

# MULTICLASSING & ALTERNATE MARTIALS

Much like spellcasters in the official rules for 5e, there are special rules that apply if you allow classes (or subclasses) that use Alternate Martial rules or Exploits to multiclass.

If you have at least one level in one of the following classes then you use the rules for Martial Multiclassing here:

- [Alternate Barbarian](#)
- [Alternate Fighter](#)
- [Alternate Rogue](#)
- [Brawler](#)
- [Wanderer](#)
- [Warlord](#)

## EXPLOITS

Your skill with Exploits depends partly on combined levels in Exploit classes and partly on individual levels in each class. Once you learn Exploits from more than one class, you use the rules below. If you multiclass but learn Exploits from only one class, you follow the rules as described in that class.

### EXPLOIT DICE

You determine your total number of Exploit Dice by adding together the indicated number of levels in the classes listed in the Exploit Multiclassing Levels table below. When you add together your class levels, you always round down.

Use this total to determine your number of Exploit Dice, and their size, by consulting the Exploit Multiclassing table.

If multiclassing would cause the size of your Exploit Die to decrease, you instead use the size of your largest Exploit Die.

If multiclassing would cause your total number of Exploit Dice to decrease, continue to use the greater total of Dice.

### EXPLOITS KNOWN

You determine what Exploits you can learn for each class individually, as if you were a single-classed member of each.

For example, if you are a Fighter 5/Rogue 3, then you know four Martial Exploits of 1st or 2nd-degree (from Fighter), and two Devious Exploits of 1st-degree (from Rogue).

## EXPLOIT MULTICLASSING

Level	Exploit Die	Exploit Dice
3rd	d4	2
4th	d4	2
5th	d6	3
6th	d6	3
7th	d6	3
8th	d6	3
9th	d6	3
10th	d6	3
11th	d8	4
12th	d8	4
13th	d8	4
14th	d8	4
15th	d8	4
16th	d8	4
17th	d10	5
18th	d10	5
19th	d10	5
20th	d10	5

## EXPLOIT MULTICLASSING LEVELS

All Levels	1/2 your Levels	1/3 your Levels
<a href="#">Alternate Barbarian</a>	<a href="#">Alternate Monk: Way of the Brawler</a>	<a href="#">Cleric: Steel Domain</a>
<a href="#">Brawler</a>	<a href="#">Alternate Ranger: Bounty Hunter</a>	<a href="#">Wizard: Arcane Commander</a>
<a href="#">Alternate Fighter</a>	<a href="#">Paladin: Alternate Oath of the Blade</a>	—
<a href="#">Alternate Rogue</a>	<a href="#">Vessel: The Mythic Hero</a>	—
<a href="#">Wanderer</a>	—	—
<a href="#">Warlord</a>	—	—



# EXTRA ATTACK & FIGHTING STYLES

If you gain the Extra Attack class feature from more than one class, the features don't add together to grant you additional attacks. Instead, you learn a single Fighting Style of your choice. You must choose this Fighting Style from one of the lists below that corresponds to one of the classes that you gained the Extra Attack feature in.

For example, if you are a 10th level multiclassed character that has 5 levels in Fighter and 5 levels in Warlord, then at 10th level you would learn a new Fighting Style, choosing from either the Fighter list or the Warlord list below, in place of Extra Attack.

You cannot learn a Fighting Style more than once, even if you gain another feature that grants you an additional Fighting Style.

## ARTIFICER

Arcane Warrior  
Archery  
Defensive Fighting  
Dueling  
Protector  
Shield Warrior

## BARBARIAN

Berserkerang  
Dual Wielding  
Dueling  
Great Weapon Fighting  
Heavyweight Fighting  
Pit Fighting  
Unarmed Fighting

## BARD

Bardic Warrior  
Classical Swordplay  
Dual Wielding  
Dueling  
Featherweight Fighting  
Thrown Weapon Fighting  
Versatile Fighting

## BLOOD HUNTER

Archery  
Dual Wielding  
Dueling  
Featherweight Fighting  
Great Weapon Fighting  
Melee Marksman  
Thrown Weapon Fighting  
Versatile Fighting

## CLERIC

Blessed Warrior  
Blind Fighting  
Defensive Fighting

## DRUID

Druidic Warrior  
Mariner  
Mountaineer

## FIGHTER

Arcane Warrior  
Archery  
Bardic Warrior  
Berserkerang  
Blind Fighting  
Classical Swordplay  
Defensive Fighting  
Dual Wielding  
Dueling  
Featherweight Fighting  
Great Weapon Fighting  
Heavyweight Fighting  
Improvised Fighting  
Mariner  
Melee Marksman  
Mountaineer  
Mounted Warrior  
Pit Fighting  
Protector  
Shield Warrior  
Standard Bearer  
Strongbow  
Thrown Weapon Fighting  
Unarmed Fighting  
Wrestler

## MAGUS

Arcane Warrior  
Archery  
Classical Swordplay  
Defensive Fighting  
Dual Wielding  
Dueling  
Featherweight Fighting  
Great Weapon Fighting  
Heavyweight Fighting  
Mounted Warrior  
Protector  
Shield Warrior  
Thrown Weapon Fighting  
Versatile Fighting

## MONK

Archery  
Blind Fighting  
Defensive Fighting  
Featherweight Fighting  
Improvised Fighting  
Protection  
Thrown Weapon Fighting  
Wrestler

## PALADIN

Berserkerang  
Blessed Warrior  
Blind Fighting  
Classical Swordplay  
Defensive Fighting  
Dueling  
Great Weapon Fighting  
Heavyweight Fighting  
Mounted Warrior  
Pit Fighting  
Protector  
Shield Warrior  
Standard Bearer  
Strongbow  
Versatile Fighting

## PSION

Blind Fighting  
Psionic Warrior

## RANGER

Archery  
Defensive Fighting  
Druidic Warrior  
Dual Wielding  
Dueling  
Featherweight Fighting  
Mariner  
Melee Marksman  
Mountaineer  
Mounted Warrior  
Strongbow  
Thrown Weapon Fighting  
Unarmed Fighting  
Versatile Fighting

## ROGUE

Classical Swordplay  
Dual Wielding  
Featherweight Fighting  
Thrown Weapon Fighting

## SHAMAN

Berserkerang  
Blind Fighting  
Shamanistic Warrior

## SORCERER

Arcane Warrior

## VESSEL

Blind Fighting  
Defensive Fighting  
Dueling  
Eldritch Warrior  
Pit Fighting

## WARLORD

Archery  
Bardic Warrior  
Classical Swordplay  
Defensive Fighting  
Dueling  
Mounted Warrior  
Protector  
Standard Bearer  
Versatile Fighting

## WARLOCK

Eldritch Warrior

## WIZARD

Arcane Warrior





### **ARCANE WARRIOR**

You learn two cantrips of your choice from the Wizard spell list. These do not count against your total number of Cantrips Known, and they use Intelligence for their spellcasting ability. Whenever you gain a level, you can replace one of these two Wizard cantrips with another Wizard cantrip of your choice.

### **ARCHERY**

You gain a +2 bonus to attack rolls with ranged weapons.

### **BARDIC WARRIOR**

You learn two cantrips of your choice from the Bard spell list. These do not count against your total number of Cantrips Known, and they use Charisma for their spellcasting ability. Whenever you gain a level, you can replace one of these two Bard cantrips with another Bard cantrip of your choice.

### **BERSERKERGANG**

You fight with reckless abandon in battle. Once per turn, you can grant yourself advantage on a single melee weapon attack roll. Once you take this advantaged attack, your Armor Class is reduced by 2 until the beginning of your next turn.

### **BLESSED WARRIOR**

You learn two cantrips of your choice from the Cleric spell list. These do not count against your total number of Cantrips Known, and they use Wisdom for their spellcasting ability. Whenever you gain a level, you can replace one of these two Cleric cantrips with another Cleric cantrip of your choice.

### **BLIND FIGHTING**

You have blindsight with a range of 10 feet. Within that range, you can effectively see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless the creature successfully hides from you.

### **CLASSICAL SWORDPLAY**

While wielding a finesse weapon and no other weapons, you gain a +1 bonus to your attack rolls and a +1 to your Armor Class so long as you are not using heavy armor or a shield.

### **DEFENSIVE FIGHTING**

So long as you are either wearing armor or wielding a shield, you gain a +1 bonus to your Armor Class.

### **DRUIDIC WARRIOR**

You learn two cantrips of your choice from the Druid spell list. These do not count against your total number of Cantrips Known, and they use Wisdom for their spellcasting ability. Whenever you gain a level, you can replace one of these two Druid cantrips with another Druid cantrip of your choice.

### **DUAL WIELDING**

When you take the Attack action while two-weapon fighting, you can make the single additional attack with your off-hand weapon as part of your action instead of your bonus action, adding your ability modifier to the damage of this attack.

### **DUELING**

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with it.

### **ELDRITCH WARRIOR**

You learn two cantrips of your choice from the Warlock spell list. These do not count against your total number of Cantrips Known, and they use Charisma for their spellcasting ability. When you gain a level, you can replace one of these Warlock cantrips with another Warlock cantrip of your choice.

### **FEATHERWEIGHT FIGHTING**

While you are wielding only light weapons, and nothing else, your speed increases by 10 feet. You also gain a +1 bonus to damage rolls with light weapons, so long as you are not wearing medium or heavy armor, or wielding a shield.

### **GREAT WEAPON FIGHTING**

When you roll a 1 or 2 on the damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the damage, though you must use the new roll, even if the new roll is a 1 or a 2.

The weapon must have the heavy, versatile, or two-handed property to gain this benefit.

### **HEAVYWEIGHT FIGHTING**

You can use your weight, and the weight of your weapon, to land devastating blows. While you are wielding a heavy weapon, you gain a +2 bonus to damage rolls and you have advantage on Strength (Athletics) checks made to Shove.

### **IMPROVISED FIGHTING**

You gain proficiency with improvised weapons. Once per turn, when you hit with a non-magical improvised weapon attack, you can roll the damage die twice and take the higher roll. When you do so, the improvised weapon is destroyed and cannot be used for further attacks.

### **MARINER**

When you are not wearing medium or heavy armor, or using a shield, you have a swimming speed equal to your walking speed, and you gain a +1 bonus to your Armor Class.

### **MELEE MARKSMAN**

Having a hostile creature within 5 feet of you doesn't impose disadvantage on your ranged weapon attacks, so long as you are attacking a creature within 5 feet.

When you make a ranged weapon attack against a creature within 5 feet, you can use your bonus action to make a melee attack against it with your ranged weapon. On hit, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

### **MOUNTAINEER**

When you are not wearing medium or heavy armor, or using a shield, you have a climbing speed equal to your walking speed, and you gain a +1 bonus to your Armor Class.

### **MOUNTED WARRIOR**

While riding a trained mount, both you and your mount gain a +1 bonus to your Armor Class, and you can use a bonus action to command it to take one action from its stat block.



### **PIT FIGHTING**

You have trained to fight with weapons typically associated with gladiators, granting you the following benefits:

- For you, tridents deal 1d8 (1d10) piercing damage on hit.
- When making an attack roll with a net against a creature within 5 feet, you do not have disadvantage on the roll.
- When you take the Attack action on your turn, making an attack with a net only takes the place of one attack.

### **PROTECTOR**

When a creature you can see attacks you, or a target within 5 feet, you can use your reaction to add your proficiency bonus to the target's Armor Class against that attack. You must be wielding a shield or a melee weapon to gain this benefit.

### **PSIONIC WARRIOR**

You learn two cantrips of your choice from the Psion spell list. These do not count against your total number of Cantrips Known, and they use Intelligence for their spellcasting ability. Whenever you gain a level, you can replace one of these two Psion cantrips with another Psion cantrip of your choice.

### **SHAMANISTIC WARRIOR**

You learn two cantrips of your choice from the Shaman spell list. These do not count against your total number of Cantrips Known, and they use Wisdom for their spellcasting ability. When you gain a level, you can replace one of these Shaman cantrips with another Shaman cantrip of your choice.

### **SHIELD WARRIOR**

You gain proficiency with shields as a martial melee weapon. On hit, your shield attacks deal 2d4 bludgeoning damage. If you are wielding a shield and no other weapon, you gain a +1 bonus to your shield attack rolls and to your Armor Class.

### **STANDARD BEARER**

When a creature within 5 feet of you makes an attack against a creature that you can see, you can grant them advantage on their attack roll as a reaction. You must be carrying a banner, flag, or standard in your hand to use this reaction.

### **STRONGBOW**

You can use your Strength modifier, in place of Dexterity, for your attack and damage rolls with longbows and shortbows.

### **THROWN WEAPON FIGHTING**

You can draw a weapon that has the thrown property as part of the attack you make with the weapon. Moreover, when you hit with a ranged weapon attack using a thrown weapon, you gain a +2 bonus to the damage roll of that attack.

### **UNARMED FIGHTING**

Your unarmed strikes can deal bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you have two free hands when you make the attack roll, the d6 becomes a d8.

At the beginning of each of your turns, you can deal 1d4 bludgeoning damage to one creature you are grappling.

### **VERSATILE FIGHTING**

While wielding a single versatile weapon and no shield, you gain a +1 bonus to your attack rolls with that weapon. While doing so, you can also use your bonus action to make a single grapple or shove attack, or to take the Use an Object action.

### **WRESTLER**

When you take the Attack action on your turn, you can attempt to grapple or shove a creature as a bonus action on that turn, so long as you have a free hand to do so. Also, you can drag grappled creatures up to your full speed.

