

Updates:

Classes also now available - Invoker, Barbarian, Bard, Druid, Artificer & Warden – the Sorcerer will be available on 1/26/09. If anyone is interested in playing a monk, there is a variation of the ranger that can be adapted to portray a monk as the class won't officially be out for at least a year.

Clerics/paladins /invokers -

- 1) Clerics/paladins/invokers receive the Channel Divinity of their deity as a free feat as part of their teaching from their church - if the character worships a group of deities, then the character receives one of the Channel Divinity feats of one of those deities. A character who worships a group of deities can also spend feats to receive the other Channel Divinity feats for the other deities.
- 2) Clerics/paladins/invokers also receive a free weapon proficiency feat for their deity's chosen/holy weapon - if the character worships multiple deities then they receive the weapon proficiency of one of those deities. A character does not have to use the chosen weapon as their weapon but it is taught as part of their teaching from their church.

Multiclass feats -

- 1) If a character wishes to multiclass into a class that currently does not have a multiclass feat for it, we can come up with a version until it is officially released in the Player's Handbook 2 in March.