Opus Magi Character Sheet

Character Name: Benecio Vega

Career / School: Internet Mage

Characteristic	Score		DM
	Total	Current	
Strength (Str)	7	7	
Dexterity (Dex)	9	9	+1
Endurance (End)	A	A	+1
Intelligence (Int)	9	9	+1
Education (Edu)	9	9	+1
Social Standing (Soc)	6	6	

Psionic Strength (Psi)			

Rank: "OMG it works"
Terms: 4
Age: 34 (18 + terms x4) Experience:

Back Story:

An Internet surfer and blogger from Mexico City who stumbled upon the ability to cast real spells. Why are you travelling the world? To film your 500,000+ subscriber magician's vlog, of course.

Skill	Level/DM
Vehicle: Wheeled	0
Linguistics (English, Spanish)	0
Computer	1
Magic: Air	1
Broker	1
Carousing	1
Athletics	2
Bureaucracy	1
Sciences: Esoteric Lore	1
Magic: Light	1

Special Ability	Renews

Credits (Cr): 2,500

Encumbrance Limit: 10 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Fortextron Model-2		1	Computer +2 DM
Esoteric Lore Database-1		0	Esoteric Lore +1 DM
Shieldbreaker-6		0	Hacking software, rating-6
Auto Pistol		1	2D6 Pistol RoF-1/3 Piercing (15 rounds)
Auto Pistol ammo	50	1	1 cartridge with 15 rounds
Leather clothing	5,000	0	AR +3, +1 vs. Bludgeoning
Throwing Knife x5	500	1	2D6 Thrown Piercing
Total Encumbrance		4	

Combat Power: 14

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	
Wind Buffet: disable opponent with strong cross wind up to 50m: --2 to all actions 6 rounds							
Air	-2	-2	+1	+1	+1	-1	2
Flash Explosion: light explosion on multiple targets causes 4D6 damage							
Light	-4	-2	+1	+1	+1	-3	3
Blinding Light: opponent blinded by bright light flare: --2 to all actions for 6 rounds							
Light	-2	-2	+1	+1	+1	-1	2
Flashlight: light as bright as a lantern illuminates 12x12m area 59 minutes							
Light	+2	+0	-1	+1	+1	+3	1
Flight: caster can fly oneself up to 50m high for up to 6 minutes							
Air	-2	-2	+0	+1	+1	-2	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

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