

CLASS

Class is best utilized as your chosen profession (what you are best suited at based on your attributes), but should not be the only defining characteristic of the player character. The PC does not have to act out their profession on their fellow party members and become a detriment to the adventure long term.

Often some PCs are at odds with the party when they think their class is “who they are” and begin targeting the other PCs (the thief steals from the party; the assassin targets other members; the barbarian destroys PC magic items etc...). If the character is actually evil (or maybe you are roleplaying an insane individual) and not invested in the party then this could be considered good role playing as the party has to figure out the true motivations of the double agent in their midst.

Normally however the PC in question is simply a member of the party who uses their skillset to assist the party as the need arises. In the same sense the fighter does not go around picking fights with every party member and the magic user doesn't decide to research spells on the party (at least hopefully not).

It may be necessary to explain the alternate possibilities for the roles the professions play. In addition to all the kits and melding of classes, change how you view the classes, for example.

Thief = Locksmith / security expert / scout / archer

Assassin = spy / scout / bodyguard / archer / poison expert

Barbarian = wilderness expert / survivalist / tracker / guide

Remember the class only sets what they are “best” suited at based on their stats, any fighter could become a “thief” by turning to banditry, just as any PC could change roles while remaining in their class. Any PC could be an investigator, bounty hunter, con-man, mercenary, trader, etc... without ever changing class or alignment.