

# Multi-classing

Multi-classing is one way for a character to have more than one [class](#), the other being [dual-classing](#).

## Starting gold

Characters receive the starting gold from all their classes combined – not averaged, not the highest, but combined.<sup>1)</sup>

## Options

We don't restrict multi-class options to the examples given in the PHB. Instead, the only restriction is that multiple classes of the same base class can't be taken (e.g. magic-user/illusionist, or ranger/paladin). Of course, all classes must be qualified for normally, and cannot be incompatible due to alignment.

## Fractional HP

Track fractional HP for multi-class characters. For example, if a 2-class multi-class character rolls a 5 on a hit die, that player should mark “2.5” on the character sheet. When a full HP is earned, it becomes available. Before then, fractional HP have no game effect.

## Weapon proficiencies

See [Weapon Proficiency](#).

<sup>1)</sup>

Some magazine(s) confirmed this. Polyhedron, maybe? I can't recall. Either way, it's not a big deal because multi-class characters will quickly be broke due to [training](#) costs.

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Last update: **2025-08-08 02:54**

