Opus Magi Character Sheet

Character Name: Axel Schmidt

Career / School: Vampire

Characteristic	Score		DM
	Total	Current	
Strength (Str)	9	9	+1
Dexterity (Dex)	8	8	
Endurance (End)	B	B	+1
Intelligence (Int)	A	A	+1
Education (Edu)	5	5	-1
Social Standing (Soc)	4	4	-1

Psionic Strength (Psi)			

Rank: Night Stalker
Terms: 4
Age: 34 (18 + terms x4) Experience:

Back Story:

Down on your luck in a seedy section of Frankfurt, nothing to do. Then that stranger with a promise led you down an alley. Since then you've been on the run, looking for a safe place to sate your hunger.

Skill	Level/DM
Wheeled Vehicle	1
Linguistics (German, English, Latin, Japanese)	1
Carousing	0
Magic: Darkness	3
Streetwise	1
Melee Combat: Martial Arts	1
Computer	1

Special Ability	Renews

Credits (Cr): 28,500 **Encumbrance Limit:** 11 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Leather Jacket		0	AR +3, +1 vs. Bludgeoning
Amulet		0	Spell inscribed: Dark Armor (below)
Dark Web Database-1		0	+1 DM for searching the dark web
Kiwi Junior Model-0		2	Computer +0 DM
Total Encumbrance		2	

Combat Power: 12

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	+3	+1	+1	3
The Raven's Feed: take life energy from the target: 2D6 damage heals own damage by same amount							
Darkness	-4	-2	+1	+3	+1	-1	3
Dark Arrow: strike target within 12m for 2D6 damage							
Darkness	-2	+0	+1	+3	+1	+3	2
Dark Veil: darkness falls over the eyes of an enemy for 6 minutes giving them a -2 penalty to all skill checks							
Darkness	-2	-2	+0	+3	+1	+0	2

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

Abiltiy	DM's				Psi Cost
	Base Difficulty	Psi Skill	Psi Str	Total	