

General info:

Character: Martel

School of magic: Aster

Class: Fire Acolyte

Origin: Fire-touched

Star: Glund

Health: Physique x 3 = 21

Primary stats:

Physique: 7

Intelligence: 7

Wisdom: 9 (+1)

Magic stats:

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

Magic skill limit: 9 (Wisdom) + 0 (experience) = 9 (+1)

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:

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

Sense Heat

Elemental Bolt

Fire Ray

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 (Fire, major, novice). A wall of flames appears across an open space. Crossing the wall incurs damage equal to your Fire skill and costs double movement.

Feats:

Fire Resistance [requires 5 Fire skill]: Inactive until requirement fulfilled.

General skills:

Alchemy Apprentice

Arithmetic

Chain Armour Proficiency

Staff Proficiency

Writing

Items:

Leather armour (+2 to armour)

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

Robes of the Fire Acolyte: These red robes are ordinary except they have been enhanced to be fireproof.

Rune token

Reputation:

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

Ally of the Night Knives: Being on friendly terms with the Night Knives may let you call on them in hours of need and work with them on lucrative opportunities. However, should others learn about your affiliation with a mercenary guild, you will surely lose standing among decent citizens.

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

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

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.

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: (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