

Mixed-Class Characters

Traditionally the only way for a player to create a character with a mixture of abilities from two or more classes is to use the multi-classing rules (as described in the *Advanced Edition Companion*). While multi-classing has a long pedigree, it has a tendency to create powerful characters who can overwhelm single-classed PCs in an adventuring party at low- to mid-levels – for example, when a magic-user/thief can perform as well as a thief *and* as well as a magic-user, single-classed characters of those classes can be left feeling a little redundant.

The system described in this document is designed to address this imbalance, allowing players to create characters with a mixture of abilities from different classes (so-called mixed-class characters), while maintaining a balance with single-classed characters. The key point is that, rather than gaining *all* the abilities of two classes (as does a multi-classed character), a mixed-class character has approximately half of the abilities of each class.

The Mixed-Class Character

Requirements: None
Prime Requisite: Of both classes (see below)
Hit Dice: 1d6
Maximum Level: None

A mixed-class character combines the abilities of two of the standard classes (fighter, magic-user or thief). When creating such a character, the player must choose two out of the three listed classes, resulting in three possible combinations: fighter/thief, fighter/magic-user and magic-user/thief.

Mixed-class characters have the prime requisites of both selected classes. They must have at least 13 in both prime requisites to get a +5% XP bonus, and 16 or higher in both attributes to get the +10% bonus.

All mixed-class characters, regardless of the exact combination of classes chosen, have the following abilities:

- May use leather armour.
- May use any one-handed melee weapons, and light missile weapons (everything except longbows and heavy crossbows).
- Use the attack table for clerics and thieves (LL p.60).
- Are able to use magic items specific to either of the chosen classes from 5th level. (Note: this includes magic-user scrolls.)
- Use the best saving throw value of both classes for each type of saving throw (the same as multi-classed characters).

Other abilities depend on the chosen classes, as described in the following sections.

Magic-User Abilities

As a dabbler in the arcane, a mixed-class magic-user never gains the depth of experience required to create magic items. Similarly, the part-time wizard is not able to master high-level magic, achieving a maximum of 5th level spells. The spell progression chart for mixed-class magic-users is shown below.

Note that, similarly to the elf class, mixed-class magic-users are able to cast spells whilst wearing armour.

Class Level	Spell Level				
	1	2	3	4	5
1	1*	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	-	-	-	-
5	2	1	-	-	-
6	2	2	-	-	-
7	2	2	-	-	-
8	2	2	1	-	-
9	2	2	2	-	-
10	2	2	2	-	-
11	3	2	2	-	-
12	3	2	2	-	-
13	3	2	2	1	-
14	3	2	2	1	-
15	3	3	2	1	-
16	3	3	2	1	-
17	3	3	2	2	-
18	3	3	2	2	-
19	3	3	3	2	-
20	3	3	3	2	1

* A 1st level mixed-class magic-user must make a successful INT check on 1d20 each day to memorize a spell.

Thief Abilities

Four of the following abilities may be chosen. The chosen skills can be used with the same chance of success as a thief of the character's level.

1. Pick locks.
2. Find & remove traps.
3. Pick pockets.
4. Move silently.
5. Climb walls.
6. Hide in shadows.
7. Hear noise.
8. Back stab.

Fighter Abilities

Mixed-class fighters are able to wear armour up to and including chain mail. They additionally gain two of the following abilities:

1. Use any weapon.
2. Use any armour (including shields).
3. Fighter attack progression.
4. d8 Hit Dice.

Mixed-Class Character Level Progression

Mixed-class characters advance in level according to the following table.

Level	Fighter/ Thief	Fighter/ Magic-User	Magic- User/Thief
1	0	0	0
2	1,645	2,271	1,875
3	3,285	4,535	3,751
4	6,565	9,065	7,501
5	13,125	18,125	15,001
6	26,251	36,251	30,001
7	52,501	72,501	60,001
8	100,001	140,001	120,001
9	200,001	275,001	235,001
10	320,001	410,001	370,001
11	440,001	545,001	505,001
12	560,001	680,001	640,001
13	680,001	815,001	775,001
14	800,001	950,001	910,001
15	920,001	1,085,001	1,045,001
16	1,040,001	1,220,001	1,180,001
17	1,160,001	1,355,001	1,315,001
18	1,280,001	1,490,001	1,450,001
19	1,400,001	1,625,001	1,585,001
20	1,520,001	1,760,001	1,720,001

Examples

Characters of many different archetypes can be easily created using mixed-class characters, for example:

- **Bard:** a roguish dabbler in magic could be created as a magic-user/thief, with the pick pockets, move silently, hide in shadows and hear noise skills.
- **Assassin:** a deadly melee combatant who kills by stealth could be created as a fighter/thief with d8 Hit Dice, fighter attack progression and the move silently, hide in shadows, hear noise and back stab skills.
- **Barbarian:** a stealthy wilderness warrior in the traditional literary vein could be created as a

fighter/thief with d8 Hit Dice, fighter attack progression and the move silently, climb walls, hide in shadows and hear noise skills.

- **Nightblade:** an arcane spy and infiltrator could be created as a magic-user/thief with the pick locks, find & remove traps, move silently and hide in shadows skills, combined with spells such as *darkness globe*, *invisibility*, *levitation*, etc.

Mixed-Class Clerics

Readers will note that the cleric has not been included as an option for mixed-class characters. This is because the abilities of the cleric class are essentially already a mixture of fighting and magic-use.

One further possibility exists, however: the combination of thieving abilities and divine spellcasting. It is recommended that such characters be treated as mixed-class magic-user/thieves, with the following modifications:

- Use the cleric spell list in place of that of the magic-user class.
- The cleric's ability to turn undead should be treated as a 1st level spell, which must be memorized and cast as normal.
- The cleric's weapon restrictions apply.

Advanced Options

At the Labyrinth Lord's discretion, various additional options from the advanced classes in the AEC may be allowed to mixed-class characters:

- The assassin's disguise and poison use abilities may be chosen by mixed-class thieves.
- A mixed-class druid could be created using the guidelines for clerics, above.
- A mixed-class magic-user may choose to use the illusionist spell list, in place of the standard magic-user list.
- The ranger's tracking and surprise abilities may be chosen by mixed-class thieves or fighters.

Afterword

This document was created by Gavin of The City of Iron blog (www.the-city-of-iron.blogspot.com). I hope it proves interesting, inspiring and/or useful to other fans of old-school D&D out there!

Please feel free to contact me with any feedback, suggestions, etc.

DESIGNATION OF OPEN GAME CONTENT

This whole document is designated as Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathon Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker. Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott

Greene, based on original material by Gary

Gygax.

Golem, Wood from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadann from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; Author Scott

Greene, based on original material by Nick

Louth.

Rot Grub from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors Scott

Greene and Clark Peterson, based on original

material by Gary Gygax

Labyrinth Lord™ Copyright 2007-2009, Daniel Proctor. Author Daniel Proctor.

Darwin's World Copyright 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future™ Copyright 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and

Ryan Denison.

Aerial Servant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott

Greene and Clark Peterson, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene, based on original material by Gary

Gygax.

Beetle, Giant Boring from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author

Scott Greene, based on original material

by Gary Gygax.

Beetle, Giant Rhinoceros from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;

author Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene, based on original material by Gary Gygax.

Crayfish, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author

Scott Greene, based on original material

by Gary Gygax.

Demon: Juiblex „The Faceless Lord“ (Demon Lord) from the Tome of Horrors, copyright 2002,

Necromancer Games, Inc.; author Scott Greene, based on original material by Gary Gygax.

Demon: Orcus (Demon Prince of Undead) from the Tome of Horrors, copyright 2002, Necromancer

Games, Inc.; authors Scott Greene and

Clark Peterson, based on original material by Gary Gygax.

Devil: Amon (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;

author Scott Greene, based on original material by Gary Gygax.

Devil: Bael (Duke of Hell) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;

author Scott Greene, based on original material by Gary Gygax.

Devil: Geryon (Arch-Devil) from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;

author Scott Greene, based on original material by Gary Gygax.

Ear Seeker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott

Greene and Erica Balsley, based on original

material by Gary Gygax.

Eel, Electric from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene.

Eye of the Deep from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene, based on original material by Gary Gygax.

Floating Eye from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene, based on original material by Gary

Gygax.

Frog, Monstrous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors

Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Killer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;

authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Frog, Monstrous Poisonous from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;

authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Gas Spore from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott

Greene and Clark Peterson, based on original

material by Gary Gygax.

Gorbel from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Greene,

based on original material by Andrew Key.

Groaning Spirit from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors

Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott

Greene and Erica Balsey, based on original material by Gary Gygax.

Jackalwere from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene based, on original material by Gary

Gygax.

Leprechaun from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene based on original material by Gary

Gygax.

Lurker Above from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene, based on original material by Gary

Gygax.

Piercer from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; authors Scott Greene

and Clark Peterson, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author

Scott Greene, based on original material

by Gary Gygax.

Slug, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene, based on original material by Gary

Gygax.

Strangle Weed from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene, based on original material by Gary Gygax.

Tick, Giant from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene, based on original material by Gary

Gygax.

Trapper from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene, based on original material by Gary Gygax.

Turtle, Giant Snapping from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.;

author Scott Green, based on original material

by Gary Gygax.

Wind Walker from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott

Greene, based on original material by Gary

Gygax.

Yeti from the Tome of Horrors, copyright 2002, Necromancer Games, Inc.; author Scott Green,

based on original material by Gary Gygax.

Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor. Author Daniel Proctor.

END OF LICENSE