

CREATING A DUAL-CLASSED CHARACTER

There are prestige classes available for each pairing of base classes, but the Design Team acknowledge that players may wish to explore the classes and create their own unique hybrid character. Every effort has been made to balance the strengths and weaknesses of the prestige classes, however it is impossible to do the same for all possible combinations of skills. As such, the following document sets out the limitations put in place to attempt to minimise any potential imbalances that may arise when playing a dual-classed character.

Limitations

Entry Level

A character can become a dual-classed character as soon as they reach 4th level. As per all of the prestige classes, if a character passes 10th level, they can no longer change their character to be dual-classed.

Armour

A dual-classed character can wear armour as stated in either of their class manuals. However, skills from one manual cannot be used if you are wearing armour heavier than the maximum stated for that class. For example, a mage-warrior could wear metal armour as per the warrior class manual. They could use any warrior skills whilst wearing that armour. However, they could not cast spells or use any mage skills as the mage manual states that no armour heavier than cloth can be worn.

Skills and Training

Whilst the dual-classed character can train in any skills in either class manual, they can only ever advance those skills to expert level until they have progressed sufficiently in character level to reach the points where master level skills become available. A single skill can be trained to master level when the character reaches 7th level. Further master level skills can be trained as higher character levels are reached. It should be noted that at 7th level, the character only gains the ability to be trained to a master level; they do not automatically gain a skill at master level but must seek out a trainer as per any other skill training.

If any skills have already been progressed to master level before the character chooses to become dual-classed, those levels of the skill are lost and the XP spent is reimbursed for immediate respending.

LEVEL PROGRESSION

Level progression follows the table shown below, which is not specific to any particular pairs of classes. At certain levels, the dual-classed character will be able to choose whether they gain 2 offensive, defensive, mage or priest points.

Level	Experience Points	Bonus	Note
1	10-14	Starting character	
2	15-19	May learn expert level skills	
3	20-24	Bonus associated with first base class	
4	25-29	First opportunity to dual class	
5	30-36	+2 points (OP/DP/MP/PP)	Player chooses
6	37-43	Base hits increase to 2/1	If not already at 2/1
7	44-50	None	
8	51-57	One skill may be advanced to master level	
9	58-64	+2 points (OP/DP/MP/PP)	Player chooses
10	65-74	Base hits increase to 2/2	Cannot become a dual-classed character beyond this point
11	75-84	None	
12	85-94	A second skill may be advanced to master level	
13	95-104	+2 points (OP/DP/MP/PP)	Player chooses
14	105-114	Base hits increase to 3/2	
15	115-126	None	
16	127-138	A third skill may be advanced to master level	
17	139-150	+2 points (OP/DP/MP/PP)	Player chooses
18	151-162	Base hits increase to 3/3	
19	163-175	None	
20	176-188	A fourth skill may be advanced to master level	