement in his current class difficult, or an alignment change made another class desirable. The character may have simply reached his goal in his current class, and wishes to pursue another.

Changing classes follows one of two forms: dual classing or reclassing. Dual classing occurs when the character seeks the abilities of a new class while continuing to gain levels in his current class. Reclassing occurs when the character decides to abandon advancement in his current class in order to progress exclusively in a new class.

Choosing to dual class is usually done as an attempt expand the character's repertoire of skills and abilities. This may come after a change in environment, such as city campaign switching to overland, or to fill a gap in the party, such as the lack of a healer or thief. Dual classing is usually not a drastic switch, because the character may only choose another class for which he already possesses a prime attribute. For instance, Karagee the half-elf monk, with wisdom and constitution as primes, may only choose to switch to barbarian, cleric or druid.

Choosing to reclass is a more drastic move, and often follows a significant event or involves some other change in lifestyle, such as imprisonment, exile, or the afore mentioned injury or alignment change. This type of change usual involves a big change in class type, such as a wizard becoming a fighter, or a cleric switching to a rogue. The character may choose to switch to a class for which he does not already have a prime attribute. However, if he chooses to do this, he must actually swap the status of the two attributes involved. The prime attribute of his original class will become non-prime, and the attribute of his new class will become prime. This change will occur in two steps, with both attributes becoming "sub-prime", with challenge base 15, at the beginning of the switch, and the change becoming full once levels are gained in the new class.

Once the type of change and the new class is chosen, both types of changes begin the same. In most cases, the character must first find an instructor or master to provide the necessary training. After the character has started training, he must earn experience equal to 5% (minimum 2500 XP) of his current total to gain zero level in the new class. If the character is unable to secure the services of an instructor, he may still attempt to learn the new class, but at double (10% of current total, minimum 5000 XP) the experience point cost to reach zero level. It is recommended that changing to wizard or illusionist cannot be done without an instructor.

During this training period, he may use the level dependent

skills (such as tracking or picking pockets) of the new class at a -5 penalty (the character does not gain the benefit of his original class's level for these types of checks). Abilities which do not require a dice check, are not connected to an attribute, or which have fixed values are not gained until the character has reached first level. Spell casters gain the ability to cast one zero level spell per day.

After gaining zero level, the character may then continue his training without instruction. He may use level dependent abilities now without penalty, but with no level bonus either. New spell casters may cast two zero level spells per day. The character must earn an additional 5% (minimum 2500) of his current experience total to advance to first level.

DUAL CLASS

If the character is choosing to dual class, he will now advance in both classes. Experience points will be divided equally between the two classes. The character will only get new hit points when he gains a level in his original class, however, the hit die rolled will be modified as per TABLE 3 DUAL CLASS HIT DIE below. The character is bound by the same armor restrictions as a multi-class character, repeated below. In the case of saving throws and generic attribute checks, use the level of the original class. Class specific checks use the level of the appropriate class. Similar abilities between the two classes, if such exist, do not "stack".

TABLE 3 DUAL CLASS HIT DIE

ORIGINAL CLASS HIT DIE	NEW CLASS HIT DIE				
	d4/1	d6/2	d8/3	d10/4	d12/5
d4/1	d4/1	d6/2	d6/2	d8/3	d8/3
d6/2	d6/2	d6/2	d8/3	d8/3	d10/4
d8/3	d6/2	d8/3	d8/3	d10/4	d10/4
d10/4	d8/3	d8/3	d10/4	d10/4	d12/5
d12/5	d8/3	d10/4	d10/4	d12/5	d12/5

ARMOR RESTRICTIONS

If the character is combining a class which is proficient with heavy armor with one which is not, then the following restrictions and/or benefits apply:

Wizard or illusionist may cast any spells while armored; however, any spells which allow a save give the targeted character a bonus to the save roll equal to the base AC bonus of the spell-caster's armor. Ie: a wizard wearing a chain shirt (+4 AC) casts hold person on an orc, the orc gets his save with a +4 bonus. The same principle applies to a druid wearing metal armor.

Monk may use unarmed attack, but he does suffer a penalty to the unarmed attack equal to one half the base AC bonus of the armor worn, and does not gain a second attack even if he is of high enough level. He may also use iron fists, stunning attack, iron body, feign death, and iron mind while armored. All other abilities are prohibited while armored.

Rogue or assassin may wear armor with up to a base bonus of +3 to AC before incurring penalties to class abilities.

Rangers and barbarians are still bound by their normal armor restrictions.

Special spell-caster rule: if the character is dual-classed in two spell casting classes which use the same prime attribute (wizard + illusionist or cleric + druid), the character does not gain bonus spells in both classes for having a high intelligence or wisdom score. He gains the bonus spells, but must decide at the time of spell memorization which class will gain the extra spells. These may be applied all to one class or split between the two.

Characters seeking to add a third class may do so, using the above procedure as a guideline.

RECLASS

If the character is choosing to reclass, that is, abandoning his original class for another one, the changes are more significant. The character will no longer earn experience in his original class, and will, upon gaining his first level in his new class, actually lose one level, and one level's worth of HP in the original class. This is to reflect the effect of no longer practicing the original class. All experience earned going forward applies to the new class.

The character uses the better BtH of his two classes, but is bound by the weapon rules of his new class, if they are more restrictive than the old class. With regard to armor, the reclassified character does not have access to the armor benefits enjoyed by the other combined class options. He is bound by the armor restrictions of his new class. In the case of saving throws and generic attribute checks, use the higher class level. Similar abilities between the two classes, if such exist, do not “stack”. Class specific checks use the level of the appropriate class, however, use of abilities exclusive to the old class will incur a 10% experience point penalty for the adventure during which they are used. Even preparatory actions, such as memorizing a spell or girding on a sword, if they are not within the scope of the new class, will incur a 5% experience point penalty. It is important to remember that the character is supposed to be abandoning the old class.

If the character is switching to a class which has a higher hit die than his original class, then he will gain hit points as per **TABLE 4 RECLASS HIT POINT MODIFICATION** below for each level gained until his level in the new class equals (or exceeds) the level of his original class. The character does not gain con bonus for these new hit points. Note that if a character is switching

to a class which has a lower hit die than his original class, he may actually lose a few hit points before he begins to gain hit points. Again, this is to reflect that the character is committed to abandoning his old class in favor of the new class.

Special note regarding paladin and cleric. If the character is switching from cleric to paladin or from paladin to cleric, and maintaining the same religion while doing so, he may still continue to use the abilities of the old class without fear of penalty. He does lose the one level of the old class for the switch. However, if the character switches from either paladin or cleric to any other class, he immediately loses use of all class abilities of the old class, and loses two levels with the initial switch. The gods are not forgiving of those who abandon the path.

TABLE 4 RECLASS HIT POINT MODIFICATION

ORIGINAL CLASS HIT DIE	NEW CLASS HIT DIE	HP/ LEVEL
d4	d6	1
	d8	2
	d10	3
	d12	4
d6	d8	1
	d10	2
	d12	3
d8	d10	1
	d12	2
d10	d12	1

Once the character's level in his new class exceeds the level of his original class, he gains hit points as normal for his new class. The character may never gain more than 10 hit dice. This should work out that as the character hits 10th level, he make his last die roll for HP, gaining the usual fixed rate at 11th level and higher.

Reclassing is a drastic move, one that is unlikely to occur more than once in the career of an adventurer. If, however, the character chooses to do so again, use the above as a guideline.

APPENDIX A: THE RUNE MARK

In addition to the thirteen classes presented in the **Players Handbook**, a new class, called the Rune Mark was created for the supplement book **Rune Lore**. The Rune Mark derives his power from magical glyphs and runes, the very Language of Creation, and is a student of ancient languages and alchemy, and a crafter of magic items.

MULTI-CLASS

The Rune Mark can be found in any walk of life, and combines well with most other classes, though it is unusual for them to combine with knights or paladins. They share a common interest with bards in ancient lore, and their interest in the power gained from runes often leads them to pursue other magic using classes. Refer to **TABLE 5.1 ALLOWED MULTI-CLASS AND ENHANCED CLASS COMBINATIONS** below.

ENHANCED CLASS

Runik (charisma) The knowledge sought by the Rune Mark, the Language of Creation, is quite uncommon, hard to find, and often located in remote and dangerous places. For many, these difficulties are enough to dissuade some seekers from making this a life's pursuit. However, the desire for power does attract those who will take it where and when they find it.

The Rune Mark may support any other class, though some combinations are unusual, as per **TABLE 5.1 ALLOWED MULTI-CLASS AND ENHANCED CLASS COMBINATIONS** below. Abilities are gained as shown on **TABLE 5.2 RUNIK LEVEL ADVANCEMENT**.

Just as the Rune Mark may support any other class, it may be supported by any of the sub-classes listed under the enhanced class rules above.

CLASS PLUS

The rune mark may be taken as a plussed class. Plussing rune mark gives the character knowledge of a single rune, though he may attempt to master new runes if found. He is limited to one use of a rune each day. Attempts to learn a new rune or cast a known rune are performed as if level zero. For rune effects based on level, use the following formulas: if the effect is per level or multiplied by the level, treat the level as one half. If the level is added to the effect, treat level as zero.

CHANGING CLASSES

Because the Language of Creation, and the runes in which it is written, are so rare (or perhaps because the rune mark isn't one of the classes presented in the **Players Handbook**), it is all the more likely that rune mark will be taken as a second class for an existing character. Dual-classing or reclassing with a rune mark follows the same rules as above.

ARMOR RESTRICTION

A rune mark which is combined, in any of the above manners, with a class which is proficient in heavier armor, may still cast runes while wearing the heavier armor, but takes a penalty to the casting attempt roll equal to one-half the base AC value of the armor.



TABLE 5.1 ALLOWED MULTI-CLASS AND ENHANCED CLASS COMBINATIONS

	Assn	Brbn	Brd	Clrc	Drd	Ftr	Illsn	Knt	Mnk	Pldn	Rngr	Rog	Wzrd
Rune Mark	A	A	A	A	A	A	A	U	A	U	A	A	A

A = allowed U = unusual, requires justification

TABLE 5.2 RUNIK LEVEL ADVANCEMENT

PRINCIPLE CLASS LEVEL	ADDITIONAL XP	SKILLS & ABILITIES GAINED
1	0	Alchemy as 0 level
2	1126	Eidetic Memory, Alchemy, Language Mastery as 1 st level
3	2501	
4	4501	
5	9001	
6	17,501	Language Mastery as 3 rd level
7	35,001	
8	70,001	Alchemy as 4 th level (normal weapons & armor, 1 st & 2 nd level potions)
9	150,001	
10	212,501	Language Mastery as 5 th level
11	325,001	
12	450,001	Trace Rune
13	625,001	
14	750,001	Language Mastery as 7 th level
15	875,001	
16	1,000,001	Alchemy as 8 th level (expert weapons & armor, 3 rd to 5 th level potions)
17	1,125,001	
18	1,250,001	
19	1,375,001	
20	1,500,001	
21	1,625,001	
22	1,750,001	
23	1,875,001	
24	2,000,001	Alchemy as 12 th level (+1 magical weapons & armor, 6 th lvl potions), Language Mastery as 12 th level

TABLE 5.3 RUNIK RUNES GAINED

PRINCIPLE CLASS LEVEL	# OF RUNES PER DAY
1	1*
2	4
3	4
4	5
5	5
6	6
7	6
8	7
9	7
10	8
11	8
12	9
13	9
14	10
15	10
16	11
17	11
18	12
19	12
20	13
21	13
22	14
23	14
24	15

*If the effect is per level or multiplied by the level, treat the level as one half; if the level is added to the effect, treat level as zero.

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