

**General info:**

Character: Martel

School of magic: Aster

Class: Novice

Origin: Fire-touched

Star: Glund

Health: Physique x 3 = 21

**Primary stats:**

Physique: 7

Intelligence: 7

Wisdom: 8

**Magic stats:**

Spellpower: 7 (Intelligence) + 0 (experience) = 6 (in progress)

Magic skill limit: 8 (Wisdom) + 0 (experience) = 8

Material skills	Base value	Attack	Defence
Air	1	1	1
Earth	1	1	1
Empowerment	1	1	x
Fire	3	3	3
Healing	-5	x	x
Water	1	1	1

**Spells:**

Sense Heat

Summon Shield (Empowerment, minor, novice). You take no damage from the next physical/Empowerment attack made against you. If no such attack is made until the beginning of your next turn, the shield expires.

Wall of Flames

**Feats:** N/A

**General skills:**

Apothecary Apprentice

Arithmetic

Staff Proficiency

Writing

**Items:**

Leather armour (+2 to armour)

Rune token

**Reputation:**

Copper Mage: The people of the copper lanes look on you as their champion. (new)

Tyrian descent: People in Nordmark and beyond the Frosten river look on you as one of their own. People further south may view you with disdain.

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**How to read the character sheet**

**General info:**

Character: Name of the character

School of magic: How the character learned magic, determining possible classes

Class: Their class, determining spells and abilities

Origin: Their background, conferring bonuses

Star: The star under which they were born (only for Asterian and Archen mages)

Health:  $\text{Physique} \times 3 =$  their total Health score, which is their Physique multiplied by 3

**Primary stats:**

Physique: A summation of the character's constitution, strength, dexterity etc.

Intelligence: A summation of the character's wits, knowledge, education etc.

Wisdom: Represents the character's psychological insight and their understanding of magic

**Magic stats:**

Spellpower:  $(\text{Intelligence}) + (\text{experience}) =$  How many spells the character may cast beyond the difficulty of at-will before exhaustion sets in and/or needing rest

Magic skill limit:  $(\text{Wisdom}) + (\text{experience}) =$  The limit on how much they may improve their individual magical skills

Magic strength: The die determining damage done by at-will use of offensive magic

**Spells:** Abilities specific to their class, used in and out of combat

**Feats:** Permanent bonuses bought by experience points, usually adding defensive or offensive capabilities

**General skills:** Specific skills the character may have acquired during training, education etc.

**Items:** Items of importance owned and/or worn by the character

**Reputation:** Anything in the character's history that affects how people treat or react to them