

optional goodie - - Multi-class Characters

Normally FANTASTIC HEROES & WITCHERY doesn't allow multi-classing as in earlier editions of the game. The reason being that multi-class characters are seen overpowered at equal XP when compared to single-class characters. Lets take an example: with the same amount of XP, a character could be an 8th level fighter, or could be a 7th level fighter-wizard. So you could be a slightly inferior fighter (i.e. one level lower), and with less hit-points too, but with the spellcasting ability of the 7th level wizard. If only firepower and survivability are considered, who will hesitate? Same remark when you compare the 7th level fighter-wizard to a simple 8th level wizard. For this reason, FANTASTIC HEROES & WITCHERY instead proposes split-class characters, for those who would want to pursue two careers rather than a single one. Then, as fighter-mages were much popular back in the days, and split-class fighter + wizard characters tend to be weak, the war-mage class was also introduced.

Nonetheless, there might still be room for multi-class characters as in earlier editions. That is: combine two classes. The character gets the better BtH and save progression of the two classes; all the class abilities of both classes; and for hit-points, half the sum of both classes' hit-dice (round fractions up). However, to prevent multi-class characters to be too powerful, they will be restricted to NPC classes, which are less powerful (have no special abilities) than adventuring core-classes. These NPC classes (which are detailed p.130-131 of the core rulebook, and are also reproduced here) are the: Fighting-man, Clergyman, Cultist, Magic-user, Professional, and Thug.

Other than that, multi-class characters must earn approximately twice the number of experience points as a single-class character to gain levels. Note lastly, that multi-class characters cannot be split-classed!

Table: Multi-classes Experience Levels Progression		
Level	XP Required	Overall Category
zero	—	Ordinary people of low skills / ambitions
1st	0	Above average, gifted or trained people
2nd	3,500	Experienced (seasoned individuals)
3rd	8,500	Professionals (journeymen, veterans)
4th	20,000	
5th	45,000	Masters (guild-masters, military officers)
6th	100,000	
7th	200,000	Elites (renown sages, military leaders)
8th	300,000	
9th	600,000	Geniuses / Heroes (warlords)
10th+	+ 400,000/ lvl	Famous heroes
14th+	+ 500,000/ lvl	Epic heroes of legend (optional levels)

Basic Classes

Before detailing the various multi-class options, here follows a description (with more detail than in the core rulebook) of the six basic classes upon which the multi-class options are built.

The FIGHTING-MAN

Fighting-men are all sorts of common soldiers, militiamen, rugged clansmen, and the like, trained in warfare. They often practice soldiering as a part-time job only, going to the battlefield when they must, but otherwise pursuing unrelated activities and professions.

Note that a single-class PC who would opt for this class, should rather be a Fighter (see FH&W p.27) instead.

- **Requirements:** Strength 9+.
- **Saving Throws:** +2 to Strength and Constitution saves.
- **Weapons/Armors:** All armors and shields, and six weapon proficiencies of the character's choice. Non-proficiency penalty: -2 to hit.
- **Abilities:** Fighting-men get a special ability reflecting a career specialization (choose one):

—*Archer:* Adds level to Detection skill checks. Gets weapon specialization (i.e. +1 bonus to hit, and +2 bonus to damage) with an appropriate missile weapon (usually the longbow).

—*Barbarian:* Adds level to Survival skill checks. Gets a +1 bonus to all damage rolls with all two-handed melee weapons.

—*Brawler:* Adds level to Athletics skill checks. His unarmed attacks (usually with the fists) deal 1d4 of blunt damage (normal damage, not subdual) + Strength modifier; and he gets a +2 bonus to AC when fighting unarmed, unarmored and unencumbered.

—*Cavalryman:* Adds level to Riding skill checks. Gets a +1 bonus to hit with all melee weapons from horseback.

—*Duelist:* Adds level to Acrobatics skill checks. Gets weapon specialization (i.e. +1 bonus to hit, and +2 bonus to damage) with an appropriate melee weapon (usually the longsword or rapier).

—*Guard:* Adds level to Detection skill checks. Gets a +1 bonus for not being surprised.

—*Hunter*: Adds level to Tracking skill checks. Gets a +2 bonus to damage rolls against one chosen enemy specie, such as evil humanoids (orcs, ogres, goblinoids, etc.), lycanthropes, undead, etc.

—*Mercenary*: Adds level to Gambling skill checks. Gets a +1 bonus to attack rolls when attacking for a significant gain, such as getting a monster's treasure.

—*Musketeer*: As the archer, but specializes in some early type of firearm (normally the musket).

—*Soldier*: Adds level to Climb skill checks. Gets a +1 bonus to AC when fighting in formation with other fighting-men.

Persuasion skill checks. They otherwise have their prayers answered by faith, the gods, etc., as per the Friar class.

The CULTIST

Cultists are the religious figures of vile enemies and Devil worshippers. They are typically orc shamans or corrupted madmen secretly adoring blasphemous deities. Cultists are most often ignorant and superstitious, yet can know a great deal of idiocies regarding their odious deity.

Note that a single-class PC who would opt for this class, should rather be a Warlock (see FH&W p.38) instead.

- **Requirements:** None, but those with less than 11 in Intelligence will never be able to learn and cast spells. Chaos aligned, and allegiance to an evil cult and/or deity of Chaos/Evil.

- **Saving Throws:** +4 to saves against any magic or arguments that would have them betray their faith, realize their folly, etc.

- **Weapons/Armors:** Dagger and deity's favored weapon (e.g. scythe for a death god), and any armor up to chain-mail and shield. Non-proficiency penalty: -4 to hit.

- **Abilities:** A blind fanaticism grants cultists a +2 bonus to hit against obvious enemies of their faith. At 2nd level, cultists get the spellcasting ability of a magic-user one level lower, and can learn and cast black magic spells only. Cultists don't get the Arcane Lore skill of magic-users, but are generally taught a few black magic spells by their cult leaders, or by demons, etc., granting them a +4 bonus to the learn check.

- **Hindrances:** Cultists are forcefully indoctrinated, generally lied to and manipulated, often coerced, sometimes influenced by magic, etc. As such, cultists have but a strong habit to obey and die for the cult's leader and dark god without a second thought. When these authority figures ask cultists to do something, it somewhat acts like a *Suggestion* spell (i.e. make a Charisma save or blindly obey). [Note that a PC cultist who would get his/her own followers (i.e. see FH&W p.133), would likewise be blindly obeyed by them. At this stage the PC cultist no more obeys any other cultist, but unfortunately is still subject to his dark patron...]

The CLERGYMAN

Clergymen are typically parish priests and recluse monastics in charge of the daily matters of their faith (running the religious ceremonies, managing the temples and monasteries, attending to the believers' spiritual needs, etc.). Note that in low-magic settings, only the truly devout and faithful clergymen will be answered divine prayers.

Note that a single-class PC who would opt for this class, should rather be a Friar (see FH&W p.31) instead.

- **Requirements:** Wisdom 9+. Allegiance to a religion and/or deity, and appropriate alignment (though never to Chaos, as the character would be a cultist instead).

- **Saving Throws:** +4 to Wisdom saves.

- **Weapons/Armors:** Mace or staff, and any armor up to chain-mail and shield. Non-proficiency penalty: -4 to hit.

- **Abilities:** Clergymen add their level to Knowledge-Religion and

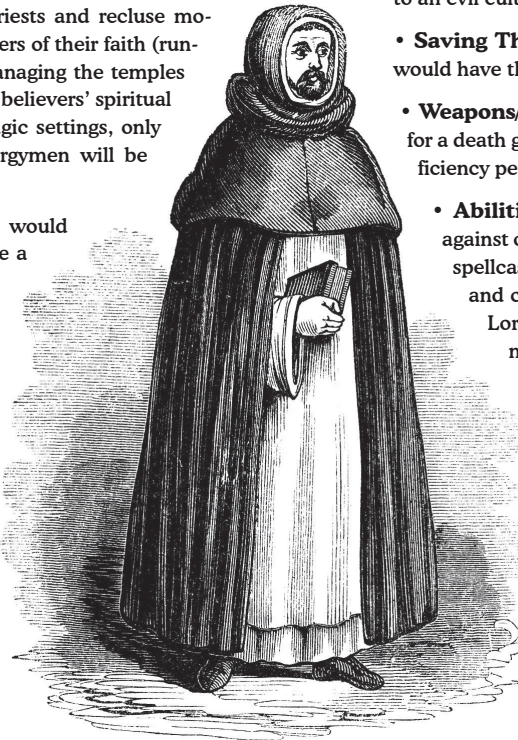


Table: NPC Classes' Progression Table

Level	Fighting-man		Thug		Clergy / Cultist / Prof.		Magic-user		Saves
	HD	BtH	HD	BtH	HD	BtH	HD	BtH	
1st	1d8	+1	1d6	+0	1d6	+0	1d4	+0	17
2nd	2d8	+2	2d6	+1	2d6	+0	2d4	+0	16
3rd	3d8	+3	3d6	+2	3d6	+1	3d4	+0	15
4th	4d8	+4	4d6	+3	4d6	+2	4d4	+1	14
5th	5d8	+5	5d6	+3	5d6	+2	5d4	+1	13
6th	6d8	+6	6d6	+4	6d6	+3	6d4	+1	12
7th	7d8	+7	7d6	+5	7d6	+4	7d4	+2	11
8th	8d8	+8	8d6	+6	8d6	+4	8d4	+2	10
9th	9d8	+9	9d6	+6	9d6	+5	9d4	+2	9
10th	9d8 +3	+10	9d6 +2	+7	9d6 +2	+6	9d4 +1	+3	8
11th	9d8 +6	+11	9d6 +4	+8	9d6 +4	+6	9d4 +2	+3	7
12th	9d8 +9	+12	9d6 +6	+9	9d6 +6	+7	9d4 +3	+3	6
13th	9d8 +12	+13	9d6 +8	+9	9d6 +8	+8	9d4 +4	+4	6



Table: Magic-users' Spell Table

Char. lvl.	Cast. lvl.	Spells per day						
		1st	2nd	3rd	4th	5th	6th	7th
1st	1	1	—	—	—	—	—	—
2nd	2	2	—	—	—	—	—	—
3rd	3	2	1	—	—	—	—	—
4th	4	3	2	—	—	—	—	—
5th	5	4	2	1	—	—	—	—
6th	6	4	2	2	—	—	—	—
7th	7	4	3	2	1	—	—	—
8th	8	4	3	3	2	—	—	—
9th	9	4	3	3	2	1	—	—
10th	10	4	4	3	2	2	—	—
11th	11	4	4	4	3	3	—	—
12th	12	4	4	4	4	4	1	—
13th	13	5	5	5	4	4	2	—
14th	14	5	5	5	4	4	2	1
15th	15	5	5	5	5	5	2	1
16th	16	6	6	5	5	5	2	2
17th	17	6	6	6	5	5	3	2
18th	18	6	6	6	6	5	3	3
19th	19	6	6	6	6	6	4	3
20th	20	7	7	6	6	6	4	4

The MAGIC-USER

Magic-users are all sorts of simple adepts, hedge mages, rural witches, and the like. They can also be the assistants of a powerful wizard, who preferred to remain subservient to their mentor rather than risk a hazardous life to make an experience and name by themselves.

Note that a single-class PC who would opt for this class, should rather be a Wizard (see FH&W p.37) instead.

- **Requirements:** Intelligence 11+.
- **Saving Throws:** +4 to saves against magic.
- **Weapons/Armors:** Either the staff or dagger, and no armor. Non-proficiency penalty: -4 to hit. Note that magic-users cannot cast spells in armor, or with steep hindrances if the GM allows it (i.e. it doubles the casting time, and incurs a spell-casting failure chance as indicated for the armor worn, FH&W p.64).
- **Abilities:** Magic-users add their level to Arcane Lore skill checks. They can cast spells of either black, gray or white magic (choose one type at character's creation), as per the Wizard class ability.



The PROFESSIONAL

Professionals are all manners of skilled people such as artisans (apothecary, carpenter, jeweler, weaponsmith, etc.), physicians, magistrates, merchants, scholars, etc. They might even be burglars or ecclesiastics. Professionals generally got education and can often read and write.

Note that a single-class PC who would opt for this class, should rather be an Adventurer (see FH&W p.394) instead.

- **Requirements:** Dexterity 9+ or Intelligence 9+.
- **Saving Throws:** +4 to saves related to their profession (e.g. against fire for a blacksmith, diseases for a physician, etc.).
- **Weapons/Armors:** Dagger and leather armor, plus maybe one or two other simple weapons (axe, bow, short sword, staff, etc.). Non-proficiency penalty: -4 to hit.
- **Abilities:** Professionals are skill experts, who add their level +2 to all checks involving their class skills. Each NPC professional has 2 to 8 class skills (number varies from one individual to the next, as determined by the GM or rolled with 2d4), as chosen on the skill list (see FH&W p.377). Note that PCs with this class would always get 8 skills.

The THUG

Thugs are all sorts of violent criminals who make a living by preying upon others, typically in waylaying travelers and raiding poorly defended villages. They most often form gangs of bandits ran by the strongest individual, and occupying some discreet caverns or abandoned castles in the wilderness. Thugs can also be found at sea, as pirates.

Note that a single-class PC who would opt for this class, should rather be a Thief (see FH&W p.34) instead.

- **Requirements:** Dexterity 9+.
- **Saving Throws:** +2 to Strength and Dexterity saves.
- **Weapons/Armors:** Leather or studded leather armors, and shields, and four weapon proficiencies of the character's choice. Non-proficiency penalty: -2 to hit.
- **Abilities:** Thugs add their level +2 to Stealth and Climb checks. They get the Backstab ability of the Thief class: x2 at 1st level; x3 at 5th level; x4 at 9th level; and x5 at 13th level.

Fantastic Heroes & Witchery

Multi Classes

In the spirit of earlier editions of the game (and thus mostly to retain the nostalgia flavor), *FANTASTIC HEROES & WITCHERY* imposes level limits on certain classes to characters of non-human races. For example: such as dwarves fighters being limited to the 7th level. However, compensation is given in letting these characters split-class, and thus continue getting levels, albeit in another class.

However, if the present multi-class options are allowed, putting level limits on them becomes difficult; especially as they have a different XP progression rate than single classes, and split-classing with another multi-class option was seen as a potential monstrosity or munchkinery.

Therefore, it has been decided that the five basic NPC classes and their multi-class options are all unlimited in level advancement, when allowed to a character race. (That is, when taken by PCs and important NPCs; otherwise non-heroic characters remain capped at 6th or 9th level.) Hence, a dwarf could be unlimited in the Fighting-man class, though he/she would still be capped at 7th level in the Fighter class. As a consequence, a 7th level dwarf fighter could thus continue gaining levels as a fighting-man at 8th, 9th, etc., rather than change class entirely. Of course, this rule needs not be implemented

Multi-class Name	Combined Classes	Typical Roles
Versatile Clergyman	Professional + Clergyman	Canonist, Goliard, Missionary
Versatile Combatant	Professional + Fighting-man	Outdoorsman, Swashbuckler
Versatile Cultist	Professional + Cultist	Deceiver, Demagogue
Versatile Mage	Professional + Magic-user	Magus, Shadow
Versatile Thug	Professional + Thug	Knave, Stalker
Religious Combatant	Clergyman + Fighting-man	Ghost-hunter, Hospitaler
Religious Mage	Clergyman + Magic-user	Exorcist, Theurgist
Felonious Combatant	Thug + Fighting-man	Bandit, Skirmisher
Felonious Mage	Thug + Magic-user	Conspirator, Renegade
Profane Combatant	Cultist + Fighting-man	Dark-vindicator, Fanatic
Profane Thug	Cultist + Thug	Malefactor, Unholy-slayer
Mage Combatant	Magic-user + Fighting-man	Arcane Archer, Spell-blade

Classes	Dwarf	Elf	Half-Elf	Gnome	Halfling	Half-orc	Human	Tiefling
Adventurer	4	11	U	8 ⁽¹⁾	4	4	U	9
Fighter	7	6	6	5	5	10	U	special ⁽²⁾
Friar	8	—	7	—	4	—	U	—
Thief	U	9	U	11	8	8	U	special ⁽²⁾
Warlock	—	9	7	6	—	—	U	U
Wizard	—	11	7	6	—	—	U	special ⁽²⁾
Clergyman	U	—	U	—	U	—	U	—
Cultist	U ⁽³⁾	U	U	U	—	U	U	U
Fighting-man	U	U	U	U	U	U	U	U
Magic-user	—	U	U	U ⁽¹⁾	—	—	U	U ⁽⁴⁾
Professional	U	U	U	U	U	U	U	U
Thug	U	U	U	U	U	U	U	U
Versatile Clergyman	U	—	U	—	U	—	U	—
Versatile Combatant	U	U	U	U	U	U	U	U
Versatile Cultist	U ⁽³⁾	U	U	U	—	U	U	U
Versatile Mage	—	U	U	U	—	—	U	U ⁽⁴⁾
Versatile Thug	U	U	U	U	U	U	U	U
Religious Combatant	U	—	U	—	U	—	U	—
Religious Mage	—	—	U	—	—	—	U	—
Felonious Combatant	U	U	U	U	U	U	U	U
Felonious Mage	—	U ⁽⁴⁾	U ⁽⁴⁾	U ⁽⁴⁾	—	—	U ⁽⁴⁾	U ⁽⁴⁾
Profane Combatant	U ⁽³⁾	U	U	U	—	U	U	U
Profane Thug	U ⁽³⁾	U	U	U	—	U	U	U
Mage Combatant	—	U	U	U	—	—	U	U ⁽⁴⁾

("U" means unlimited in level. The Appendix chapter, FH&W p.402, provides rules for gaining levels past the 13th.)

(1) Gnomes adventurers and magic-users can only learn spells from the Delusion list.

(2) As per humanoid parent's race (i.e. a gnome tiefling would be limited to the 5th level as a fighter).

(3) Only degenerate sub-races of dwarves (such as Duergars) may be cultists.

(4) All felonious-mages and tiefling magic-users can only choose gray or black magic.



if the GM doesn't allow these multi-class options in his campaign (and conversely, level limits need not be implemented to non-human races). In any case, when a character of any race chooses a multi-class option, he/she must retain it for the remainder of his/her life.

Classes Descriptions

The VERSATILE CLERGYMAN

Versatile clergymen are not only versed in the ways of their religion, but also spend a great deal of time perfecting all manners of more mundane skills with which make their way in life. Some typical versatile clergymen will be:

CANONIST

Canonists are the theologians and politicians of the Church. They are not primarily concerned with the care of souls. Most instead concentrate on reinforcing the position of the Church within society, and climb its hierarchical ladder.

GOLIARD

Goliards are wandering friars who before all denounce the abuses of their Church with satirical verses aimed at hypocritical and unfaithful priests. As such, they tend to be shunned by the clergy, and are often considered heretics if not outright persecuted. Henceforth goliards take on a wandering life, preaching their own idea of the faith and living almost as rogues on the fringes of legality.

MISSIONARY

Missionaries bring the word of their religion in distant places, intent on converting the pagans and unbelievers. Their life is primarily one of exploration and wandering in remote areas far from the established Church.

- **Classes Combined:** Professional + Clergyman
- **Requirements:** Wisdom 9+ and Intelligence 9+. Allegiance to a religion and/or deity, and appropriate alignment (though never to Chaos, as the character would be a cultist instead).
- **BtH Progression:** As per Clergyman/Professional (same table).
- **Hit-points:** 1d6 hp per level.



- **Saving Throws:** +4 to Intelligence and Wisdom saves.
- **Weapons/Armors:** Mace and staff, and any armor up to chain-mail and shield. Non-proficiency penalty: -4 to hit.
- **Abilities:** All the Clergyman class abilities (including adding level to Knowledge-religion and Persuasion skill checks), plus eight skills of the character's choice (adding level +2 to relevant skill checks). See below for suggestions according to roles:
 - CANONIST: Artistic Capacity, Astronomy-logy, Deception, Detection, Gaining Info, Healing, Knowledge-local, and Linguistics.
 - GOLIARD: Artistic Capacity, Deception, Gaining Info, Healing, Knowledge-local, Legerdemain, Stealth, and Survival.
 - MISSIONARY: Animal Handling, Climb, Gaining Info, Healing, Navigate, Riding, Stealth, and Survival.

The VERSATILE COMBATANT

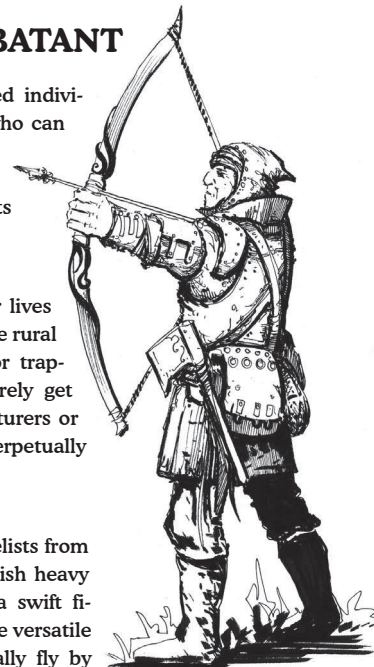
Versatile combatants are well rounded individuals skilled in many domains, and who can defend themselves efficiently, though they are less enduring on the battlefield. Some typical versatile combatants will be:

OUTDOORSMAN

Outdoorsmen spend most of their lives in the wilderness. They typically are rural characters such as lumberjacks or trappers who work in forests and rarely get back home. They could be adventurers or hermits who have grown used to perpetually living outdoors.

SWASHBUCKLER

Swashbucklers are flamboyant duelists from urban environments. They relinquish heavy armor and weapons in favor of a swift fighting style full of acrobatics. These versatile and resourceful individuals typically fly by the seat of their pants and live on the edge.



- **Classes Combined:** Professional + Fighting-man
- **Requirements:** Strength 9+ and Dexterity 9+
- **BtH Progression:** As per Fighting-man
- **Hit-points:** Half the sum of 1d6 + 1d8 (rounded up)
- **Saving Throws:** +4 to Strength and Constitution saves.
- **Weapons/Armors:** All armors and shields, and six weapon proficiencies of the character's choice. Non-proficiency penalty: -2 to hit.
- **Abilities:** Fighting-men warrior's specialization, plus eight skills of the character's choice (adding level +2 to relevant skill checks). See below for suggestions according to roles:
 - OUTDOORSMAN: 1. Fighting-man's specialty: Hunter. 2. Skills: Animal Handling, Athletics, Climb, Detection, Knowledge-nature, Riding, Stealth, and Survival.
 - SWASHBUCKLER: 1. Fighting-man's specialty: Duelist. 2. Skills: Climb, Deception, Gaining Info, Gambling, Legerdemain, Persuasion, Riding, and Stealth.

The VERSATILE CULTIST

Versatile cultists are generally the most intelligent and resourceful members of cults otherwise attended by foolish individuals motivated by petty objectives, and subject to a blind ignorance and superstition. When a cult needs a "brain," this position is usually held by a versatile cultist. Their typical roles will be:

DECEIVER

Deceivers are the discreet agents of nefarious cults operating in secrecy. With their combination of sorcery and thievery, deceivers are often very similar to Shadows (see next class), but are far more sinister, being driven by the service of their heinous god rather than by simple greed.

DEMAGOGUE

Demagogues are experts at influencing and manipulating people, usually doing it to further the nefarious aims of their cult, and gain authority over others. They will try to subvert people and sow discord, convert corruptible individuals to their heinous faith, and become the leader of the cult. Some demagogues are politicians who made a pact with a demon to help them gain political power.

- **Classes Combined:** Professional + Cultist
- **Requirements:** Dexterity 9+ and Intelligence 11+. Allegiance to a foul cult and/or deity, plus alignment to Chaos.
- **BtH Progression:** As per Cultist/Professional (same table).
- **Hit-points:** 1d6 hp per level.
- **Saving Throws:** +4 to saves against any magic or arguments that would have them betray their faith, realize their folly, etc.
- **Weapons/Armors:** Dagger and deity's favored weapon (e.g. scythe for a death god), and any armor up to chain-mail and shield. Non-proficiency penalty: -4 to hit. Wearing any kind of armor precludes (or at least hinders) spellcasting.
- **Abilities:** All the Cultist's class abilities, plus eight skills of the character's choice (adding level +2 to relevant skill checks). See below for suggestions according to roles:

—DECEIVER: Climb, Deception, Detection, Gaining Info, Legerdemain, Open Locks, Poisons, and Stealth.

—DEMAGOGUE: Arcane Lore, Deception, Gaining Info, Knowledge-feudalism, Knowledge-local, Linguistics, Persuasion, and Poisons.



The VERSATILE MAGE

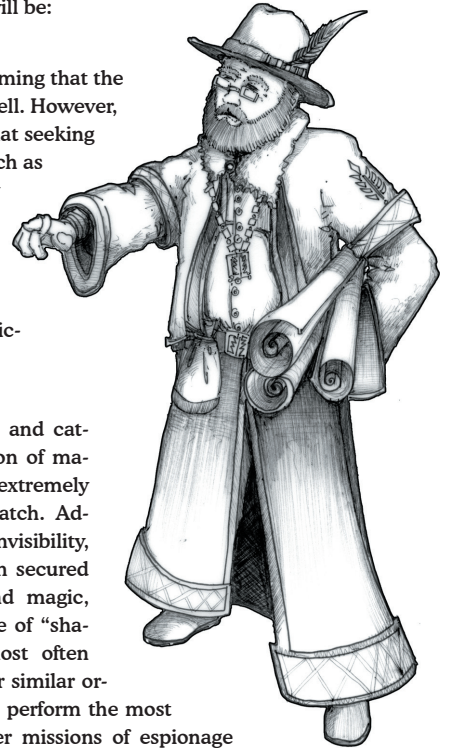
Versatile mages prefer to spend less time on magical studies, to acquire various skills that may come in handy when they run short of magic. Versatile mages' typical roles will be:

MAGUS

Magi won't go as far as claiming that the pen is mightier than the spell. However, they nonetheless believe that seeking intellectual learning as much as arcane power, is of primary importance. Magi do not necessarily become sages and advisors, but are always the most educated and knowledgeable of magic-users.

SHADOW

Shadows are elusive spies and cat-burglars whose combination of magic and skill makes them extremely efficient and difficult to catch. Adding stealth to magical invisibility, adding ability to intrude in secured places with both skill and magic, has earned them the name of "shadows." Shadows were most often raised in a thieves' guild or similar organization, and are sent to perform the most delicate burglaries or other missions of espionage and infiltration.



- **Classes Combined:** Professional + Magic-user
- **Requirements:** Intelligence 11+ and Dexterity 9+
- **BtH Progression:** As per Professional
- **Hit-points:** Half the sum of 1d4 + 1d6 (rounded up)
- **Saving Throws:** +4 to Intelligence saves, plus all saves against magic (this can never stack to get a +8 bonus though).
- **Weapons/Armors:** Dagger, staff and leather armor. Non-proficiency penalty: -4 to hit. Wearing any kind of armor precludes spellcasting.
- **Abilities:** Arcane-lore skill and spellcasting ability, plus eight skills of the character's choice (adding level +2 to relevant skill checks). See below for suggestions according to roles:

—MAGUS: 1. Type of magic: white or gray. 2. Skills: Alchemy, Astronomy-logy, Healing, Knowledge-nature, Knowledge-occult, Knowledge-religion, Knowledge-undead, and Linguistics.

—SHADOW: 1. Type of magic: black or gray. 2. Skills: Climb, Deception, Detection, Gaining Info, Legerdemain, Linguistics, Open Locks, and Stealth.

The VERSATILE THUG

Versatile thugs are probably the quintessential rogues. They seem very similar to thieves, but advancing at a slower rate. However, versatile thugs are slightly better in combat, and can have a wide variety of skills, contrary to thieves who are specialized in robbery. Versatile thugs' typical roles will be:



KNAVE

Knave are thieves' direct cousins, but will use guile as much as adroitness to make their dishonest living. Knaves are otherwise typically urban characters, Jack-of-all-trades who were able to learn a little bit of everything in the city, and tread on illegal grounds in search of the easiest way to gain money.

STALKER

Stalkers are generally scouts and bounty-hunters involved in activities such as infiltration, reconnaissance and sabotage, as well as hunting down people. Contrary to the urban knaves, these grim characters operate primarily in the wilderness and countryside, despite they are not necessarily nature-oriented people.

- **Classes Combined:** Professional + Thug
- **Requirements:** Intelligence 9+ and Dexterity 9+
- **BtH Progression:** As per Fighting-man
- **Hit-points:** 1d6 hp per level.
- **Saving Throws:** +2 to Strength saves, and +4 to Dexterity saves.
- **Weapons/Armors:** Leather or studded leather armors, and shields, and four weapon proficiencies of the character's choice. Non-proficiency penalty: -2 to hit.
- **Abilities:** Thug special abilities (i.e. Climb and Stealth at level +2, and Backstab: x2 at 1st level, up to x5 at 13th level), plus eight skills of the character's choice (adding level +2 to relevant skill checks). See below for suggestions according to roles:
 - KNAVE: Chosen skills: Deception, Detection, Gaining Info, Gambling, Legerdemain, Open Locks, Persuasion, and Traps.
 - STALKER: Chosen skills: Detection, Gaining Info, Knowledge-nature, Navigate, Open Locks, Survival, Tracking, and Traps.

The RELIGIOUS COMBATANT

Religious combatants are cousins to both soldiers and ecclesiastics. Yet, they are not so much holy-warriors pursuing glory and purity in the name of their god (as paladins are wont to do for example), but emphasize the defense of the believers. Religious combatants' typical roles will be:

GHOST-HUNTER

Ghost-hunters are clergymen trained in combat to track down and eliminate undead. Although they are members of the clergy, they do not act as priests but focus on finding and destroying evil undead, including ghosts, spectres, liches, and vampires. Given the opportunity, ghost-hunters will explore every crypt, cemetery, and abandoned castle to search for undead, attacking relentlessly until the last of them fall or the party leader orders them to withdraw. Often withdrawn and grim, ghost-hunters generally prefer solitude to socializing.

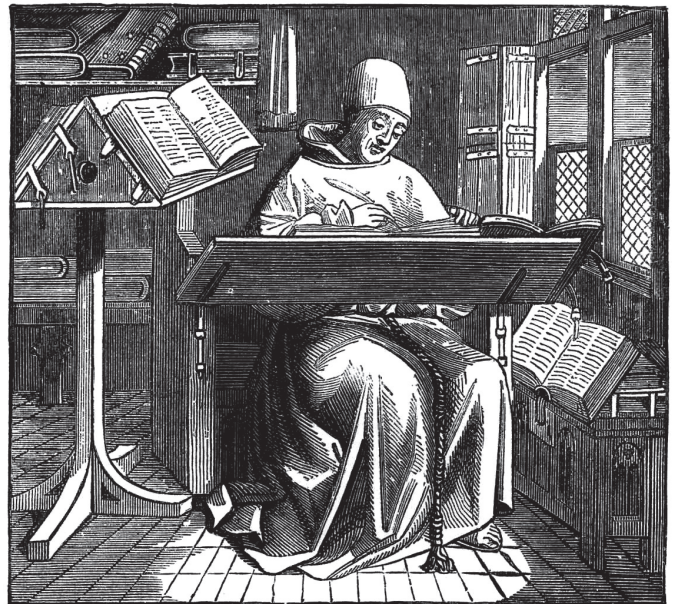
HOSPITALER

The Hospitalers are both a religious-military order devoted to the protection of pilgrims and travelers across dangerous territories, and a mendicant order of wandering priest-knights sworn to poverty and the helping of the disinherited. In any case, their most important duty is assisting the sick, weak, etc., and refusing to aid them is a major fault that may lead to a temporary loss of prayers.

- **Classes Combined:** Clergyman + Fighting-man
- **Requirements:** Strength 9+ and Wisdom 9+. Allegiance to a reli-

gion and/or deity, and appropriate alignment (though never to Chaos, as the character would be a cultist instead).

- **BtH Progression:** As per Fighting-man
- **Hit-points:** Half the sum of 1d6 + 1d8 (rounded up)
- **Saving Throws:** +2 to Strength and Constitution saves, and +4 to Wisdom saves.
- **Weapons/Armors:** All armors and shields, and six weapon proficiencies of the character's choice. Non-proficiency penalty: -2 to hit.
- **Abilities:** Fighting-men warrior's specialization, plus Clergyman's abilities. See below for suggestions according to roles:
 - GHOST-HUNTER: 1. Fighting-man's specialty: Hunter (undead). 2. Clergyman skills: replace Persuasion with Knowledge-undead.
 - HOSPITALER: 1. Fighting-man's specialty: Cavalryman. 2. Clergyman skills: replace Persuasion with Healing.



The RELIGIOUS MAGE

Religious mages are almost always recluse monastics who study magic in the quiet confines of their monastery's library. Even when the Church outwardly condemns the use of magic, it might still want some of its members to study and practice it, if only to better understand and combat supernatural enemies. Religious mages' typical roles will be:

EXORCIST

Exorcists are charged with combating and eradicating incomprehensible threats of diabolical sorcery. While any faithful clergyman could repel blasphemous undead or try to exorcise a possessed character, there are things that are clearly beyond their competence. Exorcists are thus trained in magic and spellcasting, for the express purpose of being able to defeat such threats.

THEURGIST

Theurgists are simply clergymen who are fascinated by magic, and study it for its own sake. When their religion shuns sorcerers while not expressly condemning magic-use, theurgists may both be clergymen and spellcasters without risk of sinning or blaspheming, and

thus lose their prayers. However, in such cases theurgists will be careful to keep their powers secret.

- **Classes Combined:** Clergyman + Magic-user
- **Requirements:** Intelligence 11+ and Wisdom 9+. Allegiance to a religion and/or deity, and appropriate alignment (though never to Chaos, as the character would be a cultist instead).
- **BtH Progression:** As per Clergyman
- **Hit-points:** Half the sum of 1d6 + 1d4 (rounded up)
- **Saving Throws:** +4 to Wisdom saves, plus all saves against magic (this can never stack to get a +8 bonus though).
- **Weapons/Armors:** Dagger and staff, plus any armor up to chain-mail and shield. Non-proficiency penalty: -4 to hit. Wearing any kind of armor precludes spellcasting.
- **Abilities:** Both the clergyman's and magic-user's class abilities. See below for suggestions according to roles:
 - EXORCIST: Type of magic: white.
 - THEURGIST: Type of magic: white or gray.

In any case, a religious-mage cannot choose black magic, which is incompatible with a clergyman's faith. Falling to the temptation of learning and casting black magic spells, would make a religious-mage to forfeit/lose all of his clergyman's class abilities.

The FELONIOUS COMBATANT

Felonious combatants combine the fighting skills of the warrior with the dishonorable ways and striking in the back of criminals. They are most often vicious characters, desperate, cunning and cruel; and they are prone to fight or even betray each other. Felonious combatants' typical roles will be:

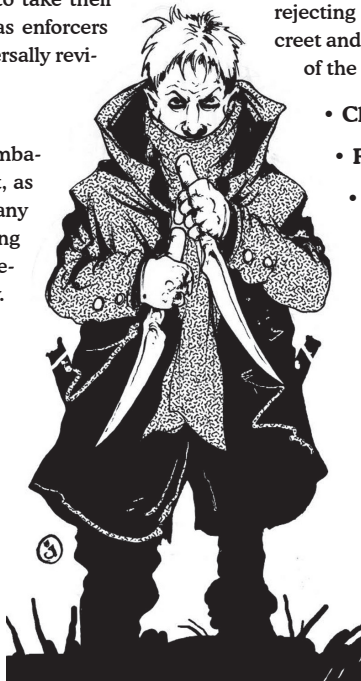
BANDIT

Bandits are usually rural characters who plague the countryside, harassing and raiding peasants and travelers to take their possessions. In cities, they generally operate as enforcers and extortionists. In any case, bandits are universally reviled and outlawed by the remainder of society.

SKIRMISHER

Skirmishers are lightly armored and fast combatants who favor quickness and agility in a fight, as well as ranged weapons over melee combat. Many skirmishers ply their trade as brigands ambushing travelers, or guerilla fighters harassing their enemies from afar and retreating until another day.

- **Classes Combined:** Thug + Fighting-man
- **Requirements:** Strength 9+ and Dexterity 9+.
- **BtH Progression:** As per Fighting-man
- **Hit-points:** Half the sum of 1d6 + 1d8 (rounded up)
- **Saving Throws:** +2 to Strength, Dexterity and Constitution saves.
- **Weapons/Armors:** All armors and shields, and six weapon proficiencies of the character's choice. Non-proficiency penalty: -2 to hit.



- **Abilities:** Fighting-men warrior's specialization, plus Thug special class abilities (i.e. Climb and Stealth at level +2, and Backstab: x2 at 1st level, up to x5 at 13th level). See below for suggestions according to roles:
 - BANDIT: Fighting-man's specialty: Mercenary.
 - SKIRMISHER: Fighting-man's specialty: Archer.

The FELONIOUS MAGE

Felonious mages represent a rare combination of magic and treachery, that will appeal mostly to outcasts and base villains. Felonious mages' typical roles will be:

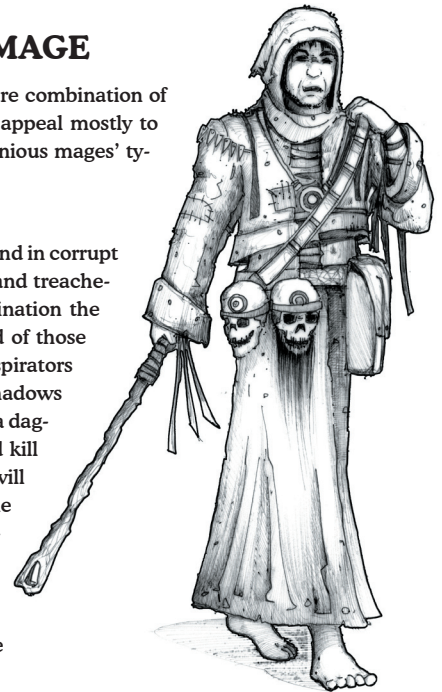
CONSPIRATOR

Conspirators are mostly found in corrupt societies where scheming and treachery is the norm, and assassination the common method to get rid of those who get in the way. Conspirators will be used to crawl in shadows and strike in the back with a dagger, as much as they would kill with a spell. Conspirators will spend their life plotting the demise of rulers or competing sorcerers, to take their position; then, will spend the remainder taking steps so others don't do the same against them.

RENEGADE

Renegades come from societies in which magic is reviled and sorcerers persecuted. In such societies, practicing magic is considered a crime, and thus will be mostly attempted by criminally minded individuals, or at least dropouts who live on the fringes of society, rejecting its rules and taboos. Such characters will learn the discreet and devious ways of cut-throats, just to stay alive, out of reach of the authorities and witch-hunters.

- **Classes Combined:** Thug + Magic-user
- **Requirements:** Intelligence 11+ and Dexterity 9+
- **BtH Progression:** As per Thug
- **Hit-points:** Half the sum of 1d6 + 1d4 (rounded up)
- **Saving Throws:** +2 to Strength and Dexterity saves, and +4 to all saves against magic (this can never stack to get a +6 bonus though).
- **Weapons/Armors:** Leather or studded leather armors, and shields, and four weapon proficiencies of the character's choice. Non-proficiency penalty: -2 to hit. Wearing any kind of armor precludes spellcasting.
- **Abilities:** Thug special abilities (i.e. Climb and Stealth checks add level +2; and Backstab: x2 at 1st level, up to x5 at 13th level), plus Arcane-lore (add level) and spellcasting (either gray or black magic).
 - CONSPIRATOR: Type of magic: black or gray.
 - RENEGADE: Type of magic: black or gray.





The PROFANE COMBATANT

Profane combatants are warriors who ally themselves to an evil cult, usually in the hope that the demon they worship will grant them a supernatural help in combat, to destroy their foes.

DARK-VINDICATOR

Dark-vindicators are hateful bullies who revel in destruction and bloodshed in the name of their demon-god. In fact, their favored activity is the killing of holy men: good friars, paladins and other characters devoted to the causes of Law, peace and mercy. Within the cult, dark-vindicators function as enforcers, intimidating common people and basic cultists, then carrying out the guild's threats of violence.

FANATIC

Fanatics are the most furious of the cult's followers, who will devote their life to its defense, and relentlessly attack its enemies. Fanatics won't tolerate others questioning their faith, attacking on sight those who dare. They would rather die than betray the cult. In fact, fanatics are specially trained and indoctrinated to defend their insane faith onto death (should the need arise), consuming drugs and being subject to mind-affecting sorceries so they become totally mindless, killing thralls to the demon worshipped.

- **Classes Combined:** Cultist + Fighting-man
- **Requirements:** Strength 9+ and Intelligence 11+. Chaos aligned, and allegiance to an evil cult and/or deity of Chaos/Evil.
- **BtH Progression:** As per Fighting-man
- **Hit-points:** Half the sum of 1d6 + 1d8 (rounded up)
- **Saving Throws:** +2 to Strength and Constitution saves, plus a +4 bonus to saves against any magic or arguments that would have them betray their faith, realize their folly, etc.
- **Weapons/Armors:** All armors and shields, dagger and deity's favored weapon (e.g. scythe for a death god), plus four other weapon proficiencies of the character's choice. Non-proficiency penalty: -2 to hit.
- **Abilities:** Fighting-men specialty, plus Cultist special class abilities (i.e. +2 bonus to hit obvious or declared enemies of the cult; gain magic-user spells of black magic at 2nd level). See below for suggestions according to roles:

—DARK-VINDICATOR: Fighting-man's specialty: Brawler.

—FANATIC: Fighting-man's specialty: Hunter (special: adds +2 of damage against the same creatures onto whom their Fanaticism ability applies; skill: replace Tracking with Stealth).

The PROFANE THUG

Profane thugs combine the worst of callings: that of thug (violent criminal) with cultist (corrupt person who worships demons and the like). Therefore, it's unlikely that profane thugs would be anything else than dangerous psychopaths. Profane thugs' typical roles will be:

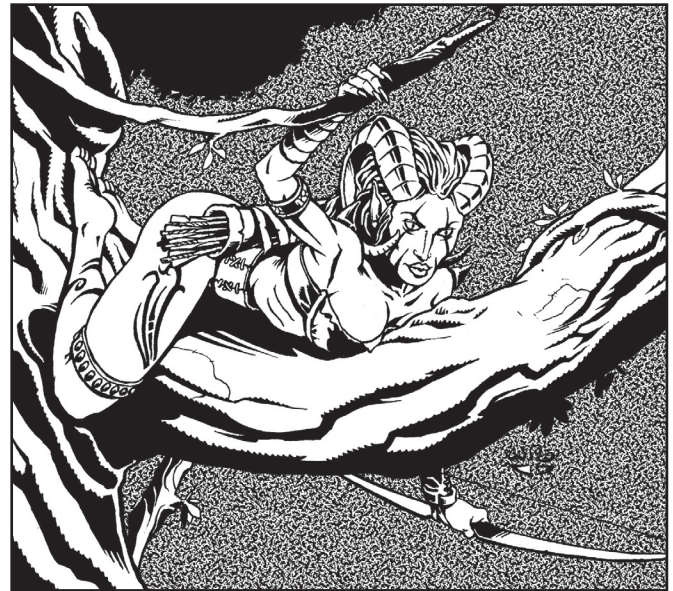
MALEFACTOR

Malefactors are murderers and sorcerers, evil and self-serving individuals who defected their own humanity to exalt themselves in dark

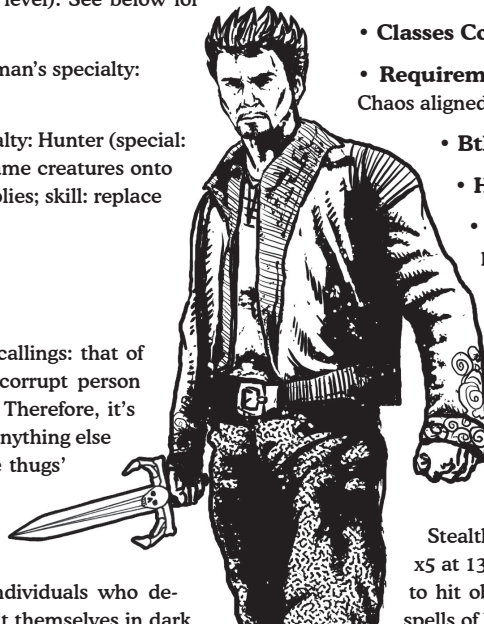
ways. They focus on their hate, seeking to destroy all that is good in others, in order to strengthen their malignancy, often with the (de-lusory) aim of becoming "powerful" fiends in the afterlife. However, in doing so they irremediably surrender their soul to the dreaded powers of Hell, and become damned (that is: even more so than other cultists, if this is at all possible.).

UNHOLY SLAYER

Unholy slayers murder people in the name of their odious brotherhood and atrocious deity. They advance their hideous cults into the heart of society, efficiently eliminating any who speak out against them. They deviously believe that assassination is their most sacred mission, a holy and meritorious enterprise undertaken in the service of their foul deity. The cult's goal is to subvert society and destroy civilization through strife, terror and coercion. They often discreetly intermingle with every level of society, and then assassinate and use their power to extort fabulous wealth from the terrified populace.



- **Classes Combined:** Cultist + Thug
- **Requirements:** Intelligence 11+, Strength 9+, and Dexterity 9+. Chaos aligned, and allegiance to an evil cult and/or deity of Chaos/Evil.
- **BtH Progression:** As per Cultist/Thug (the same)
- **Hit-points:** 1d6 hp per level.
- **Saving Throws:** +2 to Strength and Dexterity saves, plus a +4 bonus to saves against any magic or arguments that would have them betray their faith, realize their folly, etc.
- **Weapons/Armors:** Any armor up to chain-mail and shield. Dagger and deity's favored weapon (e.g. scythe for a death god), plus two other weapon proficiencies of the character's choice. Non-proficiency penalty: -2 to hit. Wearing any kind of armor precludes spellcasting.
- **Abilities:** Thug special abilities (i.e. Climb and Stealth checks add level +2; and Backstab: x2 at 1st level, up to x5 at 13th level), plus Cultist special class abilities (i.e. +2 bonus to hit obvious or declared enemies of the cult; gain magic-user spells of black magic at 2nd level).



The MAGE COMBATANT

Mages-combatants are probably the most appealing multi-class combination. It turns frail magic-users into efficient combatants (even though they are less enduring on a battlefield than true soldiers), and turns simple swords-wielders into full fledged spellcasters. Mages-combatants' typical roles will be:

ARCANE-ARCHER

Arcane archers focus their weapon practice on the bow or crossbow. Since as combatant-mages their spellcasting is hindered by the wearing of armors, and they also are physically less resistant than other warriors, arcane archers prefer to fight from afar, out of the reach of their enemies.

SPELL-BLADE

Spell-blades are typically duelists wielding swords and slinging spells. If there is a magic-user who can wield a sword in combat, it's certainly the spell-blade. Spell-blades rarely bother to wear any armor, and in fact tend to practice their fencing more like an art, than a serious way of winning the day on the battlefield, which they would rather owe to their spells.

- **Classes Combined:** Mage + Fighting-man
- **Requirements:** Strength 9+ and Intelligence 11+
- **BtH Progression:** As per Fighting-man
- **Hit-points:** Half the sum of 1d4 + 1d8 (rounded up)
- **Saving Throws:** +2 to Strength and Constitution saves; and +4 to all saves against magic (this can never stack to get a +6 bonus however).
- **Weapons/Armors:** All armors and shields, and six weapon proficiencies of the character's choice. Non-proficiency penalty: -2 to hit. Wearing any kind of armor precludes spellcasting.
- **Abilities:** Fighting-men specialty, plus Arcane-lore (add level) and spellcasting (either white, gray or black magic). See below for suggestions according to roles:

—ARCANE-ARCHER: 1. Fighting-man's specialty: Archer. 2. Type of magic: any (but usually gray).

—SPELL-BLADE: 1. Fighting-man's specialty: Duelist. 2. Type of magic: any (but usually gray).

Multi-classes Roles

Each of the multi-class options comes with two or three examples of roles, in order to help develop such character concepts, so they do not merely represent an array of combined class skills. However, they are only examples, and GMs are encouraged to add more to fit with their campaign worlds. For instance, the GM might want to create a peculiar order of elven mage-knights (for the mage-combatant multi-class option above) such as this:

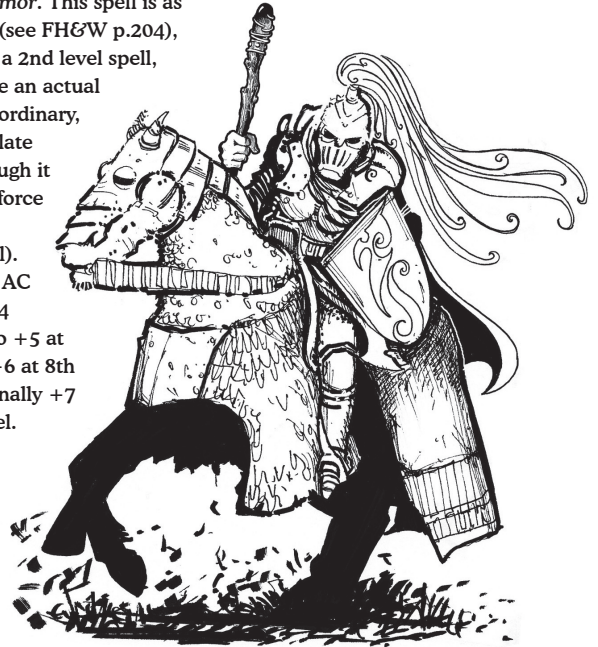
STAFF-KNIGHT

Staff-knights belong to the *Order of the Staff*, a peculiar order of knighthood entirely made up of mages-combatants trained into battle magic, riding and combat. The staff being the traditional badge of station of most self-respecting mages, but also a good weapon to use, has thus become the symbol of the order, and the main wea-

pon in which staff-knights are trained. Then, as knights they also must wear an appropriate ornate armor, though they cannot afford to hinder their spellcasting. As such, all staff-knights learn a special spell at 3rd level, when leaving the status of squire (to another staff-knight) to become full fledged members of the order.

—STAFF-KNIGHT: 1. Fighting-man's specialty: Cavalryman.

2. Type of magic: any (but usually gray). 3. Specific spell: *Staff Knight's Armor*. This spell is as per *Armor* (see FH&W p.204), except it is a 2nd level spell, appears like an actual set of extraordinary, fancy full plate armor (though it is made of force like for the *Armor* spell). Its granted AC bonus of +4 increases to +5 at 5th level, +6 at 8th level and finally +7 at 12th level.



Multi-classes Alterations

1. Improvements: It is suggested that the multi-classes options presented in this document, may not be granted additional class abilities and powers, to not outshine regular single classes.

Nonetheless, if during play these multi-classes appear to seriously lack in resistance to hardship, a possibility would be to give them a one time bonus HD, and a +1 bonus to all saves, when they reach 2000 XP. That is, if the multi-class option normally gains «*Half the sum of 1d4 + 1d8 (rounded up)*» with each level, they would gain the same at 2000 XP (i.e. when single class characters reach the 2nd level); they would also gain a permanent +1 bonus to all saving throws, and nothing else (i.e. no class abilities). This is granted only once, when the characters are low level and have difficulty survive; never again.

2. Variants: Readers will notice that cultists are clearly corrupt characters who are better fit for NPC villains. However, nothing forbids to create a variant of the Cultist class (you may call it «Initiate»), that would represent pagan faiths instead.

These initiates would likewise gain a magic-user spellcasting ability beginning at 2nd level, but would be given white magic spells. These would be probably limited to a few spheres of spells (as described p.408 of the rulebook). Then, instead of fanaticism and hindrances, initiates would gain by default the Turn Undead ability usable 3/day; or would get deity granted special abilities as suggested p.149 to 156. The GM (or player) will lastly create new roles that would fit multi-classed initiates (e.g. Healer, Theologian, Zealot, etc.), if deemed necessary.



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