

Dual Classed Characters

Introduction

Dual classed characters were created for two reasons; firstly, my regular players are all magic-user mad and have to be heavily bribed to play a straight fighter, so Dual-classing was created in a generous attempt to save them from meeting very rapid deaths when faced with a unit of warriors. Secondly, I've occasionally found myself in the position of having to run a game with only a few players; dual classing is a way of allowing a small group access to a reasonable spread of skills and abilities.

GMs will want to check out Dual Classed characters very carefully; they do not suit every campaign. The rule can produce very powerful characters if the GM isn't careful to check the PCs in detail. However, these characters can be a great deal of fun, and the rule does allow players to create the kind of multi-skilled Fighter/Mages so often encountered in fantasy literature.

Dual Classed characters develop in two classes simultaneously. However, what they gain in variety, they lose in speed of advancement, particularly in regards to the levels of spells that they can learn. (The paper-work is worse too).

Notes on Game Balance

Over a long term campaign (in which the characters have gained a few levels), the general rule of Dual Class characters seems to balance out quite well. I've even run a campaign with mixed single and dual classes characters, and none of my players have complained about unfairness. Dual class characters may be versatile, but they usually cannot stand up to a specialist of equal (effective) level, and the delay in learning higher level spells makes a huge difference.

However, as always the devil is in the detail. I'm sure players could create complete monsters of characters if they are given free reign. A few danger signs I have spotted and are worth looking out for are;

- Consider every combination of classes very carefully. Be particularly wary of; martial artists with +3 a level on Concentration skills, and any combination that ends up with good defenses against every type of attack.
- Do not allow a combination that would give a character access to all three realms of power.
- Some suspect combinations can be made playable by adding restrictions i.e. a Mentalist/Warrior Monk is allowed, but only with it's Concentration level bonus restricted to +2 a level.

Creating Dual Classed Characters

Dual Classed characters are designed in virtually the same fashion as normal characters. There are, however, a few added steps in the creation process, and a few complications (those steps marked with an * are different from the process for a single-classed character);

1. Decide in general what type of character you would like to play.
2. Choose a race for your character.
3. Choose two professions for your character.*
4. Determine your character's realm of power.*
5. Determine your additional Base lists (if any).*
6. Determine the character's level bonuses.*
7. Generate Potential stats. for your character.
8. Generate Temporary stats. for your character.
9. Determine your character's adolescent skills (zero level).*
10. Determine your character's background options (e.g. items, talents, flaws etc.)

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11. Develop your character's apprenticeship skills (1st level - this might include training packages).*
12. Forward assign skills being currently learnt (for 2nd level).*
13. Determine your character's background and personal details.
14. Outfit your character.
15. Total your character's penalties and bonuses.*

The differences in the processes are explained below;

DETERMINING PROFESSION

Obviously, a dual classed character has two professions, which he develops together. The combination of professions you choose must always be cleared by the GM. The combination may be completely disallowed, or passable only with restrictions (usually restrictions on level bonuses). This will usually be for reasons of game balance.

Choice of profession still affects;
Prime Stats.
Level Bonuses
Realm of Power
Development Point costs for skills

PRIME STATS

Dual classed characters choose two prime stats from those associated with their chosen classes. For instance, a Cleric/Mage would choose two from Memory, Reasoning, Empathy and Intuition. When you generate your Potential stats for your character, you start with 90 in your prime stats "for free".

DETERMINING REALM OF POWER

Many dual classed characters will have two realms of power, most likely from two different classes. As a general rule of thumb, no dual classed character should gain access to more than two realms of power.

Also note, that with regards to using Spell Bonus items, dual class characters with two realms of power should be considered to be hybrids. They should not be allowed to use such items keyed to each of their classes.

DETERMINING ADDITIONAL BASE LISTS

Dual-classed character's gain additional base lists for each of their classes. Yes, this does mean that a Pure/Pure has twenty base lists.

LEVEL BONUSES

Each profession has a number of level bonuses that apply to certain skill categories.

All professions' level bonuses add up to +10 per level. A dual classed character selects a total of +10 in level bonuses from the two sets that he has access to. No individual level bonus can exceed +3 per level.

For Example; *A Cleric Mage has access to the following level bonuses;*
Cleric; +1 Academic, +1 BAR, +1 Combat, +2 General, +2 Magical, +1 Medical, +2 Perception.
Mage; +2 Academic, +1 BAR, +1 Concentration, +3 Directed Spells, +3 Magical

The sample character chooses to take;
+2 Academic, +2 BAR, +1 Combat, +3 Directed Spells, + 2 Magical,

LEARNING ADOLESCENT SKILLS

At this point the character should determine his DPs for zero level, and expend these points to develop his skills.

However, a dual-classed character gets two lots of these DPs - one to spend on each of his classes.

APPENTICESHIP SKILL DEVELOPMENT

A dual-classed character does this once for each class as well.

Note that dual-class characters have two level counts. "Effective Level" is the level used to determine a character's Power Points, RR level, spell casting level, and level bonuses. "Developed Level" shows the number of levels that the character has developed in each of his classes (note that in order to start learning 11 - 20 spell lists, the character must be "Developed Level 10/10 etc."). Fuller details of this are given on the Dual - Classed Experience Point Table.

When he has finished this process a dual classed character is Developed Level 1/1 (i.e has developed 1 true level in each class), and effective level 2nd (i.e. his casting level, RR level, level bonus etc. are worked out at 2nd level). He has 20,000 exp.

FURTHER TRAINING

A dual classed character forward assigns in both classes too.

SKILL BONUSES

Add the number of ranks for the same skill from both classes together and determine the bonus from the Skill Bonus Table using this total. Then record the skill rank bonus in the appropriate line of the character sheet.

LEVEL BONUSES

These will depend on the bonuses chosen in step 6. Effectively, every dual classed character has unique level bonuses. Also note that level bonuses are calculated for the Effective level (not developed level).

TOTALING THE BONUSES

At this point you must determine and total your bonuses for all of your character's skills and other capabilities. In addition you should record that your character is 1/1st Developed level, Effective Level 2nd, and has 20,000 exp.

Dual - Classed Experience Point Table

In the following table, “Effective Level” is the level used to determine a character’s Power Points, RR level, spell casting level, and level bonuses. “Developed Level” shows the number of levels that the character has developed in each of his classes (note that in order to start learning 11 - 20 spell lists, the character must be “Developed Level 10/10 etc.).

Experience Point Total	Effect
20,000	Developed Level 1/1. Effective Level 2 nd . 7 secondary skills.
30,000	Effective Level 3 rd .
40,000	Developed Level 2/2. Effective Level 4 th . 9 secondary skills.
50,000	Effective Level 5 th .
60,000	Developed Level 3/3. 10 secondary skills.
70,000	Effective Level 6 th .
80,000	Developed Level 4/4. 11 secondary skills.
90,000	Effective Level 7 th .
100,000	Developed Level 5/5. 12 secondary skills.
110,000	Effective Level 8 th .
130,000	Effective Level 9 th .
140,000	Developed Level 6/6. 14 secondary skills.
150,000	Effective Level 10 th .
180,000	Developed Level 7/7. Effective Level 11 th . 16 secondary skills.
210,000	Effective Level 12 th .
220,000	Developed Level 8/8. 17 secondary skills.
240,000	Effective Level 13 th .
260,000	Developed Level 9/9. 18 secondary skills.
270,000	Effective Level 14 th .
300,000	Developed Level 10/10. Effective Level 15 th . 20 secondary skills.
340,000	Effective Level 16 th .
360,000	Developed Level 11/11. 21 secondary skills.
380,000	Effective Level 17 th .
420,000	Developed Level 12/12. Effective Level 18 th . 23 secondary skills.
460,000	Effective level 19 th .
480,000	Developed Level 13/13. 24 secondary skills.
500,000	Effective Level 20 th .
540,000	Developed Level 14/14. 25 secondary skills.
550,000	Effective Level 21 st .
600,000	Developed Level 15/15. Effective Level 22 nd . 27 secondary skills.
650,000	Effective Level 23 rd .
680,000	Developed Level 16/16. 28 secondary skills.
700,000	Effective level 24 th .
750,000	Effective Level 25 th .
760,000	Developed Level 17/17. 30 secondary skills.
800,000	Effective Level 26 th .
840,000	Developed Level 18/18 31 secondary skills.
850,000	Effective Level 27 th .
900,000	Effective level 28 th .
920,000	Developed Level 19/19. 33 secondary skills.
950,000	Effective Level 29 th .
1,000,000	Developed Level 20/20. Effective Level 30 th . 35 Secondary Skills.

Beyond this point, characters can split their experience points between their classes as they wish; so although Effective level continues to rise in the usual manner, Developed Level is dependant on the exp. split. The maximum number of secondary skills allowed are determine by effective level, but obviously cannot be assigned until the next Development level.