

# Undecided Majors

*“Nah, I’m just gonna coast for a while.”*

--Burvik, undecided bugbear

Not all students start school with a plan. It is possible to coast for a while as an undecided major, which allows for some early variety in customization, but puts you behind on higher-level abilities.

## Undecided Basics

**Hit Dice:** 1d6 per undecided level

**Hit Points at 1<sup>st</sup> level:** 6 + your Constitution modifier

**Hit Points at higher levels:** 1d6 + your Constitution modifier per undecided level after 1<sup>st</sup>.

**Saving Throws:** undecided majors get no saving throw proficiencies. You DO, however, get the saving throw proficiencies of the first department you apply to when you multiclass.

## Undecided Major Advancement

It is assumed an Undecided major will eventually take a major, and thus will multiclass into another department. For game purposes, you still have your “undecided” levels, of course, although for academic purposes, you’re just behind your peers. You aren’t considered a sophomore until you have four levels in an actual class. Thus, an Undecided-4/Cleric-2 is still a freshman cleric despite being 6<sup>th</sup> level overall.

Each level as an Undecided major, you can take two electives that are open to all students. You cannot take electives that are restricted to a certain department or major. You do *not* get any “training levels” (or “Ability Score Advancements”) as an undecided major.