

Class Change Mechanic

Character level and class level are tracked separately. Your character level determines your proficiency bonus and amount of HD. It will also determine your ASIs based on the normal convention (4,8,12,16,19). You can assign class levels from the classes you have leveled equal to your character level – 1 (for your base class). All classes start at level 1 once obtained.

First, you choose your base class. This determines your hit die. If it is a spellcasting class, it determines your spell points as well. If it isn't a spellcasting class, your additional levels you assign will instead determine your spell points (half caster for any full caster levels, 1/3 caster for any half caster levels, none for any 1/3 caster levels). You will also choose skill proficiencies based on the class. Note that these proficiencies will remain locked once chosen; every time you select this class as your base class, you will have the same proficiencies.

If you have a higher character level, you can assign class levels using multiclass rules for any class that you have additional levels in. So, if you are a 5th level character and choose Warrior as your base class, you could assign White Mage for 2 levels and Black Mage for 2 levels. This would give you a half casters spell points, the warriors hit die, and 2 levels worth of abilities each for the black mage and white mage. For combinations that add additional proficiencies, you must select the additional skill proficiency from the ones that you selected for that base class. When you gain experience, you can assign it to any class in your build, allowing you to gain class levels in any class that you are currently actively using.

As you level a class, you unlock new features that you can use assuming you have the levels assigned to yourself. Track your spells and cantrips known for each class. When you add levels of that class during class change, you assign the spells that you can know from the total list of spells known.

For example, Emily has 4 levels in Red Mage. She knows 5 cantrips and 5 spells known. She selects Fire Bolt, Jolt, Ray of Frost, Word of Radiance, and Shocking Grasp for her cantrips. She selects Burning Hands, Chromatic Orb, Cure Wounds, Dragon's Breath, and Flame Blade as her spells.

At class change, she decides to become a Dragoon, adding only 2 of her Red Mage levels to her build. She selects 4 of the cantrips she knows and only 3 of the leveled spells that she knows, none of which can be above 1st level.

With those rules, she cannot select Dragon's Breath or Flame Blade, since they are second level spells. This means that she can only select Burning Hands, Chromatic Orb, and Cure Wounds as her spells known.

When you reach the level that allows you to choose a subclass, you do so normally. Note that this subclass is locked permanently. If you choose the Breaker archetype for Gunbreaker, this becomes locked to your character. Every time you add 3 levels or more of Gunbreaker to your build, it will always select Breaker.

Mechanically speaking, this is to promote party diversification. Every player now has a reason to level the class, since the subclass can be different for each character and cannot be changed. If the party wants

both the Lionheart and Breaker styles available for the Gunbreaker, two different characters would need to level the class. Note that this can be changed if the DM desires; it was meant to promote everyone playing every class, which may not fit all groups.

If the DM chooses to allow classes like Fighter that have more ASIs than other classes, track the additional ones separately (the ones at 6th and 14th specifically). Whatever is chosen, either the ability score increase or feat, is locked to that level of that class. So, if you choose to increase your strength at Fighter 6, then that +2 only adds when you have at least 6 levels of fighter in your build.

Optional Element: Freelancer

This optional element adds 1 more class that doesn't functionally level like the others. It starts with a d6 hit die and no proficiencies. Whenever a class is mastered (max leveled), it adds the hit die, proficiencies, one skill proficiency, one saving throw proficiency, and spell points to the Freelancer class. Mastering every job will allow a Freelancer to have a d12 hit die with full proficiency in every skill and piece of equipment and full spell points. The -1 level for build assignment does not apply to this class.

(Essentially, this allows a player to build a multiclass character without regard to hit dice, proficiency, skills, or spell points)