Class Name

Class description is classy

As a class, you start with the following stats:

At level 1: X Stamina

For every level past 1: you can increase your Stamina by X/2 + Your Grit modifier (minimum 0).

Pick X of the skills below, you become **trained** in them:

* Skill (type)

The below table specifies the class-specific abilities and features you will receive as you gain levels. Your gear and other starting items are determined by your **Occupation** later in the book.

|  |  |
| --- | --- |
| Level | Features/Abilities |
| 1 |  |
| 2 |  |
| 3 | +8 Stat Points, Perk Picker |
| 4 |  |
| 5 |  |
| 6 | +8 Stat Points |
| 7 |  |
| 8 |  |
| 9 | +8 Stat Points |
| 10 |  |
| 11 |  |
| 12 | +8 Stat Points |
| 13 |  |
| 14 |  |
| 15 | +8 Stat Points |
| 16 | Expertise |
| 17 |  |
| 18 | +8 Stat Points |
| 19 |  |
| 20 |  |