# Opus Magi Character Sheet

**Character Name:** Henri

**Career / School:** Rogue / Agent

| Characteristic | Score | | DM |
|---|---|---|---|
| | Total | Current | |
| Strength (Str) | 9 | | +1 |
| Dexterity (Dex) | 8 | | |
| Endurance (End) | 9 | | +1 |
| Intelligence (Int) | 9 | | +1 |
| Education (Edu) | 7 | | |
| Social Standing (Soc) | 7 | | |

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|---|---|---|---|
| Psionic Strength (Psi) | | | |

**Rank:** Associate / Senior Agent
**Terms:** 1/2
**Age:** 30 (18 + terms x4) Experience:

**Back Story:**

You were a petty crook in Paris, the son of a poor, broken home in an Algerian neighborhood. You were eventually caught, but when you were brought to justice an organization with no name intervened, giving you the option to do some undercover work for them. The choice was easy, and after significant training you have been released to scour Europe for psionically-gifted individuals. They call you "Henri."

| Skill | Level/DM |
|---|---|
| Wheeled Vehicle | 0 |
| Linguistics (French, English, Arabic, German) | 1 |
| Security | 2 |
| Gun Combat: Pistol | 1 |
| Streetwise | 1 |
| Melee Combat: Piercing | 1 |
| Carousing | 1 |
| Computer | 1 |
| Investigation | 1 |
| Recon | 1 |
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| Special Ability | Renews |
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**Credits (Cr):** 14,000 **Encumbrance Limit:** 11 (10 +/- Str DM)

| Equipment | Cost | Encumbrance | Notes (DM bonus, damage dice, etc.) |
|---|---|---|---|
| Dextran-Air Model-1 | | 1 | +1 DM Computer |
| Auto Pistol | | 1 | 2D6 Pistol RoF-1/3 Piercing (15 rounds) |
| Auto Pistol ammo | | 2 | 2 cartridges each with 15 rounds |
| Heavy Cloth | | 0 | AR +2, +1 vs. Slashing |
| Rope & Climbing gear-1 | | 2 | +1 DM climbing, etc. |
| Assassin's Dagger | | 1 | 2D6+1 Close Quarters Piercing Slashing |
| Lock Pick Set-1 | | 1 | +1 DM Security |
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| Total Encumbrance | | 8 | |

**Combat Power:** 6

All Careers: DM's for Str + Dex + End + skills in Athletics, Tactics, Gun Combat, Melee Combat, Heavy Weapons
Esoteric Schools add: DM's for Int + all Magical Domains (Mages) : DM's for Psi + all Psionic skills (Psionicists)
All Careers add: #damage dice of single weapon or spell that does the most damage + armor (base AR)

**Spells**

| Domain | Die Modifiers (DM's) | | | | | | End Cost |
|---|---|---|---|---|---|---|---|
| | Base Difficulty | Range | Duration | Magic Skill | Int | Total | |
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*Magic Creation*

| Spell Descriptor | Base Difficulty | End Cost |
|---|---|---|
| Co-incidental, harmless, no bonus or penalty, limited or no plot effect | Routine +2 | 0 |
| Small scale or a small object, damaging, repairable, providing a +1 bonus or –1 penalty, minor plot effect, 1D6 of damage | Average +0 | 1 |
| A large object, damage to property, wounding, providing a +2 bonus or –2 penalty, major plot effect, 2D6 of damage | Difficult –2 | 2 |
| Massive, destruction of property, multiple targets, deadly, permanent, providing a +4 bonus or –4 penalty, crucial plot effect, 4D6 of damage | Very Difficult –4 | 3 |
| As Very Difficult, but much grander and world shattering, providing a +6 bonus or –6 penalty, plot breaking, 6D6 of damage | Formidable –6 | 6 |

| Spell Range / Area of Effect | DM |
|---|---|
| Short 1-12m (default) | +0 |
| Medium 12-50m | –2 |
| Long 51-250m | –3 |
| Very Long 251-500m | –4 |
| Distant 501 meters+ | –6 |

| Spell Duration | DM |
|---|---|
| 1-6 combat rounds | +1 |
| 1-6 minutes (default) | +0 |
| 7-59 minutes | –1 |
| 1-6 hours | –2 |
| 7-23 hours | –3 |
| 1-6 days | –4 |
| 1-6 weeks | –6 |

**Psionics**

| Ability | DM's | | | | Psi Cost |
|---|---|---|---|---|---|
| | Base Difficulty | Psi Skill | Psi Str | Total | |
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