

# Grumpy Wizard's House Rules:

## Dual Classed Human Characters

A human player character who is 3rd Level or higher may choose to become dual classed. The only allowed combinations are fighter/thief, fighter/magic user, thief/magic user

Assassins, clerics, druids, monks, paladins, and rangers **cannot** multiclass.

The PC must have a 16+ in the prime attribute of the new class.

All experience points earned from this point forward go toward the new class. The character's level in the first class is fixed and will never earn more XP to advance that class.

The PC may use abilities of their original class. Armor restrictions apply. A fighter who becomes a dual classed fighter/MU cannot cast spells while wearing armor. A fighter who becomes a dual classed fighter/thief cannot move silently or climb sheer walls wearing heavy armor.

Until the PC achieves a level exceeding the level achieved in their original class, the following conditions apply:

1. The dual classed PC receives 50% of experience points awarded. (If the party gets 1000 XP for a session, the dual classed PC only receives 500 XP)
2. The character can only gain enough XP in a session to gain one level even if that number is less than the 50% penalty already assessed.
3. The PC's hit points and saving throws stay the same.

Once the PC's level in the new class exceeds the level achieved in the old class,

1. Hit Points and saving throws now follow the progression in the new class. A character can never have more than 9 hit dice.
2. The character uses the most favorable attack matrix (attack bonus)
3. The character now receives 100% of Experience awarded
4. Armor restrictions still apply when employing skills/abilities which would be impaired by wearing armor. However a dual classed character may use any weapon allowable by either class.