Opus Magi Character Sheet

Character Name: Dillon Watson

Career / School: Vampire

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

Psionic Strength (Psi)			

Rank: Night Crawler
Terms: 3
Age: 30 (18 + terms x4) Experience:

Back Story:

You believe in fate. Surely it was fate that brought you to wake up in a sleazy hotel in a low end of New Orleans, not far from your home. Wake up to feel raw power surging through your veins. Wake up to thirst. Wake up at night to hunt the streets for,...satisfaction. And, fate brought you to meet Terry and Jay, fellow haunters of the night. Together you sing your songs of darkness to revelers both unknown and unknowing,...

Skill	Level/DM
Wheeled Vehicle	0
Linguistics (English, Spanish, Creole French, German)	1
Carousing	1
Magic: Darkness	2
Streetwise	2
Broker	1
Athletics	1
Melee: Martial Arts (Natural)	1
Performance: Music	1

Special Ability	Renews

Credits (Cr): 2,500 **Encumbrance Limit:** 10 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Kiwi Junior Model-0 Laptop		2	+0 DM Computer
Dark Web Database-2		0	+2 DM Dark Web
Amulet-1		0	Spell inscribed: The Raven's Feed (below) +1 DM
Nunchaku		1	1D6+1 Close Quarters Twin Attack Bludgeoning
Throwing Knives (5)		1	2D6 Thrown Piercing
Portable Electronic Drum Kit		4	+1 DM Performance: Music
Camping Gear-1		2	Tent, sleeping bag, kit, etc. for 1 person
Total Encumbrance		10	

Combat Power: 8

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	
Dark Armor: adds +4 AR for 6 combat rounds							
Darkness	--4	+0	+1	+2	+1	+0	3
The Raven's Feed: take life energy from the target: 2D6 damage heals own damage by same amount, 50m range							
Darkness	--4	--2	+1	+2	+1	--2	3
Dark Arrow: strike target within 12m for 2D6 damage							
Darkness	--2	+0	+1	+2	+1	+2	2
Dark Veil: darkness falls over the eyes of an enemy at 50m range for 6 minutes giving them a -2 penalty to all skill checks							
Darkness	--2	--2	+0	+2	+1	--1	2
Become the Shadow: --4 on (Recon, Int) to see or attack target (self) for 6 rounds							
Darkness	--4	+0	+1	+2	+1	+0	3
Shadow Warrior: summon a minor shade, must remain at 12m of caster, for 6 minutes: Shade: End-9 Int-7, Magic: Darkness-2, Combat Power: 7							
Darkness	--4	+0	+0	+2	+1	--1	3

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	