# [Class Name]

# **Setting Context**

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

## **Description**

**Ability** 

Description.

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

Starting Skill: [Skill Name]. See <i>Professions</i> (or roll on another Professions table) for a second skill.
Templates
A: Ability, Ability
B: Ability, Ability
C: Ability, Ability
D: Ability, Ability
You gain [BLANK] for each [name of template] template you possess.
A:
Ability
Description.
Ability
Description.
B:

Ability	
Description.	
D:	
Ability	
Description.	
Ability	
Description.	
E:	
Ability	
Description.	
Ability	
Description.	

## **Professions**

Dx	Skill	Starting items

or

Starting Skill: 1. Skill 2. Skill 3. Skill

Skill

- 1. Description and associated items.
- 2. Description and associated items.
- 3. Description and associated items.
- 4. Description and associated items.
- 5. Description and associated items.
- 6. Description and associated items.

### Skill

- 1. Description and associated items.
- 2. Description and associated items.
- 3. Description and associated items.
- 4. Description and associated items.
- 5. Description and associated items.
- 6. Description and associated items.

### Skill

- 1. Description and associated items.
- 2. Description and associated items.
- 3. Description and associated items.
- 4. Description and associated items.
- 5. Description and associated items.
- 6. Description and associated items.

### Credit

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