

# Multiclassing

Your character is not bound by the class choice you make at character creation. As you advance in levels, you can sample the benefits and features offered by other classes by multiclassing. You might remain primarily a member of your original class with just a few new features added, or you might change course entirely, never looking back at the class you left behind. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

## How Multiclassing Works

When you first decide to multiclass, instead of gaining the next level in your current class, you can choose a different class and gain a level in that class. The level in the new class is layered on top of your existing abilities, and your character's total level is a combination of all your class levels.

For example, Gary is playing a 4th-level fighter. Upon achieving enough experience points to reach 5th level, Gary decides that instead of continuing to progress as a fighter his character will multiclass. Gary's fighter has been spending a lot of time with Dave's rogue, and has even been doing some jobs on the side for the local thieves' guild as a bruiser. Gary decides that his character will multiclass into the rogue class, and thus his character becomes a 4th-level fighter and 1st-level rogue (often written as fighter 4/rogue 1).

As you continue to gain levels, you can continue to progress in your new class, switch back to the original class, or even start progressing in yet another class, all based on the way that your character is developing.

## Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for the class, as shown

in the Multiclassing Prerequisites table. Adopting a new class without the full extent of training that a beginning character has means that you must be a quick study, with natural aptitude reflected in unusually high ability scores.

### MULTICLASSING PREREQUISITES

Class	Ability Scores
Barbarian	Strength 13+, Constitution 13+
Bard	Charisma 15+
Cleric	Wisdom 15+
Druid	Wisdom 15+
Fighter	Strength 15+
Mage	Intelligence 15+
Monk	Dexterity 13+, Wisdom 13+
Paladin	Strength 13+, Charisma 13+
Ranger	Dexterity 13+, Wisdom 13+
Rogue	Dexterity 15+

## Advancement

The experience point cost to gain a level is always based on your total character level, not your class level. So, if you are a cleric 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a cleric.

**Hit Points.** You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

**Hit Dice.** You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the fighter and the paladin have a d10 for their hit dice, so if you are a paladin 5/fighter 5, you have 10d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a paladin 5/cleric 5, for example, you have 5d10 and 5d8 Hit Dice.

**Proficiency Bonus.** When you multiclass, your proficiency bonus is based on your total character level, not your class level. You add together your levels in all classes, and have the proficiency bonus for a character of that level.

For example, if you are a fighter 2/rogue 2, you have the proficiency bonus of a 4th-level character, which is +2.

**Proficiencies.** You gain all the proficiencies of your new class when you multiclass.

**Class Features.** When you gain a new level in a class, you get the class features described in the entry for that class, according to your level in the class. Only a few features have exceptions to this general rule: Channel Divinity, Extra Attack, and Spellcasting.

## Channel Divinity

If you already have the Channel Divinity class feature and multiclass into another class that grants the feature, you gain the Channel Divinity effects granted by that class, but do not gain any additional uses of Channel Divinity. You gain additional uses only when you reach a class level that grants them to you. For example, if you are a 6th-level cleric/4th-level paladin, you can use Channel Divinity twice between rests, and each time you use it you can choose any of the options available to you from both your classes.

## Extra Attack

You gain the Extra Attack class feature when you meet one of the following conditions:

- You have five levels in the fighter class
- You have eight combined levels in any classes that have the Extra Attack feature

Once you have Extra Attack, you don't gain an additional Extra Attack unless you have eleven levels in the fighter class.

## Spellcasting

Your spellcasting ability depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes.

**Spells Known and Prepared.** You determine what spells you know and can prepare for each class individually. If you are a bard 4/mage 3, for

example, you know two bard cantrips and three 1st-level bard spells based on your levels in the bard class. Your spellbook has three mage cantrips and eight mage spells, two of which (the two you gained when you reached 3rd level as a mage) can be 2nd-level spells. You can prepare 4 mage spells each day.

**Spells per Day.** You determine your spells per day by adding together all your levels in the cleric, druid, and mage classes, and half of your levels, rounded down, in the bard, paladin, and ranger classes. Use this total to determine your spells per day by consulting the Multiclass Spells per Day table.

This table is likely to give results that include spells of a higher level than you can cast. As usual, you can use higher-level castings to cast spells you know or have prepared at a higher level, potentially achieving greater effect.

For example, if you are the aforementioned bard 4/mage 3, you cast spells as a 5th-level character (four 1st-level spells, three 2nd-level spells, and two 3rd-level spells). However, you don't know any 3rd-level spells, nor do you know any 2nd-level bard spells. You can use those available castings to cast the spells you do know.

**Magic Ability.** When you cast a spell belonging to one of your classes, you use the magic ability for that class. If you cast a spell belonging to more than one of your classes, you can choose which class's magic ability to use.

**Proficiency and Spellcasting.** When you cast a spell belonging to one of your classes, you can apply your proficiency bonus only if you meet the conditions specified for that class. For example, when you cast a cleric spell, you must present a holy symbol to apply your proficiency bonus to that spell. When you cast a spell belonging to more than one of your classes, you can apply your proficiency bonus as long as you meet the conditions for one of those classes.

**MULTICLASS SPELLS PER DAY**

Level	1st	2nd	3rd	4th	5th
1	2	—	—	—	—
2	3	—	—	—	—
3	4	2	—	—	—
4	4	3	—	—	—
5	4	3	2	—	—
6	4	3	3	—	—
7	4	3	3	1	—
8	4	3	3	2	—
9	4	3	3	3	1
10	4	3	3	3	2