

## Dual Classed Characters

The following rules are for characters that wish to start with more than one class at a time. The character must maintain an even balance between powers from both classes.

### Cleric/Fighter (Divine Leader/Martial Defender)

**Armor Proficiencies:** Cloth, leather, hide, chainmail

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Implement:** Holy symbol

**Bonus to Defense:** +1 Fortitude, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 13 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** Religion. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha)

**Class Features:** Channel Divinity, Healing Word, Combat Challenge, Fighter Weapon Talent

### Cleric/Paladin (Divine Leader/Divine Defender)

**Armor Proficiencies:** Cloth, leather, hide, chainmail

**Weapon Proficiencies:** Simple melee, martial melee, simple ranged

**Implement:** Holy symbol

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 13 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 9 + Constitution score

**Trained Skills:** Religion. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcana (Int), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

**Class Features:** Channel Divinity (both classes), Healer's Lore, Lay on Hands

### Cleric/Ranger (Divine Leader/Martial Striker)

**Armor Proficiencies:** Cloth, leather, hide

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Implement:** Holy symbol

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Religion and Dungeoneering or Nature (your choice). From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Acrobatics (Dex), Arcana (Int), Athletics (Str), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Religion (Int), Stealth (Dex), Streetwise (Cha)

**Class Features:** Channel Divinity, Healing Word, Fighting Style, Hunter's Quarry

### Cleric/Rogue (Divine Leader/Martial Striker)

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, simple ranged, shuriken

**Implement:** Holy symbol

**Bonus to Defense:** +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Religion, Stealth and Thievery. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Acrobatics (Dex), Arcane (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis), Religion (Int), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

**Class Features:** Channel Divinity, Healing Word, Sneak Attack, Rogue Tactics

### Cleric/Warlock (Divine Leader/Arcane Striker)

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, simple ranged

**Implement:** Holy symbol, rods, wands

**Bonus to Defense:** +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Religion. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcana (Int), Bluff (Cha), Diplomacy (Cha), Heal (Wis), History (Int), Insight (Wis), Religion (Int), Streetwise (Cha), Thievery (Dex)

**Class Features:** Channel Divinity, Healing Word, Eldritch Blast, Eldritch Pact, Warlock's Curse

### Cleric/Wizard (Divine Leader/Arcane Controller)

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Simple melee, simple ranged

**Implement:** Holy symbol, orbs, staves, wands

**Bonus to Defense:** +2 Will

**Hit Points at 1<sup>st</sup> Level:** 11 + Constitution score

**Hit Points per Level Gained:** 4

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Arcana and Religion. From the class skills list below, choose two more trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcane (Int), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Insight (Wis), Nature (Int), Religion (Int)

**Class Features:** Channel Divinity, Healing Word, Cantrips, Spellbook

### Fighter/Ranger (Martial Defender/Martial Striker)

**Armor Proficiencies:** Cloth, leather, hide

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Bonus to Defense:** +1 Fortitude, +1 Reflex

**Hit Points at 1<sup>st</sup> Level:** 13 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** Dungeoneering or Nature (your choice). From the class skills list below, choose four more trained skills at 1<sup>st</sup> level.

*Class Skills:* Acrobatics (Dex), Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Streetwise (Cha), Stealth (Dex)

**Class Features:** Combat Challenge, Fighter Weapon Talent, Fighting Style, Hunter's Quarry

### Fighter/Rogue (Martial Defender/Martial Striker)

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged, shuriken

**Bonus to Defense:** +1 Fortitude, +1 Reflex

**Hit Points at 1<sup>st</sup> Level:** 13 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** Stealth and Thievery. From the class skills list below, choose four more trained skills at 1<sup>st</sup> level.

*Class Skills:* Acrobatics (Dex), Athletics (Str), Bluff (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

**Class Features:** Combat Challenge, Fighter Weapon Talent, Sneak Attack, Rogue Tactics

### Fighter/Warlock (Martial Defender/Divine Striker)

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Implement:** Rods, wands

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 13 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** From the class skills list below, choose four trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcana (Int), Athletics (Str), Bluff (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)

**Class Features:** Combat Challenge, Fighter Weapon Talent, Eldritch Blast, Eldritch Pact, Warlock's Curse

### Fighter/Warlord (Martial Defender/Martial Leader)

**Armor Proficiencies:** Cloth, leather, hide, chainmail; light shield

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Bonus to Defense:** +1 Fortitude, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 13 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** From the class skills list below, choose four trained skills at 1<sup>st</sup> level.

*Class Skills:* Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha), Streetwise (Cha)

**Class Features:** Combat Challenge, Fighter Weapon Talent, Commanding Presence, Inspiring Word

### Fighter/Wizard (Martial Defender/Arcane Controller)

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Implement:** Orbs, staves, wands

**Bonus to Defense:** +1 Will, +1 Fortitude

**Hit Points at 1<sup>st</sup> Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** Arcana. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcana (Int), Athletics (Str), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Int), Religion (Int), Streetwise (Cha)

**Class Features:** Combat Challenge, Fighter Weapon Talent, Cantrips, Spellbook

### Paladin/Ranger (Divine Defender/Martial Striker)

**Armor Proficiencies:** Cloth, leather, hide

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Implement:** Holy symbol

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 13 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** Religion and Dungeoneering or Nature (your choice). From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Religion (Int), Stealth (Dex)

**Class Features:** Channel Divinity, Lay on Hands, Fighting Style, Hunter's Quarry

### Paladin/Rogue (Divine Defender/Martial Striker)

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, shuriken

**Implement:** Holy symbol

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 13 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** Religion, Stealth and Thievery. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Acrobatics (Dex), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis), Religion (Int), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

**Class Features:** Channel Divinity, Lay on Hands, Sneak Attack, Rogue Tactics

### Paladin/Warlock (Divine Defender/Arcane Striker)

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Implement:** Rods, wands

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 13 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 8 + Constitution modifier

**Trained Skills:** Religion. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcana (Int), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)

**Class Features:** Channel Divinity, Lay on Hands, Eldritch Blast, Eldritch Pact, Warlocks Curse

### Paladin/Warlord (Divine Defender/Martial Leader)

**Armor Proficiencies:** Cloth, leather, hide, chainmail; light shield

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Implement:** Holy symbol

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 13 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 9 + Constitution modifier

**Trained Skills:** Religion. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

**Class Features:** Channel Divinity, Lay on Hands, Commanding Presence, Inspiring Word

### Paladin/Wizard (Divine Defender/Arcane Controller)

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Implement:** Holy symbol, orb, staves, wands

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 8 + Constitution score

**Trained Skills:** Arcana and Religion. From the class skills list below, choose two more trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Int), Religion (Int)

**Class Features:** Channel Divinity, Lay on Hands, Cantrips, Spellbook

### Ranger/Warlord (Martial Striker/Martial Leader)

**Armor Proficiencies:** Cloth, leather, hide

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Dungeoneering or Nature. From the class skills list below, choose four more trained skills at 1<sup>st</sup> level.

*Class Skills:* Acrobatics (Dex), Athletics (Str), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha), Nature (Wis), Perception (Wis), Stealth (Dex)

**Class Features:** Hunter's Quarry, Fighting Style, Commanding Presence, Inspiring Word

### Ranger/Wizard (Martial Striker/Arcane Controller)

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Implement:** Orbs, staves, wands

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 11 + Constitution score

**Hit Points per Level Gained:** 4

**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** Arcana and Dungeoneering or Nature (your choice). From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Acrobatics (Dex), Arcana (Int), Athletics (Str), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con),

Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis), Religion (Int), Stealth (Dex)

**Class Features:** Fighting Style, Hunter's Quarry, Cantrips, Spellbook

### Rogue/Warlord (Martial Striker/Martial Leader)

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, shuriken

**Bonus to Defense:** +1 Reflex, +1 Fortitude, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Stealth and Thievery. From the class skills list below, choose four more trained skills at 1<sup>st</sup> level.

*Class Skills:* Acrobatics (Dex), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

**Class Features:** Sneak Attack, Rogue Tactics, Commanding Presence, Inspiring Word

### Rogue/Wizard (Martial Striker/Arcane Controller)

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Dagger, hand crossbow, shuriken, short sword

**Implement:** Orbs, staves, wands

**Bonus to Defense:** +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 11 + Constitution score

**Hit Points per Level Gained:** 4

**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** Arcana, Stealth and Thievery. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Perception (Wis), Religion (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

**Class Features:** Sneak Attack, Rogue Tactics, Spellbook, Cantrips

### Warlock/Warlord (Arcane Striker/Martial Leader)

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Implement:** Rods, wands

**Bonus to Defense:** +1 Fortitude, +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** From the class skills list below, choose four trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)

**Class Features:** Eldritch Blast, Eldritch Pact, Warlock's Curse, Commanding Presence, Inspiring Word

### Warlock/Wizard (Arcane Striker/Arcane Controller)

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Simple melee, simple ranged

**Implement:** Orbs, rods, staves, wands

**Bonus to Defense:** +1 Reflex, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 11 + Constitution score

**Hit Points per Level Gained:** 4

**Healing Surges per Day:** 6 + Constitution modifier

**Trained Skills:** Arcana. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Wis), Religion (Int), Streetwise (Cha), Thievery (Dex)

**Class Features:** Eldritch Blast, Eldritch Pact, Warlock's Curse, Spellbook, Cantrips

### Warlord/Wizard (Martial Leader/Arcane Controller)

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Simple melee, military melee, simple ranged

**Implement:** Orbs, staves, wands

**Bonus to Defense:** +1 Fortitude, +1 Will

**Hit Points at 1<sup>st</sup> Level:** 11 + Constitution score

**Hit Points per Level Gained:** 4

**Healing Surges per Day:** 7 + Constitution modifier

**Trained Skills:** Arcana. From the class skills list below, choose three more trained skills at 1<sup>st</sup> level.

*Class Skills:* Arcana (Int), Athletics (Str), Diplomacy (Cha), Dungeoneering (Wis), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Int), Religion (Int)

**Class Features:** Cantrips, Spellbook, Commanding Presence, Inspiring Word