Opus Magi Character Sheet

Character Name: Christina Rowland

Career / School: Ordo Arcanorum

Characteristic	Score		DM
	Total	Current	
Strength (Str)	5	5	--1
Dexterity (Dex)	9	9	+1
Endurance (End)	A	A	+1
Intelligence (Int)	B	B	+1
Education (Edu)	C	C	+2
Social Standing (Soc)	8	8	+0

Psionic Strength (Psi)			

Rank: 5th Degree
Terms: 4
Age: 34 (18 + terms x4) Experience:

Back Story:

As an Anglo-Indian woman from Madras, you would hardly be expected to enter the elite circles of British society, even with outstanding marks at a London university. But, your grandfather was in such circles, and an eccentric. He got you into the O.A., but not without offending many in the organization, who would much rather see you out.

Skill	Level/DM
Wheeled Vehicle	0
Linguistics (English, Hindu, Sanskrit, French)	
Linguistics (Hebrew, medieval Arabic)	2
Carousing	1
Magic: Spirit	1
Gun Combat: Pistol	1
Magic: Ritual	2
Sciences: Esoteric Lore	2
Broker	1
Bureaucracy	1
Magic: Gates	1
Computer	1

Special Ability	Renews

Credits (Cr): 18,600 **Encumbrance Limit:** 9 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Dextran-Air Model-1 Laptop		1	Computer +1 DM
Esoteric Lore Database-1		0	Esoteric Lore +1DM
Ritual Trappings-1		not on person	+1 DM for Magic: Ritual
Auto Pistol		1	2D6 Pistol RoF-1/3 Piercing (15 rounds)
Auto Pistol ammo	100	2	2 cartridges, each with 15 rounds
Heavy Cloth	500	0	AR +2, +1 vs. Slashing
Healing Tincture	16,000	1	Restores 2D6+4 damage
Total Encumbrance		5	

Combat Power: 7

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	
Spirit Hammer: do an additional 2D6 damage against a spirit at short range during spirit combat							
Spirit	--2	+0	+1	+1	+1	+1	2
Spirit Servitor: summon a minor shade, must stay within 50m of caster, remains for up to a hour End-9 Int-7, Magic: Air-2, Combat Power: 7							
Spirit	--4	--2	--1	+1	+1	--5	3
Spirit Wall: create etheric armor around caster or one target to protect against spirit attack at AR +2							
Spirit	--2	+0	+1	+1	+1	+1	2
Spirit Walk: project own spirt through barriers to perceive visually what is there, up to 12m, 6 minutes							
Spirit	--2	+0	+0	+1	+1	+0	2
Teleport Object: gate a small object up to 12m away to another location up to 50m away							
Gates	+0	--2	+1	+1	+1	+1	1
Teleport Self: gate self to another location up to 50m away, instant							
Gates	--2	--2	+1	+1	+1	--1	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	