

# 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 reaching 2nd level or higher in their current class. Therefore, a character cannot dual-class at character creation.
- There is no additional downtime or training time to switch classes.<sup>1)</sup>

<sup>1)</sup>

We are not 100% settled on this, but it is a fine application of Occam's razor.

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