

Skill	Ranks	Ability	Armor
Spellcraft	4	Int	
Concentration	4	Con	
Knowledge (arcana)	4	Int	
Hide (cc)	2	Dex	0
Move Silently (cc)	2	Dex	0
Search (cc)	2	Int	
Spot (cc)	2	Wis	

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Ten candles, map case, three pages of parchment, ink, inkpen. Spell component pouch, spellbook. Quiver with 20 arrows.

Gold: 3d6 gp.

Alternative Wizard Starting Package

As elven wizard, except

Race: Human, dwarf, half-elf, half-orc, or halfling.

Armor: Speed 20 ft. (dwarf and halfling only).

Weapons: Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Piercing) instead of shortbow.

Weapons: Club (1d6, crit x2, 10 ft., 3 lb., Bludgeoning) instead of quarterstaff (halfling only).

Skill Selection: Pick a number of skills equal to 3 + Int modifier (human only).

Bonus Feat: Skill Focus (Spellcraft or other skill) (human only).

Gear: Case with 10 bolts instead of quiver with 20 arrows.

Gold: 2d4.

Gnome Illusionist Starting Package

As elven wizard, except

Race: Gnome.

Armor: Speed 20 ft.

Weapons: Club (1d6, crit x2, 10 ft., 3 lb., Bludgeoning) instead of quarterstaff.

Light crossbow (1d8, crit 19–20/x2, 80 ft., 6 lb., Piercing) instead of shortbow.

School Specialization: Illusion. Prohibited School: Enchantment.

Spellbook: All 0-level spells; plus *color spray*, *silent image*, and *summon monster I*; plus one of these spells of your choice per point of Intelligence bonus: *burning hands*, *cause fear*, *mage armor*, and *magic missile*.

Gear: Case with 10 bolts instead of quiver with 20 arrows.

Gold: 2d4 gp.

MULTICLASS CHARACTERS

A character may add new classes as he progresses in levels. The class abilities from a character's different classes add together to determine the multiclass character's total abilities. Multiclassing improves a character's versatility at the expense of focus.

HOW MULTICLASSING WORKS

Lidda, a 4th-level rogue, decides she wants to expand her repertoire by learning some wizardry. She locates a mentor who teaches her the ways of a wizard, and she spends a lot of time looking over the shoulder of Mialec, her party's wizard, while Mialec prepares her spells each morning. When Lidda amasses 10,000 XP, she becomes a 5th-level character. Instead of becoming a 5th-level rogue, however, she becomes a 4th-level rogue/1st-level wizard. Now, instead of gaining the benefits of attaining a new level as a rogue, she gains the benefits of becoming a 1st-level wizard. She gains a wizard's Hit Die (d4), a 1st-level wizard's +2 bonus on Will saves, and 4 skill points (2 for one wizard level and +2 for her Intelligence bonus for an ability score of 14) to be spent as a wizard. These benefits are added to the scores she already had as a rogue. Her base attack bonus, Reflex save, and Fortitude save do not increase because

these numbers are +0 for a 1st-level wizard. She gains a 1st-level wizard's beginning spellbook and spells per day. Her rogue skills and sneak attack capability, however, do not improve. She could spend some of her 4 skill points to improve her rogue skills, but, since they would be treated as cross-class skills for this purpose, these skill points would each only buy half a rank.

On reaching 15,000 XP, she becomes a 6th-level character. She decides she'd like to continue along the wizard path, so she increases her wizard level instead of her rogue level. Again she gains the wizard's benefits for attaining a new level rather than the rogue's. As a 2nd-level wizard, she gains another d4 Hit Die, her base attack and Will saves both go up by +1, she gains 4 skill points, and she can now prepare another 0-level spell and another 1st-level spell each day (as per Table 3–20: The Wizard). Additionally, as a 6th-level character overall she gets her third feat (as per Table 3–2: Experience and Level-Dependent Benefits).

At this point, Lidda is a 6th-level character: a 4th-level rogue/2nd-level wizard. She casts spells as a 2nd-level wizard does, and she sneak attacks as a 4th-level rogue. Her combat skill is a little better than a 4th-level rogue's would be, because she has learned something about fighting during her time as a wizard. (Her base attack bonus went up +1.) Her base Reflex save bonus is +4 (+4 from her rogue class and +0 from her wizard class), better than a 6th-level wizard's but not as good as a 6th-level rogue's. Her base Will save bonus is +4 (+1 from her rogue class and +3 from her wizard class), better than a 6th-level rogue's but not as good as a 6th-level wizard's.

At each new level, Lidda decides whether to increase her rogue level or her wizard level. Of course, if she really wants to have diverse abilities, she could even acquire a third class, maybe fighter.

CLASS AND LEVEL FEATURES

The abilities of a multiclass character are the sum of the abilities of each of the character's classes.

Level: "Character level" is the total level of the character. It derives from overall XP earned and is used to determine when feats and ability score boosts are gained, as per Table 3–2: Experience and Level-Dependent Benefits. "Class level" is the level of the character in a particular class, as per the individual class tables. For a single-class character, character level equals class level.

Hit Dice: The character gains Hit Dice from each class, with the resulting hit points added together.

Base Attack Bonus: Add the base attack bonuses for each class to get the character's base attack bonus. If the resulting value is +6 or higher, the character gets multiple attacks. Find the base attack value on Table 3–1: Base Save and Base Attack Bonuses to see how many additional attacks the character gets and at what bonuses. For instance, a 6th-level rogue/4th-level wizard would have a base attack bonus of +6 (+4 for the rogue class and +2 for the wizard class). A base attack bonus of +6 allows a second attack with a bonus of +1 (listed as +6/+1 on Table 3–1), even though neither the +4 from the rogue nor the +2 from the wizard normally allows an extra attack.

The monk is a special case because her additional unarmed attacks are better than her base attack bonus would suggest. For a multiclass monk fighting unarmed, the character must either use the additional attacks given for her monk levels (only) or the additional attacks that are standard for her combined base attack bonus, but not both. For instance, a 10th-level monk/7th-level wizard has a combined attack bonus of +10 (+7 for the monk class, +3 for the wizard class). Normally, this would give her an additional attack at +5 (+10/+5 on Table 3–1: Base Save and Base Attack Bonuses), but she can instead take the two additional unarmed attacks listed for a 10th-level monk, +4 and +1 (+7/+4/+1 on Table 3–10: The Monk).

Saving Throws: Add the base save bonuses for each class together. A 7th-level rogue/4th-level wizard gets +3 on Fortitude saving throws (+2 as a 7th-level rogue and +1 as a 4th-level wizard), +6 on Reflex saving throws (+5 and +1), and +6 on Will saving throws (+2 and +4).

Skills: The character retains and can access skills from all his or her classes. For purposes of calculating maximum ranks, a skill is a class skill if at least one of the character's classes has it as a class skill. The maximum rank for a class skill is 3 + the character level. For a 7th-level rogue/4th-level wizard (an 11th-level character), a rogue skill or wizard skill has a maximum rank of 14. For a cross-class skill, maximum rank is half the maximum for a class skill.

If a skill is unavailable to a class (that is, if it's an exclusive skill that a multiclass character's other class doesn't have access to), then levels in that class don't increase the multiclass character's maximum ranks. For instance, the 7th-level rogue/4th-level wizard would have a maximum rank of 10 in Use Magic Device, an exclusive class skill for rogues. The extra four levels in the wizard class do not increase the character's maximum rank with Use Magic Device. Likewise, the same character could have a maximum of 7 ranks in Scream, an exclusive skill for wizards.

Class Features: The character gets all class features of all classes but must also suffer the consequences of all special restrictions of all classes. (Exception: A character who acquires the barbarian class does not become illiterate.) Some class features don't work well with skills or class features of other classes. For example, although rogues are proficient with light armor, a rogue/wizard still suffers arcane spell failure chances if wearing armor.

In the special case of turning undead, both clerics and experienced paladins have the same ability. If the character's paladin is level 3 or higher, her effective turning level is her cleric level plus her paladin level minus 2. Thus, a 5th-level paladin/4th-level cleric turns undead like a 7th-level cleric.

In the special case of uncanny dodge, both experienced barbarians and experienced rogues have the same ability. A barbarian/rogue can treat her barbarian levels as rogue levels (or vice versa) to determine how effective her uncanny dodge is.

In the special case of obtaining a familiar, both wizards and sorcerers have the same ability. A sorcerer/wizard can treat his wizard levels as sorcerer levels (or vice versa) to determine the familiar's natural armor, Intelligence, and special abilities.

Feats: For multiclass characters, feats are received every three character levels, regardless of individual class level (see Table 3-2: Experience and Level-Dependent Benefits).

Ability Increases: For multiclass characters, abilities are increased every four character levels, regardless of individual class level (see Table 3-2: Experience and Level-Dependent Benefits).

Spells: The character gains spells from all his or her classes. Thus, an experienced ranger/druid may have the spell *protection from elements* both as a ranger and as a druid. Since the spell's effect is based on the class level of the caster, the player must keep track of whether the character is preparing and casting *protection from elements* as a ranger or as a druid.

ADDING A SECOND CLASS

When a single-class character gains a level, he or she may choose to increase the level of his or her current class or pick up a new class at 1st level. The DM may restrict the choices available according to how he or she handles classes, skills, experience, and training. For instance, the character may need to find a tutor to teach him the ways of the new class. Additionally, the DM may require the player to declare what class his or her character is "working on" before he or she makes the jump to the next level, so the character has time to practice new skills.

The character gains all the 1st-level base attack bonuses, base save bonuses, class skills, weapon proficiency, armor proficiency, spells, and other class features of the new class, as well as a Hit Die of the appropriate type. In addition, the character gets the new class's per-level skill points.

Picking up a new class is not exactly the same as starting a character in that class. Some of the benefits for a 1st-level character represent the advantage of training while young and fresh, with

lots of time to practice. When picking up a new class, a character does not receive the following starting bonuses given to characters who begin their careers in that class:

- Maximum hit points from the first Hit Die.
- Quadruple the per-level skill points.
- Starting equipment.
- Starting gold.
- An animal companion (druid only).

ADVANCING A LEVEL

Each time a multiclass character achieves a new level, he or she either increases one of his or her current class levels by one or picks up a new class at 1st level.

When a multiclass character increases one of his or her classes by one level, he or she gets all the standard benefits that characters get for achieving that level in that class: an extra Hit Die, possible bonuses in attacks and saving throws (depending on the class and the new level), possible new class features (as defined by the class), new spells, and new skill points.

Skill points are spent according to the class that the multiclass character just advanced in (see Table 4-1: Skill Points per Level, page 58). Skills purchased from Table 4-2: Skills are purchased at the cost appropriate for that class.

Rules for characters beyond 20th level (including multiclass characters beyond 20th level) will be covered in an upcoming rulebook.

XP FOR MULTICLASS CHARACTERS

Developing and maintaining skills and abilities in more than one class is demanding. Depending on the character's class levels and race, he or she might or might not suffer an XP penalty.

Even Levels: If your multiclass character's classes are nearly the same level (all within one level of each other), then he or she can balance the needs of his or her classes and suffers no penalty. For instance, a 4th-level wizard/3rd-level rogue suffers no penalty, nor does a 2nd-level fighter/2nd-level wizard/3rd-level rogue.

Uneven Levels: If any two of your multiclass character's classes are two or more levels apart, the strain of developing and maintaining different skills at different levels takes its toll. Your multiclass character suffers a -20% XP penalty for each class that is not within one level of his most experienced class. These penalties apply from the moment the character adds a class or raises a class's level too high. For instance, a 4th-level wizard/3rd-level rogue gets no penalty, but if that character raises his wizard level to 5th, then he would receive the -20% penalty from that point on until his levels were nearly even again.

Races and Multiclass XP: A racially favored class (see the individual race entries in Chapter 2: Races) does not count against the character for purposes of the -20% XP penalty. In such cases, calculate the XP penalty as if the character did not have that class. For instance, Bergwin is an 11th-level gnome character (a 9th-level rogue/2nd-level illusionist). He suffers no XP penalty because he has only one nonfavored class. (Illusionist is favored for gnomes.) Suppose he then achieves 12th level and adds 1st-level fighter to his classes, becoming a 9th-level rogue/2nd-level illusionist/1st-level fighter. He suffers a -20% XP penalty on future XP he earns because his fighter level is so much lower than his rogue level. Were he awarded 1,200 XP for an adventure, he would receive 80% of that amount, or 960 XP. If he rose to 13th level and picked up 1st level as a cleric, he would suffer a -40% XP penalty from then on.

When determining whether a multiclass character's classes are even, do not count the character's favored class. A dwarven 7th-level fighter/2nd-level cleric suffers no penalty, nor does he when he adds 1st-level rogue to his classes since his cleric and rogue classes are only one level apart. Note that in this case cleric counts as his highest class, not fighter, because fighter is favored for dwarves.

A human's or half-elf's highest-level class is always considered his or her favored class.