

**General info:**

Character: Martel

School of magic: Aster

Class: Novice

Origin: Fire-touched

Star: N/A

Health: Physique x 3 = 21

**Primary stats:**

Physique: 7

Intelligence: 7

Wisdom: 8

**Magic stats:**

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

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

| Material skills | Base value | Attack | Defence |
|-----------------|------------|--------|---------|
| Air             | 0          | 0      | 0       |
| Earth           | 0          | 0      | 0       |
| Empowerment     | 1          | 1      | x       |
| Fire            | 2 (+1)     | 2 (+1) | 2 (+1)  |
| Healing         | -5         | x      | x       |
| Water           | 1          | 1      | 1       |

**Spells:**

Sense Heat

Summon Shield

**Feats:** N/A

**General skills:**

Arithmetic

Writing

**Items:**

Leather armour (+2 to armour)

**Reputation:**

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: Physique x 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: (Intelligence) + (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: (Wisdom) + (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