

# **MULTICLASSING IN DCC RPG**

## **DABBLING IN A CLASS**

Starting at level 3, a PC can dabble in another class. Instead of receiving the benefits for the next level of their existing/main class, they instead receive limited benefits from the new dabbler class. One can only dabble in a single class and can take up to 3 dabbler levels in that class.

It should be made clear that some in-game event(s) should precede a PC dabbling in another class. This can be as involved as much or little as the group likes. Something simple as a visit to a temple spiritually inspiring a character deep down, inspiring them to dabble in Cleric. Or perhaps a more complex series of events: getting hit with a spell, finding an artifact, then searching for a lost tome of magical knowledge that all leads up to dabbling in Wizard. Alternatively more gamist groups might agree that such a thing can happen “off-screen” and allow players to dabble if the whim takes them.

When taking a dabbler level, the PC gains hit points according to the dabbler class's hit die. Attack and save bonuses from the appropriate level on dabbler class's table will also apply, but do not stack with existing bonuses. Only take the better choice. Same goes for crit dice/tables, although that might be more of a player or judge choice. The PC counts both their main class and dabbler class levels in determining total character level. For spellcasting, caster level is equal to the dabbler levels one has in the spellcasting class, and normal spellcasting rules apply according to said class.

Benefits gained from dabbling in a class vary depending on class and level:

## **CLERIC**

- 1:** When one first dabbles in divinity channeling, they gain the benefits of choosing a god, including divine aid, turn unholy, and chosen weapons. However, they are now subject to Divine Disapproval as well.
- 2:** After some time learning and honing their divine skills, the dabbler gains the ability to Lay on Hands.
- 3:** The dabbling Cleric now has access to divine spellcasting and learns 3 level 1 spells from the cleric list.

## **THIEF**

- 1:** Upon initially dabbling in thievery one learns the Thief's weapon skills, thieves' cant, and the first 6 thief skills (Backstab, Sneak, Hide, Pick pocket, Climb sheer surfaces, Pick lock) according to alignment at level 1.
- 2:** Furthering one's understanding of skullduggery, the dabbler learns the rest of the thief skills and has bonuses for all of them according to alignment at level 2.
- 3:** Having honed their talents, the dabbling Thief gains use of a d4 Luck Die and increases their thief skills to level 3.

## **WARRIOR**

- 1:** The first step in dabbling in the art of the Warrior is of course undertaking Mighty Deeds of Arms. This grants use of a d3 deed die in attempt of these deeds. The deed die increases according to the Warrior table as one dabbles further into the class.
- 2:** After practicing Mighty Deeds, the dabbler picks up on the use of different armaments and gains the Warrior's weapon and armor skills. They also choose a lucky weapon, to which the PC's current luck modifier permanently applies.
- 3:** PC can now add their dabbler Warrior level to their initiative and gains an improved crit range of 19-20.

## **WIZARD**

**1:** Dabbling in the arcane arts requires study and willingness to expose oneself to corruption and magical misfires. Gain wizard weapon skills, two first level wizard spells, and if the PC has a positive Intelligence modifier, learn an additional language. If not, gain a point of Intelligence.

**2:** At this stage of magical dabbling the PC learns two more first level wizard spells.

**3:** Reaching the limit of arcane studies without fully devoting oneself yields a choice of either two more first level spells, or a single second level wizard spell. Additionally one gains another language if they possess a positive Intelligence modifier, or a point of Intelligence if not.

## **RACIAL CLASSES**

PCs cannot properly dabble in a racial class. Racial classes, by this author's interpretation, represent a member of that race and/or culture deepening their understanding of said culture and honing their natural predisposition to certain skill sets. However, if a player really wants a piece of that pie, and the Judge is gracious, they should perform in-game actions that would further their bond with a member of the desired racial class capable and willing to teach certain techniques of their people to an outsider. It is not recommended that this be another PC, but that is for the Judge to decide.

If the PC meets these requirements, they may dabble just a tiny bit in a single racial class for a single level. Note that by these rules this counts as a dabbler class, preventing dabbling in another.

## **DWARF**

Having ingratiated themselves with an especially skilled and open-minded Dwarf, the dabbler learns the ability to use Sword and Board as a Dwarf would.

## **ELF**

The elves are even more guarded with their secrets, but perhaps if one managed to truly befriend an Elf, they would be taught a single first level wizard spell of their choice to which they add their Luck modifier along with the better modifier from Intelligence or Personality when casting.

## **HALFLING**

Halflings are a sociable sort, but still don't share their secrets with just anyone. That being said, maybe if the dabbler secures their trust, a Halfling will teach them the ways of Two-Weapon Fighting as only the Halflings understand.

## **BEWARE**

Potential dabblers take heed, for one sacrifices potency and focus in their main class when exploring another. An adventurer can hardly ever have their cake and eat it too. The highest given level for a character in DCC is ten, and unless a Judge is especially gracious, should not be exceeded. In short, dabble at your own risk.