

[Magic School Name]

Setting Context

Describe how the class might fit into a setting, perhaps yours. Feel free to delete this section.

Templates

See Class Wizard General.

Description

[Describe the concept.]

Starting Equipment: [item, item, item, item.]

Starting Skill: [Skill Name]. See *Professions* (or roll on another Professions table) for a second skill.

Perk:

Drawback:

Cantrips

- 1.
- 2.
- 3.

[Class Name] Spell List

1. Spell name
2. Spell name
3. Spell name
4. Spell name

5. Spell name
6. Spell name
7. Spell name
8. Spell name
9. Spell name
10. Spell name

Emblem Spells

11. Spell name
12. Spell name

Rare Spells

13. Spell name
14. Spell name

[Class Name] Spells

1. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

2. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

3. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

4. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

5. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

6. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

7. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

8. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

9. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

10. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

11. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

12. [Spell Name]

R: XX' **T:** XXXX **D:** XX [Description.]

Mishaps

1. Mishap
2. Mishap
3. Mishap
4. Mishap
5. Mishap
6. Mishap

Doom of the [Class Name]

1. Doom
2. Doom
3. Doom

Credit

And any other notes. Consider a link to a blog post.

