

CROSS-TRAINING

Plug any class into any subclass slot.

Cross-Training is a 5.5e homebrew system that lets you use your subclass slot to borrow the identity and mechanics of another class — without splitting your levels. Go all-in on your base class while weaving in the essence of another. The combinations tell their own story.

FIRST SUBCLASS FEATURE (LEVEL 3)

Multiclass Proficiencies Upon taking a borrowed class kit, you immediately gain the multiclass entry proficiencies for that class — the same proficiencies you would receive if multiclassing into it normally in 5.5e.

IF THE BORROWED CLASS IS A FULL CASTER:

- Full access to that class's entire spell list
- One feature from level 1 or 2 of the borrowed class — whichever is most iconic (e.g. Wild Shape, Font of Magic, Bardic Inspiration, Eldritch Invocations)
- Your base class spellcasting or Pact Magic is unchanged. Full Casters start with 2 bonus spells from the borrowed list; Half Casters start with 1. Each time you unlock a new spell level up to 5th, you gain one additional free spell from the borrowed list. For each spell level unlocked, you may also choose one additional spell from the borrowed list that counts against your spells known. Full Marshals instead gain spells at one-third progression, like Eldritch Knight.

Swapping Spells. You may swap one borrowed spell each time you gain a level, unless a feature you already have states otherwise. You cannot swap your regular spells for spells from the borrowed class' spell list*

Spellcasting Ability. You use your class's existing spellcasting ability for borrowed spells. If your class has no spellcasting, you use the borrowed class's spellcasting ability instead.*

IF THE BORROWED CLASS IS A WARLOCK

Spellcasters keep their existing spell slot progression and gain access to Warlock spells. No separate Pact Magic slots are granted. Warlock does not grant free spells; you may choose one spell per spell level from the Warlock spell list, each counting against your spells known. Non-spellcasters gain one Pact Magic spell slot at one-third progression, regaining it on a short rest. If you choose invocations as a feature, you may have a number of Eldritch Invocations up to your proficiency bonus minus one. For the purpose of meeting Warlock level requirements for invocations, treat half your class level as your Warlock level.

IF THE BORROWED CLASS IS A FULL MARSHAL:

Two features from level 1 and one from level 2 of the borrowed class

THE PATH FORWARD

After level 3 you may select any feature from the borrowed class up to two-thirds of your current class level (rounded up).

SPECIAL RULE AT THE SECOND SUBCLASS FEATURE:

- If either your base class or the borrowed class is a full caster, and the other class has Extra Attack at level 5, you may instead take a special version of Extra Attack that lets you replace one attack with a cantrip.
- At no point may you select an ASI, a feat, or a subclass feature from the borrowed class.

Example: A Rogue borrowing from the Paladin gains their second subclass feature at level 9, which means they can now reach up to level 6 of the Paladin — making Aura of Protection available for the first time.

CAPSTONE FEATURE

At your final subclass feature, you may take any feature from the borrowed class up to and including your current class level. The two-thirds restriction does not apply.

ADDITIONAL RULES

PREREQUISITE RULE

If a feature requires another to function, you must have selected the prerequisite first. **Example:** A Paladin cannot take Three Extra Attacks without first taking the previous Extra Attack features.

RESOURCE DOWNSCALING

When a borrowed feature has a resource that scales, its rest type and scaling step down according to the following rules:

Original Scaling	Becomes
Scales with class level	Scales with half class level
Scales with half class level	Scales with proficiency bonus minus one
X times per short rest (with scaling table)	X times per long rest — scaling table preserved
X times per long rest (with scaling table)	Once per long rest, fixed — does not scale

Variant: Shared Resources: If your base class has a limited resource, you may spend it in place of a borrowed feature's resource. The borrowed feature is activated as normal, but draws from your base class's pool instead of its own. This variant should **not** grant more uses of any resource than the base class would normally have. **Example:** A Cleric who borrows the Fighter kit may expend **two** uses of Channel Divinity to activate Action Surge.

Variant: Early Recovery: Features that restore resources early may also restore a borrowed resource.

