**MULTI-CLASS CHARACTERS**

**Multi-Class Progression Table**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **EXP** |  |  |  |  |  |
| 1 | 0 |  |  |  |  |  |
| 2 | 6000 |  |  |  |  |  |
| 3 | 12,000 |  |  |  |  |  |
| 4 | 24,000 |  |  |  |  |  |
| 5 | 48,000 |  |  |  |  |  |
| 6 | 70,000  |  |  |  |  |  |
| 7 | 100,000  |  |  |  |  |  |
| 8 | 200,000 |  |  |  |  |  |
| 9 | 300,000 |  |  |  |  |  |
| 10 | 400,000 |  |  |  |  |  |
| 11 | 500,000 |  |  |  |  |  |
| 12 | 600,000 |  |  |  |  |  |
| 13 | 700,000 |  |  |  |  |  |
| 14 | 900,000 |  |  |  |  |  |
| 15 | 1,200,000 |  |  |  |  |  |
| 16 | 1,400,000 |  |  |  |  |  |
| 17 | 1,500,000 |  |  |  |  |  |
| 18 | 1,800,000 |  |  |  |  |  |
| 19 | 2,000.000 |  |  |  |  |  |
| 20 | 2,400,000 |  |  |  |  |  |

A character, at creation, can decide to become a multi-class character, taking on a combination of any 2 classes. The experience progression, as listed above is slower than twice as steep as a character with only 1 class, which will generally keep the multi-class character at least 1 level, but sometimes more, behind his single-classed fellows. However, a multi-class character gets the abilities of both of the classes that he chooses.

 The multiclass character gets the better of the Saving Throws, Attack Bonus, and Hit Dice of the two classes. The character also gets all of the spells, combat trainings, skills and class abilities of both classes.

There are some restrictions on using these powers, however.

* Clerics-Spiritual cannot multi-class with Fighters or Jacks.
* A Magic-User multi-class cannot cast Magic-User spells if he is wearing any armor or carrying a shield.
* A Cleric multi-class cannot cast Cleric spells or turn undead if he has a weapon not allowed to the cleric class on his person.
* Some skills or combat trainings might be limited by armor worn, check descriptions.