

## MARTIAL PROGRESSION

These variant rules serve as something of the mirror image of the spellcasting multiclassing rules with one important distinction: they work even if you don't multiclass, but the only count non-caster class levels, counting half-casters as equal to half their class level, and one third casters as two thirds their class level.

For example, if you had 3 levels of Barbarian and 2 levels of Fighter, you'd have 5 levels in martial progression. If you had 3 levels of Barbarian and 2 levels of Ranger, you'd have 4 levels of martial progress. Due to the 1/3 casters getting their subclass at 3rd level, you cannot lose martial progression by selecting them. For example, if you had 3 levels of Barbarian and 2 levels of Fighter, and selected a 1/3 caster subclass for Fighter at 3rd level, you'd still have 5 levels of martial progress, you just wouldn't gain a new one (due to 1/3 casters for inverted 2/3 progression in this system).

### MARTIAL PROGRESSION TABLE

Martial Levels	Features
1	—
2	—
3	—
4	—
5	Bonus Skill
6	—
7	Bonus Skill (2)
8	—
9	Bonus Feat (1)
10	Extra Attunement Slot (4)
11	Bonus Skill (3)
12	—
13	Bonus Feat (2)
14	Bonus Attunement Slot (5)
15	Bonus Saving Throw
16	Bonus Expertise (1)
17	Bonus Feat (3)
18	Bonus Attunement Slot (6)
19	Bonus Expertise (2)
20	Bonus Feat (4)

### BONUS SKILL

Select a skill or tool and gain proficiency with that skill or tool.

### BONUS FEAT

A character that does not need to master spells can acquire more feats. You can select a feat. A GM may restrict the sources or types of feats available.

### ADDITIONAL FEAT SOURCES

Simply giving martials more feats provides quite a lot of additional customization and strength, but may not solve other issues if you're looking for my dynamic options. Consider [Active Martial Feats](#) for a set of boosted more active feats to select.

Additionally, if you prefer your martial characters to ascend to demi-god status, considering allowing [Mythic Feats](#) for their 17th and 20th level feats.

### BONUS ATTUNEMENT SLOT

You can attune to an additional attunement item at a time. Due to having less competing magical forces within you, can attune to more magical items, giving more magical options and general potency to non-spellcasting characters.

### BONUS EXPERTISE

A further extension of your Bonus Skills, you gain expertise in one skill you are proficient with, meaning your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency, allowing you fully master certain skills.

## PROGRESSION

Here is a quick reference for class level progression:

### CLASS PROGRESSION TABLE

Classes	Martial Progression
Barbarian, Fighter, Monk, Rogue, Warlord <sup>K</sup>	1
Eldritch Knight, Arcane Trickster, Warden <sup>K</sup>	2/3
Inventor <sup>K</sup> , Paladin, Ranger, Spellblade <sup>K</sup>	1/2
Bard, Cleric, Druid, Occultist <sup>K</sup> , Psion <sup>K</sup> , Sorcerer, Warlock, Wizard	0

- Inventor can serve as a stand-in for any non-OGLE legal half caster that makes magical items. Classes marked with <sup>K</sup> are created by [KibblesTasty](#).

## MULTICLASSING

### MULTICLASSING EXTRA ATTACK

If you have the Extra Attack feature from multiple classes, you gain an additional Fighting Style from the Fighter list of Fighting Styles for each additional time you gain the feature.

### DO YOU NEED THIS?

Do your players refuse to play martial characters? No? You probably don't need this. Yes? Give it a shot. There is a ton of tools for running the game, and this just another one.