**Multiclassing Tips for Legend System**

Credit to Tim4488

Barbarian: "If you want more offensive power for your barbarian, consider the paladin’s Smiting track. The monk’s Discipline of the Crane augments your defensive abilities and lets you reach enemies who would escape your mighty attacks."

Monk: "Monks wishing to play up their supernatural abilities may choose to take the True Mage track, while stealthier and more subtle monks can benefit from many ranger or rogue tracks."

Paladin: "A paladin wishing to support his party members can take the Spellcasting track of the shaman or tactician and combine it with the Bastion track."

Ranger: "All rangers benefit greatly from the Dragon racial track: Melee rangers gain many extra hit points, and archery rangers can keep out of enemy reach by taking to the skies."

Rogue: "A rogue can make better use of the monk’s incredible mobility than the monk himself, using her abilities to move much more often."

Sage: "If you wish to improve the sage’s defensive and party-buffing abilities, consider the shaman’s Incantation or Spellcasting tracks."

Shaman: "A shaman with the paladin’s Bastion or the sage’s Force of Will as her free track can be even more effective than normal at protecting the party from harm."

Tactician: "Tactician spells synergize well with the paladin’s Bastion track. Tacticians can take the shaman’s Spellcasting track for even more magical power, or exchange their own spells for the Mechanist Savant’s excellent defensive capabilities."