

# Higher Level Classes?

written by CresthavenRPG Guru | January 28, 2020

As our characters have advanced in levels they have all become more powerful (through magic items, spells and riches), but I feel that more could be done. I propose at 7th level characters can choose to “multi-class” and change their character class to one of the following:

- Knight (Cavalier / Grifter)
- Paladin (Cavalier / Cleric)
- Necromancer (Wizard / Cleric)
- Artificer (Wizard/Thief)
- Warlock (Cleric with Demon/Angel Pact)
- Shaman (Barbarian / Cleric)

The main class that the character is, stays, but the player begins the secondary class at first level. So a 7th level Barbarian becoming a Shaman would gain 1st level Cleric abilities (and restrictions) when they switch to the Shaman class. Hit points would be rolled for both classes hit points and divide by 2 (rounding up). At each level up, the abilities would raise as normal (so a Shaman at 8th level would behave like an 8th level fighter and 2nd level cleric.

What do you think? Is this something your Cresthaven RPG players would be into? Post a comment and let me know what you think.