

# Dual-class

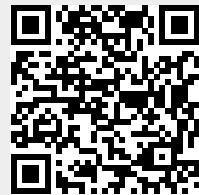
Dual-classing rules in the books are very light. This page solidifies them a bit.<sup>Ex</sup>  We haven't properly playtested dual-classing yet, though we expect to have some dual-classing happening soon. We'll solidify the rules a bit by then.

- Characters can only dual-class after completing training to level up in their current class. Therefore, a character cannot dual-class at character creation.<sup>1)</sup>

<sup>1)</sup>

I highly doubt character creation dual-classing was intended to be allowed. For one, fighter → magic-user dual-class for extra starting HP wouldn't have a downside, so it's unlikely it was intended to be an option.

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