

Archetypal Multi-Classing

Castles & Crusades was created to be played with characters fitting various archetypes from fantasy and mythology. As such, the original game was not designed to accommodate a character who might fit more than one of archetype. Because of the game's 'old school' feel and since it draws heavily from games like Advanced Dungeons & Dragons, there have already been various attempts to introduce some form of multi-classing to address this issue. While some attempts follow a gestalt style of multi-classing, others try to emulate the ability of changing classes.

Archetypal multi-classing is an attempt to resolve the desire to merge certain archetypes and play what could be considered as a new one. This form of multi-classing also puts in place a system that can allow such a character to exist while keeping in balance with other single-class archetypes. A character created with these guidelines should be viewed as somewhat extraordinary and considered rare.

To accomplish this, it is considered that such a multi-classed character would have a primary focus. This focus, a class archetype, would advance normally. The lesser focus, or class, would advance at half the pace of the primary.

- *Example: A Fighter/Rogue is primarily a warrior first with some talent as a rogue. A Wizard/Fighter on the other hand is primarily a powerful spell caster, but one with some weapons and melee training. The reverse of that could be a warrior who dabbles in things arcane!*

Selecting the Classes

The option for Archetypal Multi-classing can only be selected during character creation. No more than two classes can be combined together and, of these two classes, one must be selected as the primary class. The remaining class becomes the secondary class. Classes cannot be combined if they conflict with each other due to alignment restrictions.

Prime Attributes

When combining the classes, each class must correspond to a different Prime possessed by the character. A combination of classes with the same Prime requirement is not permitted.

Equipping the Character

Multi-classed characters take the least restrictive weapons list but use the most restrictive armor list of the two classes.

- *Example: Fighter/Wizards can use any weapon but are unable to wear armor.*

In order to determine the starting gold for the character, the totals for both classes will need to be calculated. The results are combined and the new total is divided by two.

In order to determine the hit die type of the character, use Table 1 and cross-reference the Hit Dice of the two classes in order to get a result. Hit point progression beyond 10th level is represented by the number after the '/' in the table.

- *Example: A Fighter/Rogue would use d8 for Hit Dice and gain +3 hit points each level beyond 10th.*

Character Advancement

A multi-classed character advances as a single class and is considered to be the level of their primary class. It is this level that is used whenever a saving throw is required. The level of the secondary class is half that of the primary (rounded down). Skill checks and abilities are dependent on the individual class but abilities from both classes cannot be combined with each other. A character's Bonus to Hit is the best of the two classes and their respective levels.

- *Example: A 10th level Fighter/Rogue would save as a 10th level character but perform Rogue skills at 5th level. Abilities like Extra Attack and Back Attack could not be combined. If the secondary class is a spell caster, these abilities only begin to manifest at 2nd level.*

Experience Point Progression

EPP for a multi-classed character is calculated by combining the adjusted EPP values for the both classes. An additional level cost adjustment may be required as well. The EPP value for the primary class remains the same as listed in the class description. The EPP value for the secondary class is half the listed value.

The level cost adjustment is 10% (rounded down) of the combined EPP requirement needed to level up. Should the character possess a minimum of 16 in both prime attributes associated with the chosen classes, this cost is waived.

- *Example: A 1st level Fighter/Illusionist would need a total of 3,300 experience points to advance to 2nd level (2,000 + half of 2,600). A additional 330 experience points would be needed if the character did not meet the attribute requirements.*

Table 1

Dice	d4/1	d6/2	d8/3	d10/4	d12/5
d4/1	d4/1	d4/1	d6/2	d6/2	d8/3
d6/2	d4/1	d6/2	d6/2	d8/3	d8/3
d8/3	d6/2	d6/2	d8/3	d8/3	d10/4
d10/4	d6/2	d8/3	d8/3	d10/4	d10/4
d12/5	d8/3	d8/3	d10/4	d10/4	d12/5

Table Mechanic: Hit die types of the chosen classes are added together and divided by two (rounded down to the nearest die type). Hit point progression beyond 10th are averaged in this way as well.

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