

Fantasy Class Blending Rules

Overview

Have you ever wanted to play a rogue with a bit of a sorcerous background?

This system lets you create the character you want through creating a custom class. It gives point values to the different class abilities and then you can pick and choose the abilities important to your character concept.

Without this system, the only way to do this in the most popular fantasy role-playing games is to multi-class. But multi-classing generally runs into one of two problems:

- If you try to keep your character's levels in each class equal, you quickly become average at many tasks but not great at any.
- If you don't keep the character's levels about equal, the abilities with the fewest levels become so poor that they are nearly useless.

This book starts with a breakdown of features common to all classes (hit dice, proficiencies, etc.) Then we detail the character points for abilities related to the first two classes. Next we show an example of blending those two classes. After that we continue through all the core classes by breaking down another class and showing an example of blending the latest class with a class shown earlier.

Caveats

Like any point-buy system, these class construction rules can be abused. If you are a player, accept feedback from your GM. If you are a GM post your class on a forum and get a second opinion.

System Overview

The system uses "Class Construction Points" (CCP for short.) Each of the core classes are balanced to approximately 1000 CCP.

In the system to create a new alternate class, you select common class features and specific class abilities which match your character's concept. To stay within 1000 CCP, you'll have to make some hard choices.

No character or class can have everything. But many character concepts are possible through dialing back specific abilities. For example, perhaps you can't include all the spellcasting ability of a Wizard, but instead of being marginal for all spells you can restrict the class to just a couple of schools and progress as a full Wizard with those schools of spells.

Common Class Features

Hit die, base attack bonus progression, skill points, armor selection and weapon selection choices must be made for each class. That is to say each class has a hit die, base attack bonus progression, etc. But each class makes different choices for each of these attributes.

The following tables succinctly assign point values for these attributes' options:

Hit Die

Hit Die	CCP
d6	0
d8	60
d10	120
d12	180

Base Attack Bonus Progression

Base Attack Bonus Progression	CCP
Low (as a Wizard)	0
Medium (as a Bard)	60
High (as a Fighter)	160

Skill Points/Level

Skill Points/Level	CCP
0	0
2	60
4	120
8	180

Armor

Armor	CCP
None	0
Light	20
Light & Medium, but no Metal	35
Light & Medium	40
Light, Medium and Heavy	65
Shields except Tower Shields	15
Shields including Tower Shields	20

Weapons

Weapons	CCP

club, dagger, heavy crossbow, light crossbow, and quarterstaff (Wizard)	0
club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear (Druid)	5
club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear (Monk)	10
All Simple Weapons	20
Simple and one "favored" weapon (Cleric)	25
Simple and longsword, rapier, sap, short sword, shortbow, and whip (Bard)	30
Simple and hand crossbow, rapier, sap, shortbow, and short sword (Rogue)	30
All Simple and Martial Weapons	60

Notes

If your concept uses a different set of weapons, it is suggested you find the closest match in the weapon chart and use approximately the same point value.

Barbarian Based Class Abilities

The barbarian class can be broken down into four ability groups:

- **Rage:** The character can enter a state of rage and in this state he does more damage and has some extra powers at higher levels.
- **Maneuverability:** A few feats improve the barbarian's ability to move on the battlefield.
- **Trap Sense:** The character gets a bonus to detecting traps which increases as the character progresses in level.
- **Damage Reduction:** At higher levels the first few points of each hit do not affect the character.

Barbarian Based Class Abilities	CCP
Rage <ul style="list-style-type: none"> • Rage @ 1st level • Rage Powers @ 2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, & 20th • Greater Rage @ 11th • Indomitable Will @ 14th • Tireless Rage @ 17th • Mighty Rage @ 20th 	280
Maneuverability <ul style="list-style-type: none"> • Fast Movement @ 1st level • Uncanny dodge @ 2nd • Improved uncanny dodge @ 5th 	35
Trap Sense <ul style="list-style-type: none"> • +1 @ 3rd level • +2 @ 6th • +3 @ 9th • +4 @ 12th • +5 @ 15th • +6 @ 18th 	50
Damage Reduction <ul style="list-style-type: none"> • 1/- @ 7th level • 2/- @ 10th • 3/- @ 13th • 4/- @ 16th • 5/- @ 19th 	120

Bard Based Class Abilities

Bard abilities center on Knowledge and amplifying the abilities of others. They are broken down into the following groups:

- **Spellcasting:** Bards have some spellcasting ability, however it is already somewhat limited to allow for the other bard abilities.
- **Knowledge:** Several class abilities exercise the legends and stories a bard knows.
- **Performance:** Bards have several musical abilities which distract or influence others.
- **Inspire:** Other performance abilities improve comrades' abilities.

Bard Based Class Abilities	CCP
Spells as Bard <ul style="list-style-type: none"> • Bard spells/day • Bard spells known • Bard spell study/use rules 	250
Knowledge <ul style="list-style-type: none"> • Bardic Knowledge @ 1st level • Lore Master 1/day @ 5th • Jack of All Trades @ 10th • Lore Master 2/day @ 11th • Lore Master 3/day @ 17th 	130
Performance <ul style="list-style-type: none"> • Bardic Performance @ 1st level • Countersong @ 1st • Distraction @ 1st • Fascinate @ 1st • Versatile Performance @ 2nd, 6th, 10th, 14th, 18th • Suggestion @ 6th • Dirge of Doom @ 8th • Soothing Performance @ 12th • Frightening Tune @ 15th • Mass Suggestion @ 18th • Deadly Performance @ 20th 	175
Inspire <ul style="list-style-type: none"> • Inspire Courage +1 @ 1st level • Inspire Competence +2 @ 3rd • Inspire Courage +2 @ 5th • Inspire Competence +3 @ 7th • Inspire Competence +4 @ 11th • Inspire Courage +3 @ 11th • Inspire Competence +5 @ 15th • Inspire Courage +4 @ 17th • Inspire Competence +6 @ 19th 	130

Example: A Barbarian/Bard

As stated in the introduction, an example class blend is presented after each class is broken down. Of course, that isn't possible after the first class and here we only have two classes broken down so this example must be a Barbarian/Bard.

Looking at each class's abilities, let's imagine a Barbarian who is a leader. As a leader it makes sense to give him the bard's "Inspire" ability group. Also, to make him more bard-like, let's give this class the bard's "Knowledge" ability group. Some may see that as a bad fit for a barbarian, but perhaps there are some who valued knowledge. Perhaps his parents were a shaman, village elder, etc.

But to gain those two abilities we need to drop 260 class creation points from the barbarian. Rage is identified with a barbarian more than anything else, so while some class blends that are primarily barbarians may not have rage, dropping it should only occur if you really want to keep everything else.

So what if we drop Damage Reduction, Trap Sense and Maneuverability class ability groups? That matches the needed 260 points. While we lose a few useful abilities, we gain the bard abilities we want.

You may also want the bard's extra two skill points to make six per level instead of four per level. In that case you could drop the hit die to d10 to make up the 60 points needed.

The following chart shows the class described above including the skill point change.

Knowledge <ul style="list-style-type: none"> Bardic Knowledge @ 1st level Lore Master 1/day @ 5th Jack of All Trades @ 10th Lore Master 2/day @ 11th Lore Master 3/day @ 17th 	130
Inspire <ul style="list-style-type: none"> Inspire Courage +1 @ 1st level Inspire Competence +2 @ 3rd Inspire Courage +2 @ 5th Inspire Competence +3 @ 7th Inspire Competence +4 @ 11th Inspire Courage +3 @ 11th Inspire Competence +5 @ 15th Inspire Courage +4 @ 17th Inspire Competence +6 @ 19th 	130
Hit Die: <ul style="list-style-type: none"> d8 	60
Base Attack Bonus: <ul style="list-style-type: none"> High 	160
Skill Points/Level: <ul style="list-style-type: none"> 6 	120
Armor: <ul style="list-style-type: none"> Light, Medium & Shields (except tower shields) 	55
Weapons: <ul style="list-style-type: none"> All Simple and Martial 	60
Total	995

Alternatively, you could keep the barbarian's maneuverability or trap sense ability groups instead of the two extra skill points instead of the d12 to d10 switch. (And have some more points leftover.)

Barbarian with Inspire and Knowledge

Class Abilities	CCP
Rage <ul style="list-style-type: none"> Rage @ 1st level Rage Powers @ 2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, & 20th Greater Rage @ 11th Indomitable Will @ 14th Tireless Rage @ 17th Mighty Rage @ 20th 	280

Cleric Based Class Abilities

Clerics are primarily about their spellcasting (prayers) and channelling energy. However, we can break it out a little more to allow more customization options:

- Spellcasting: one core cleric ability.
- Channel energy: healing and influencing undead.
- Orisons: 0-level spells for clerics.
- Domains: These are related to the cleric's deity. They grant a special power and an extra spell per level.

Cleric Based Class Abilities	CCP
Spells as Cleric <ul style="list-style-type: none"> • Cleric spells/day • Cleric spells known • Cleric spell study/use rules 	400
Orisons	90
Spontaneous Casting	50
Domains <ul style="list-style-type: none"> • Includes Aura 	115
Channel Energy <ul style="list-style-type: none"> • 1d6 @1st level • 2d6 @3rd • 3d6 @5th • 4d6 @7th • 5d6 @9th • 6d6 @11th • 7d6 @13th • 8d6 @15th • 9d6 @17th • 10d6 @19th 	150

Example: A Cleric/Bard

A cleric/bard combination can be the ultimate group supporter through healing and inspiring others.

However, we have to drop the channel energy abilities unless you truly see the character as going to the back of the group during all combats. In that case, you can drop the BAB and HD.

-Skill points increased

Class Abilities	CCP
Spells as Cleric <ul style="list-style-type: none"> • Cleric spells/day • Cleric spells known • Cleric spell study/use rules 	400
Orisons	90
Knowledge <ul style="list-style-type: none"> • Bardic Knowledge @ 1st level • Lore Master 1/day @ 5th • Jack of All Trades @ 10th • Lore Master 2/day @ 11th • Lore Master 3/day @ 17th 	130
Inspire <ul style="list-style-type: none"> • Inspire Courage +1 @ 1st level • Inspire Competence +2 @ 3rd • Inspire Courage +2 @ 5th • Inspire Competence +3 @ 7th • Inspire Competence +4 @ 11th • Inspire Courage +3 @ 11th • Inspire Competence +5 @ 15th • Inspire Courage +4 @ 17th • Inspire Competence +6 @ 19th 	130
Hit Die: <ul style="list-style-type: none"> • d8 	60
Base Attack Bonus: <ul style="list-style-type: none"> • Medium 	60
Skill Points/Level: <ul style="list-style-type: none"> • 4 	60
Armor: <ul style="list-style-type: none"> • Light & Shields (except tower shields) 	35
Weapons: <ul style="list-style-type: none"> • All Simple + "God's Favored Weapon" 	25
Total	990

Druid Based Class Abilities

Intro

Druid Based Class Abilities	CCP
Spells as Druid <ul style="list-style-type: none"> • Druid spells/day • Druid spells known • Druid spell study/use rules 	360
Orisons	75
Nature Bond	85
Nature Feats <ul style="list-style-type: none"> • Nature Sense @1st Level • Wild Empathy @1st • Woodland Stride @2nd • Trackless Step @3rd • Resist Nature's Lure @4th • Venom Immunity @9th • A Thousand Faces @13th • Timeless body @15th 	70
Wild Shape <ul style="list-style-type: none"> • 1/day @4th level • 2/day @6th • 3/day @8th • 4/day @10th • 5/day@12th • 6/day @14th • 7/day @16th • 8/day @18th • At Will @20th 	175

Example: A Druid/Barbarian

A native american shaman is the concept behind this mixing of a druid and a barbarian. We keep the druid's nature related abilities (bond, several feats, and wild shape) but we completely drop the druid's spellcasting ability.

From the barbarian we take just the rage abilities, a few feats related to maneuverability. However, the combat ability is improved over the druid's defaults. In this case we have a high base attack bonus, a hit die of d10, and more weapon choices (although there weren't enough points to take the barbarian's all simple and martial weapons.)

When all is said and done, we still have a few points leftover. But not enough points to add anything that is appropriate for the concept.

Class Abilities	CCP
Nature Bond	85
Nature Feats <ul style="list-style-type: none"> • Nature Sense @1st Level • Wild Empathy @1st • Woodland Stride @2nd • Trackless Step @3rd • Resist Nature's Lure @4th • Venom Immunity @9th • A Thousand Faces @13th • Timeless body @15th 	70
Wild Shape <ul style="list-style-type: none"> • 1/day @4th level • 2/day @6th • 3/day @8th • 4/day @10th • 5/day@12th • 6/day @14th • 7/day @16th • 8/day @18th • At Will @20th 	175
Rage <ul style="list-style-type: none"> • Rage @ 1st level • Rage Powers @ 2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, & 20th • Greater Rage @ 11th • Indomitable Will @ 14th • Tireless Rage @ 17th 	280

<ul style="list-style-type: none"> • Mighty Rage @ 20th 	
Maneuverability <ul style="list-style-type: none"> • Fast Movement @1st level • Uncanny dodge @2nd • Improved uncanny dodge @ 5th 	35
Hit Die: <ul style="list-style-type: none"> • d8 	60
Base Attack Bonus: <ul style="list-style-type: none"> • High 	160
Skill Points/Level: <ul style="list-style-type: none"> • 4 	60
Armor: <ul style="list-style-type: none"> • Light, Medium & Shields (except tower shields) but no Metal 	50
Weapons: <ul style="list-style-type: none"> • Simple and one “favored” weapon. 	25
Total	995

Fighter Based Class Abilities

Introduction

Fighter Based Class Abilities	CCP
Bonus Feats <ul style="list-style-type: none"> • @ 1st level • @2nd • @4th • @6th • @8th • @10th • @12th • @14th • @16th • @18th • @20th 	250
Bravery @2 nd level	10
Armor Training <ul style="list-style-type: none"> • @3rd level • @7th • @11th • @15th • @19th (Mastery) 	110
Weapon Training <ul style="list-style-type: none"> • @5th level • @9th • @13th • @17th • @20th (Mastery) 	185

Example: A Fighter/Bard

Many players have issues with the bard: he is decent at many things but not good at any one thing.

We've already shown one class blend using the bard, so this will show an alternative way for a bard to be more than just decent:

- Drop armor/weapon training keep feats because you can pick what you want from there.
- Have to drop either the hit die or the base attack bonus to keep the bard abilities. Makes sense because otherwise get bard spells and bard knowledge abilities for essentially just armor/weapon training.

<ul style="list-style-type: none"> • Light Armor & Shields (except tower shields) 	
Weapons: <ul style="list-style-type: none"> • Simple and Martial 	60
Total	1000

Class Abilities	CCP
Bonus Feats <ul style="list-style-type: none"> • @ 1st level • @2nd • @4th • @6th • @8th • @10th • @12th • @14th • @16th • @18th • @20th 	250
Spells as Bard <ul style="list-style-type: none"> • Bard spells/day • Bard spells known • Bard spell study/use rules 	250
Knowledge <ul style="list-style-type: none"> • Bardic Knowledge @ 1st level • Lore Master 1/day @ 5th • Jack of All Trades @ 10th • Lore Master 2/day @ 11th • Lore Master 3/day @ 17th 	130
Hit Die: <ul style="list-style-type: none"> • d8 	60
Base Attack Bonus: <ul style="list-style-type: none"> • High 	160
Skill Points/Level: <ul style="list-style-type: none"> • 4 	60
Armor:	35

Monk Based Class Abilities

Intro

Monk Based Class Abilities	CCP
Bonus Feats <ul style="list-style-type: none"> • @ 1st level • @2nd • @6th • @10th • @14th • @18th 	130
Unarmed Combat <ul style="list-style-type: none"> • Flurry of Blows @1st level • Stunning Fist @1st • Unarmed Strike @1st • Quivering Palm @15th 	230
Maneuverability/Slow Fall <ul style="list-style-type: none"> • Evasion @2nd level • Fast Movement @3rd • Maneuver Training @3rd • Slow Fall 20ft @4th • High Jump @5th • Slow Fall 30ft @6th • Slow Fall 40ft @8th • Improved Evasion @9th • Slow Fall 50ft @10th • Abundant Step @12th • Slow Fall 60ft @12th • Slow Fall 70ft @14th • Slow Fall 80ft @16th • Slow Fall 90ft @18th • Slow Fall any distance @20th 	120
Metaphysical <ul style="list-style-type: none"> • Still Mind @3rd level • Purity of Body @5th • Wholeness of Body @7th • Diamond Body @11th • Diamond Soul @13th • Timeless Body @17th • Tongue of the Sun and the Moon @17th • Empty body @19th • Perfect Self @20th 	180
Ki <ul style="list-style-type: none"> • Ki Pool (magic) @4th level • Ki Pool (lawful) @10th • Ki Pool (adamantine) @16th 	150

Example: A Monk/Druid

Intro

Monk in tune nature spells

Class Abilities	CCP
Spells as Druid <ul style="list-style-type: none"> • Druid spells/day • Druid spells known • Druid spell study/use rules 	360
Unarmed Combat <ul style="list-style-type: none"> • Flurry of Blows @1st level • Stunning Fist @1st • Unarmed Strike @1st • Quivering Palm @15th 	230
Metaphysical <ul style="list-style-type: none"> • Still Mind @3rd level • Purity of Body @5th • Wholeness of Body @7th • Diamond Body @11th • Diamond Soul @13th • Timeless Body @17th • Tongue of the Sun and the Moon @17th • Empty body @19th • Perfect Self @20th 	180
Hit Die: <ul style="list-style-type: none"> • d8 	60
Base Attack Bonus: <ul style="list-style-type: none"> • Med 	60
Skill Points/Level: <ul style="list-style-type: none"> • 4 	60
Armor: <ul style="list-style-type: none"> • None 	0
Weapons: <ul style="list-style-type: none"> • club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear 	10
Total	960

Paladin Based Class Abilities

Intro

Paladin Based Class Abilities	CCP
Divine <ul style="list-style-type: none"> • Divine Grace @2nd level • Divine Health @3rd • Channel Positive Energy @4th • Divine Bond @5th • Holy Champion @20th 	175
Smite <ul style="list-style-type: none"> • Detect Evil @1st level • Smite Evil 1/day @1st • Smite Evil 2/day @4th • Smite Evil 3/day @7th • Smite Evil 4/day @10th • Smite Evil 5/day @13th • Smite Evil 6/day @16th • Smite Evil 7/day @19th 	110
Auras <ul style="list-style-type: none"> • Aura of Good @1st level • Aura of Courage @3rd • Aura of Resolve @8th • Aura of Justice @11th • Aura of Faith @14th • Aura of Righteousness @17th 	160
Mercies <ul style="list-style-type: none"> • Lay on Hands @2nd level • @3rd • @6th • @9th • @12th • @15th • @18th 	175

Example: A Paladin/Cleric

Intro

Class Abilities	CCP
Spells as Cleric <ul style="list-style-type: none"> • Cleric spells/day • Cleric spells known • Cleric spell study/use rules 	400
Smite <ul style="list-style-type: none"> • Detect Evil @1st level • Smite Evil 1/day @1st • Smite Evil 2/day @4th • Smite Evil 3/day @7th • Smite Evil 4/day @10th • Smite Evil 5/day @13th • Smite Evil 6/day @16th • Smite Evil 7/day @19th 	110
Hit Die: <ul style="list-style-type: none"> • D10 	120
Base Attack Bonus: <ul style="list-style-type: none"> • High 	160
Skill Points/Level: <ul style="list-style-type: none"> • 4 	60
Armor: <ul style="list-style-type: none"> • Light, Medium and Heavy & Shields (except tower shields) 	80
Weapons: <ul style="list-style-type: none"> • All Simple and Martial Weapons 	60
Total	990

Ranger Based Class Abilities

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Ranger Based Class Abilities	CCP
Favored Enemies <ul style="list-style-type: none"> • 1st Enemy @1st • 2nd Enemy @5th • 3rd Enemy @10th • 4th Enemy @15th • 5th Enemy @20th 	80
Favored Terrain <ul style="list-style-type: none"> • 1st Terrain @3rd • 2nd Terrain @8th • 3rd Terrain @13th • 4th Terrain @18th 	65
Tracking/Hunting <ul style="list-style-type: none"> • Track @1st • Wild Empathy @1st • Hunter's Bond@4th • Swift Tracker @8th • Quarry@11th • Camouflage@12th • Hide in Plain Sight @17th • Improved Quarry @19th • Master Hunter @20th 	130
Maneuverability <ul style="list-style-type: none"> • Endurance @3rd • Woodland Stride @7th • Evasion @9th • Improved Evasion @16th 	70
Combat Style Feats <ul style="list-style-type: none"> • 1st Feat @2nd • 2nd Feat @6th • 3rd Feat @10th • 4th Feat @14th • 5th Feat @18th 	80
Ranger Spells <ul style="list-style-type: none"> • Ranger spells/day • Ranger spells known • Ranger spell study/use rules 	100

Example: A Ranger/Druid

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Class Abilities	CCP
Spells as Druid <ul style="list-style-type: none"> • Druid spells/day • Druid spells known • Druid spell study/use rules 	360
Tracking/Hunting <ul style="list-style-type: none"> • Track @1st • Wild Empathy @1st • Hunter's Bond@4th • Swift Tracker @8th • Quarry@11th • Camouflage@12th • Hide in Plain Sight @17th • Improved Quarry @19th • Master Hunter @20th 	130
Combat Style Feats <ul style="list-style-type: none"> • 1st Feat @2nd • 2nd Feat @6th • 3rd Feat @10th • 4th Feat @14th • 5th Feat @18th 	80
Nature Bond	85
Hit Die: <ul style="list-style-type: none"> • d8 	60
Base Attack Bonus: <ul style="list-style-type: none"> • High 	160
Skill Points/Level: <ul style="list-style-type: none"> • 4 	60
Armor: <ul style="list-style-type: none"> • Non-Metal Light, and Medium 	35
Weapons: <ul style="list-style-type: none"> • Like a Bard's but slightly different mix for a nature character. 	30
Total	1000

Rogue Based Class Abilities

Intro

Rogue Based Class Abilities	CCP
Sneak Attack <ul style="list-style-type: none"> • 1d6 @1st • 2d6 @3rd • 3d6 @5th • 4d6 @7th • 5d6 @9th • 6d6 @11th • 7d6 @13th • 8d6 @15th • 9d6 @17th • 10d6 @19th • Master Strike @20th 	160
Trapfinding/Trapsense <ul style="list-style-type: none"> • Trapfinding@1st • Trap Sense +1 @3rd • Trap Sense +2 @6th • Trap sense +3 @9th • Trap Sense +4 @12th • Trap Sense +5 @15th • Trap sense +6 @18th 	135
Maneuverability <ul style="list-style-type: none"> • Evasion @2nd • Uncanny Dodge @4th • Improved Uncanny Dodge @8th 	75
Rogue Talents <ul style="list-style-type: none"> • 1st Talent @2nd • 2nd Talent @4th • 3rd Talent @6th • 4th Talent @8th • 5th Talent @10th • 6th Talent @12th • 7th Talent @14th • 8th Talent @16th • 9th Talent @18th • 10th Talent @20th • Advanced Talents @10th 	270

Example: A Rogue/Fighter

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Class Abilities	CCP
Bonus Feats <ul style="list-style-type: none"> • @ 1st level • @2nd • @4th • @6th • @8th • @10th • @12th • @14th • @16th • @18th • @20th 	250
Sneak Attack <ul style="list-style-type: none"> • 1d6 @1st • 2d6 @3rd • 3d6 @5th • 4d6 @7th • 5d6 @9th • 6d6 @11th • 7d6 @13th • 8d6 @15th • 9d6 @17th • 10d6 @19th • Master Strike @20th 	160
Trapfinding/Trapsense <ul style="list-style-type: none"> • Trapfinding@1st • Trap Sense +1 @3rd • Trap Sense +2 @6th • Trap sense +3 @9th • Trap Sense +4 @12th • Trap Sense +5 @15th • Trap sense +6 @18th 	135
Hit Die: d10	120
Base Attack Bonus: <ul style="list-style-type: none"> • Med 	60
Skill Points/Level: <ul style="list-style-type: none"> • 8 	180
Armor: <ul style="list-style-type: none"> • Light Armor & Shields (except tower shields) 	35
Weapons: <ul style="list-style-type: none"> • All Simple and Martial 	60
Total	1000

Sorcerer Based Class Abilities

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Sorcerer Based Class Abilities	CCP
Spells as a Sorcerer <ul style="list-style-type: none"> • Sorcerer spells/day • Sorcerer spells known • Sorcerer spell study/use rules • You may select individual schools for 90CCP+65CCP/school (Example: 3 schools=90+65+65+65=285CCP) 	510
Cantrips	100
Eschew Materials <ul style="list-style-type: none"> • Eschew Materials @1st 	10
Bloodline Powers <ul style="list-style-type: none"> • 1st Power @1st • 2nd Power @3rd • 3rd Power @9th • 4th Power @15th • 5th Power @20th 	150
Bloodline Feats <ul style="list-style-type: none"> • 1st Feat @ 7th • 2nd Feat @13th • 3rd Feat @19th 	80
Bloodline Spells <ul style="list-style-type: none"> • 1st Spell @ 3, 5, 7, 9, 11, 13, 15, 17, 19 	130

Example: A Sorcerer/Rogue

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Class Abilities	CCP
2 Schools of Spells as a Sorcerer <ul style="list-style-type: none"> • 90+65/school option? 	220
Cantrips	100
Rogue Talents <ul style="list-style-type: none"> • 1st Talent @2nd • 2nd Talent @4th • 3rd Talent @6th • 4th Talent @8th • 5th Talent @10th • 6th Talent @12th • 7th Talent @14th • 8th Talent @16th • 9th Talent @18th • 10th Talent @20th • Advanced Talents @10th 	270
Trapfinding/Trapsense <ul style="list-style-type: none"> • Trapfinding@1st • Trap Sense +1 @3rd • Trap Sense +2 @6th • Trap sense +3 @9th • Trap Sense +4 @12th • Trap Sense +5 @15th • Trap sense +6 @18th 	135
Hit Die: <ul style="list-style-type: none"> • d6 	0
Base Attack Bonus: <ul style="list-style-type: none"> • Med 	60
Skill Points/Level: <ul style="list-style-type: none"> • 8 	180
Armor: <ul style="list-style-type: none"> • None 	0
Weapons: <ul style="list-style-type: none"> • Simple and hand crossbow, rapier, sap, shortbow, and short sword 	30
Total	995

Wizard Based Class Abilities

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Wizard Based Class Abilities	CCP
Spells as a Wizard <ul style="list-style-type: none"> • Wizard spells/day • Wizard spells known • Wizard spell study/use rules You may select individual schools for 100CCP+75CCP/school (Example: 3 schools=100+75+75+75=325CCP) 	600
Cantrips	100
Arcane Bond	120
Arcane School	110
Bonus Feats <ul style="list-style-type: none"> • Scribe Scroll @1st • Metamagic/Item Creation/Spell Mastery Feats @ 5th, 10th, 15th, & 20th levels 	70

Example: A Wizard/Monk

This example proves how hard it is to make a class blend that has the full spell power of a wizard combined with something else. In this case, we drop the arcane bond and arcane school just to pick up the Monk's unarmed combat abilities.

After that if we want a few points for the monk's weapon choices we need to drop something else from the base wizard. There isn't a 10 point equivalent (although a generous GM may let you swap it out for just a feat whether it is the 1st level Scribe Scroll or a general feat). But maybe we also want to upgrade hit die, base attack bonus or skill points. All are useful to compliment the class's new likely role and each cost 60 points. That combined with the 10 points for the monk's weapons equals the 70 points freed up by dropping the arcane feats.

This chart shows increasing the base attack bonus.

Class Abilities	CCP
Spells as Wizard	600
Cantrips	100
Unarmed Combat <ul style="list-style-type: none"> • Flurry of Blows @1st level • Stunning Fist @1st • Unarmed Strike @1st • Quivering Palm @15th 	230
Hit Die: <ul style="list-style-type: none"> • d6 	0
Base Attack Bonus: <ul style="list-style-type: none"> • Med 	60
Skill Points/Level: <ul style="list-style-type: none"> • 2 	0
Armor: <ul style="list-style-type: none"> • None 	0
Weapons: <ul style="list-style-type: none"> • club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear 	10
Total	1000

Example: A Complete Amalgamation

Now that all the class abilities' class blending point values have been listed, one can make a class that is a little of everything.

Class Abilities	CCP
Spells as Wizard, just 2 schools	250
Channel Energy	150
Spontaneous Casting	50
Knowledge (from Bard) <ul style="list-style-type: none"> • Bardic Knowledge @ 1st level • Lore Master 1/day @ 5th • Jack of All Trades @ 10th • Lore Master 2/day @ 11th • Lore Master 3/day @ 17th 	130
Unarmed Combat <ul style="list-style-type: none"> • Flurry of Blows @1st level • Stunning Fist @1st • Unarmed Strike @1st • Quivering Palm @15th 	230
Hit Die: <ul style="list-style-type: none"> • d8 	60
Base Attack Bonus: <ul style="list-style-type: none"> • Med 	60
Skill Points/Level: <ul style="list-style-type: none"> • 4 	60
Armor: <ul style="list-style-type: none"> • None 	0
Weapons: <ul style="list-style-type: none"> • Monk-like set of weapons 	10
Total	1000

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