

# DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

## Multiclassing

### DCC RPG: MultiClassing System

#### OVERVIEW:

This system opens classes to explore others and add their skills to their own. They do so by expending their current experience points to purchase other class' skills. The experience points used to purchase skills are lost and cannot be used to level up the main class. Thus, players have to decide whether they want their xp to go towards their main class' progression or the secondary class.

By design, the secondary class will never outshine the character's main class nor outperform the standard class itself. You are not a Warrior and a Cleric, you are a Warrior with a little bit of Cleric (or vice versa). Multiclassing a Cleric requires a Main Class Level 3 before they can be as effective as a Level 1 Cleric, and a Main Class Level 10 with all Cleric skills purchased will be roughly equivalent to a level 6 Cleric.

These character sheets with details are provided so players can easily incorporate these into their own sheets.

#### HOW TO UNLOCK MULTICLASSING:

Easiest thing would be to just give the players these sheets and let them go at it. If you want more story to it, and you should, you can always come up with a quest, an old trainer willing to help, some training ritual, some heroic feat requirement, etc.

#### ALLOWING RACES TO MULTICLASS:

If you are not against it, it is possible to allow Elves, Dwarves, and Halflings to become clerics, wizards, etc., with the obvious limitation that elves shouldn't multiclass into wizards nor dwarves into warriors.

You may allow halflings to multiclass into thief, under the restrictions that (a) their Lucky Die only applies to themselves and giving luck to an ally is still +2 per Luck Point, and (b) they keep their original Sneak and Hide modifiers and do not add the ones gained from the thief's skills.

#### PLAYERS MULTICLASSING TOO FAST:

If you introduce this midway a campaign, there's the possibility players will get excited and burn through their current xp on a lot of skills. If you are concerned about this, put a rule that they can only purchase a skill once an in-game week, or each dungeon, or something similar, to reflect that they must practice and master their skill before learning more.



Thief

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NAME \_\_\_\_\_

**Lucky Die:** \_\_\_\_\_

**Luck Recovery:** \_\_\_\_\_ per day

**Thief Skills Die:** \_\_\_\_\_

**Thief Skills Bonus:** + \_\_\_\_\_

**Cast Spell from Scroll Die:** \_\_\_\_\_

**Stats:** + \_\_\_\_\_ **Max Luck**

**Reflex Save Bonus:** + \_\_\_\_\_

### THIEF SKILLS & NOTES

Backstab  
Climb sheer surfaces  
Disable trap  
Disguise self  
Find trap  
Forge document  
Handle poison  
Hide in shadows  
Pick lock  
Pick pocket  
Read languages  
Sneak silently

#### TIER 1 - Requirement: Main Class Level 2

Cost per skill: 6xp\*

Trainee Thief (1d16): Thief skills unlocked | Cast spell from scroll (1d10)

Lucky Die: 1d3

Stats: +1 to Max Luck

#### TIER 2 - Requirement: Main Class Level 3

Cost per skill: 8xp\*

Luck Recovery: 1 per day

Trained in all thief skills (1d20)

Lucky Die: 1d4

#### TIER 3 - Requirement: Main Class Level 4

Cost per skill: 10xp\*

Thief Skills Bonus: +2 | Cast spell from scroll (1d12)

Lucky Die: 1d5

Luck recovery: 2 per day

#### TIER 4 - Requirement: Main Class Level 5

Cost per skill: 12xp\*

Thief Skills Bonus: +3 | Cast spell from scroll (1d14)

Lucky Die: 1d6

Luck recovery: 3 per day | Stats: Additional +1 to Max Luck

#### TIER 5 - Requirement: Main Class Level 6

Cost per skill: 14xp\*

Thief Skills Bonus: +4 | Cast spell from scroll (1d16)

Lucky Die: 1d7

Luck recovery: 4 per day | Reflex Save Bonus: +1

#### FINAL TIER - Requirement: Varies

Level 7 & 24xp\*: Luck recovery: 5 per day | Thief Skills Bonus: +5 (except Cast spell from scroll)

Level 8 & 27xp\*: Lucky Die: 1d10

Level 9 & 30xp\*: Thief Skills Bonus: +7 | Cast spell from scroll (1d20)

Characters expend experience points to learn skills from a separate class. Skills must be purchased in order. Experience points used in multiclass are lost and cannot be used for the main class progression. \*If multiclassing a second class, costs are doubled.

# Thief

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NAME \_\_\_\_\_

**Mighty Deed Die:** \_\_\_\_\_

**Initiative Bonus:** + \_\_\_\_\_

**Crit Range:** + \_\_\_\_\_

**Crit Table:** + \_\_\_\_\_

**Bonus Hit Points:** + \_\_\_\_\_

**Stats:** + \_\_\_\_\_ **Max Strength**

**Fortitude Save Bonus:** + \_\_\_\_\_

DEED IDEAS & NOTES

### TIER 1 - Requirement: Main Class Level 2

Cost per skill: 6xp\*

- Mighty Deed of Arms: 1d3 - Deed Only
- Trained in all weapons
- Mighty Deed of Arms: Deed Die adds to Damage

### TIER 2 - Requirement: Main Class Level 3

Cost per skill: 8xp\*

- Mighty Deed of Arms: Deed Die adds to Attack
- Initiative Bonus: +1
- Mighty Deed of Arms: 1d4

### TIER 3 - Requirement: Main Class Level 4

Cost per skill: 10xp\*

- Stats: +1 to Strength | Initiative Bonus: +2
- Crit Range: +1
- Mighty Deed of Arms: 1d5

### TIER 4 - Requirement: Main Class Level 5

Cost per skill: 12xp\*

- Hit Points: +3 max hit points
- Fortitude Save Bonus: +1 | Stats: Additional +1 to Strength
- Mighty Deed of Arms: 1d6

### TIER 5 - Requirement: Main Class Level 6

Cost per skill: 14xp\*

- Initiative Bonus: +4
- Mighty Deed of Arms: 1d7
- Crit Table: +1

### FINAL TIER - Requirement: Varies

- Level 7 & 24xp\*: Hit Points: Additional +6 max hit points
- Level 8 & 27xp\*: Crit Range: +2 | Initiative Bonus: +6
- Level 9 & 30xp\*: Mighty Deed of Arms: 1d10

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Warrior

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NAME \_\_\_\_\_

DEITY: \_\_\_\_\_

Cleric Spell Die: \_\_\_\_\_

Cleric Spell Check Bonus: + \_\_\_\_\_

Attack Bonus: + \_\_\_\_\_

Bonus Hit Points: + \_\_\_\_\_

Stats: + \_\_\_\_\_ Max Personality

Willpower Save Bonus: + \_\_\_\_\_

### DISAPPROVAL

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

### SPELL LIST

When casting a spell, add PER modifier and Cleric Spell Check Bonus. On a critical roll, add Cleric Spell Check Bonus twice. They do not add the main class' level.

### Lay On Hands

(alignment) heal

**12** (same) 2 dice  
(adjacent) 1 dice  
(opposed) 1 dice

**14** (same) 3 dice  
(adjacent) 2 dice  
(opposed) 1 dice

**20** (same) 4 dice  
(adjacent) 3 dice  
(opposed) 2 dice

**22+** (same) 5 dice  
(adjacent) 4 dice  
(opposed) 3 dice

### TIER 1 - Requirement: Main Class Level 2

Cost per skill: 6xp\*

- Deity & Disapproval Obtained | Trainee Spellcasting (1d16): Lay on Hands, Divine Aid, Turn Unholy
- New Spells: Two Level 1 Cleric Spells
- Trained Cleric Spellcaster (1d20)

### TIER 2 - Requirement: Main Class Level 3

Cost per skill: 8xp\*

- Cleric Spell Check Bonus: +1 (as Level 1 Cleric)
- New Spells: Two Level 1 Cleric Spells
- Stats: +1 to Personality | Hit Points: +2 hp

### TIER 3 - Requirement: Main Class Level 4

Cost per skill: 10xp\*

- New Spells: Two Level 2 Cleric Spells
- Cleric Spell Check Bonus: +2 (as Level 2 Cleric)
- Attack Bonus: +1 | Willpower Save Bonus: +1

### TIER 4 - Requirement: Main Class Level 5

Cost per skill: 12xp\*

- Cleric Spell Check Bonus: +3 (as Level 3 Cleric)
- Attack Bonus: +2 | Stats: Additional +1 to Personality
- New Spells: Two Level 1 or 2 Cleric Spells

### TIER 5 - Requirement: Main Class Level 6

Cost per skill: 14xp\*

- New Spells: Two Level 3 Cleric Spells | Hit Points: Additional +2 hp
- Cleric Spell Check Bonus: +4 (as Level 4 Cleric)
- Spell Action Die: Additional 1d14 Action Die to only be used for Cleric Spellcasting (does not crit on 14)

### FINAL TIER - Requirement: Varies

- Level 7 & 24xp\*: Cleric Spell Check Bonus: +5 | New Spells: Two Level 1, 2, or 3 Cleric Spell
- Level 8 & 27xp\*: Additional Spell Action Die crits on 14
- Level 9 & 30xp\*: Cleric Spell Check Bonus: +7 | New Spells: Two Level 1, 2, 3, or 4 Cleric Spells

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# Cleric



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NAME \_\_\_\_\_

PATRON: \_\_\_\_\_

Wizard Spell Die: \_\_\_\_\_

Wizard Spell Check Bonus: + \_\_\_\_\_

Spellburn: + \_\_\_\_\_ Max

Stats: + \_\_\_\_\_ Max Intelligence

Willpower Save Bonus: + \_\_\_\_\_

### SPELL LIST

When casting a spell, add INT modifier and Wizard Spell Check Bonus. On a critical roll, add Wizard Spell Check Bonus twice. They do not add the main class' level.

#### TIER 1 - Requirement: Main Class Level 2

Cost per skill: 6xp\*

- Trainee Spellcasting (1d16): Learn Three Level 1 Wizard Spells
- Spellburn Learned: Maximum 4
- Trained Wizard Spellcaster (1d20)

#### TIER 2 - Requirement: Main Class Level 3

Cost per skill: 8xp\*

- Wizard Spell Check Bonus: +1 (as Level 1 Wizard)
- New Spells: One Additional Level 1 Wizard Spells
- Spellburn Max: 8 | Stats: +1 Intelligence

#### TIER 3 - Requirement: Main Class Level 4

Cost per skill: 10xp\*

- Wizard Spell Check Bonus: +2 (as Level 2 Wizard)
- New Spells: Two Additional Level 1 or 2 Wizard Spell
- Spellburn Max: 12

#### TIER 4 - Requirement: Main Class Level 5

Cost per skill: 12xp\*

- Wizard Spell Check Bonus: +3 (as Level 3 Wizard)
- New Spells: One Additional Level 1 or 2 Wizard Spell
- Spellburn Mastered: No Maximum | Willpower Save Bonus: +1

#### TIER 5 - Requirement: Main Class Level 6

Cost per skill: 14xp\*

- Wizard Spell Check Bonus: +4 (as Level 4 Wizard) | Stats: Additional +1 Intelligence
- New Spell: One Additional Level 1, 2, or 3 Wizard Spell
- Spell Action Die: Additional 1d14 Action Die to only be used for Wizard Spellcasting (does not crit on 14)

#### FINAL TIER - Requirement: Varies

- Level 7 & 24xp\*: Wizard Spell Check Bonus: +5 | New Spells: Two Level 1, 2, 3, or 4 Wizard Spells
- Level 8 & 27xp\*: Spell Action Die crits on 14
- Level 9 & 30xp\*: Wizard Spell Check Bonus: +7 | New Spells: Two Level 1, 2, 3, or 4 Wizard Spells

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# Wizard