

**General info:**

Character: Martel

School of magic: Aster

Class: Battlemage

Origin: Fire-touched

Star: Glund

Health: Physique x 3 = 21

**Primary stats:**

Physique: 7

Intelligence: 8

Wisdom: 9

**Magic stats:**

Spellpower: 8 (Intelligence) + 0 (milestone point) = 8

Magic skill limit: 9 (Wisdom) + 0 (milestone point) = 9

| Material skills | Base value | Attack  | Defence |
|-----------------|------------|---------|---------|
| Air             | 2          | 2       | 2       |
| Earth           | 4          | 4       | 10      |
| Empowerment     | 2          | 2       | x       |
| Fire            | 14 (+1)    | 14 (+1) | 14 (+1) |
| Healing         | -5         | x       | x       |
| Water           | 2          | 2       | 2       |

**Spells:**

Sense Heat (Fire, minor, at-will). Gain advantage on attack roll against target with body heat.

Fire Bolt (Fire, major, at-will). Make an attack with Fire skill. Damage is 1d10 + Fire skill.

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.

Elemental Bolt (Element, major, novice). Make an attack with chosen elemental skill. Damage is 2d10 + same elemental skill.

Elemental Counterspell (Element, reaction, novice). When an enemy lands an attack bearing an elemental keyword, roll your defence skill of the opposite element. If it is equal to or exceeds their attack roll, the attack is wasted.

Fire Ray (Fire, major, novice). A scorching ray of fire bursts from your fingertips to target within range. Either attack another target within range or deal Fire skill as bonus damage to initial target. Damage per target is 2d10 + Fire skill.

Wall of Flames (Fire, major, novice). A wall of flames appears across an open space. Adjacent targets take damage equal to your Fire skill at the start of their turn. Crossing the wall incurs the same damage and costs double movement.

Lightning Bolt (Air, Fire, major, advanced). Cast lightning from your fingertips to attack target. Damage is 3d10 + Air + Fire skill. Full damage against target wearing uncovered metal armour. Expend 1 additional spellpower point to make the spell jump to all targets within range.

Inferno (Fire, major, expert). Attack all enemies in sight. On hit, deal 4d6 + Fire skill. A miss does half damage, rounded down.

### **Feats:**

Elemental Defence Earth: Your defence stat in this element increases by 6.

Fire Resistance [requires 5 Fire skill]: All Fire damage taken is reduced to half, rounded down. With a Fire skill of 15, the resistance increases to full immunity.

Fire Soul [Fire-touched only]: Your Fire skill may exceed your skill limit by 5.

### **General skills:**

Alchemy Journeyman

Archean Language

Arithmetic

Chain Armour Proficiency

Rune Alphabet

Staff Proficiency

Writing

**Items:**

Alchemist's Belt: Provides quick slot for 3 potions and 3 spell jars.

Enchanted Chain Armour (+4 to Armour)

Fire pot x1: Deals damage like a Fire Bolt spell.

Gold-edged dagger: Deals true damage that ignores magic shields and temporary Health.

Potion of Cold: Prevents hyperthermia for a full day and night.

Potion of Warmth: Prevents hypothermia for a full day and night.

Prefect's uniform of the Tenth Legion

Staff of the Battlemage (Fire Skill is increased by 2 when casting spells with the keyword Fire)

**Reputation:**

A Friend to the Stranger: You are known as a minor hero of Morcaster for stopping a fire, especially among its Khivan population.

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

Firebrand: You are the Firebrand, greatest of battlemages. You destroy armies and bring empires to ruin. Some admire you, many fear you, but all respect your power and know your epithet.

Fire-touched: Your innate and powerful affinity for fire makes you suspicious in the eyes of most people, especially those already distrustful of magic.

Renegade: You are the leader of a mutiny. Your followers praise your name, while others curse it.

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.

**Recipes:**

Bloody Flux Cure

Blue Plague Cure

Consumption Cure

Elixir of Fortitude

Fire Pot

Pestilence Cure

Potion of Blissful Sleep

Potion of Cold

Potion of Warmth

Red Pox Cure

Rune of Attraction

Rune of Cold

Rune of Guidance

Rune of Heat

Rune of Repulsion

Rune of Revelation

Rune of Suppression

Rune of Warning