Opus Magi Character Sheet

Character Name: Claus Schumann

Career / School: Chaos Mage

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

Psionic Strength (Psi)			

Rank: Adept-1
Terms: 4
Age: 34 (18 + terms x4) Experience:

Back Story:

You are part of the Order of Thanateros, which was born not far from your own birth place. The stars told the masters of you, and they took you in for training. Now, they've sent you far away.

Skill	Level/DM
Wheeled Vehicle	0
Linguistics (German, English, Latin, Ancient Greek)	1
Sciences: Physical	0
Magic: Gates	2
Magic: Ritual	1
Magic: Light	2
Jack of all Trades	1
Melee Combat: Martial Arts	2
Sciences: Esoteric Lore	1

Special Ability	Renews

Credits (Cr): 10,000

Encumbrance Limit: 9 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Dextran-Air Model-1		1	Computer +1 DM
Esoteric Lore Database-1		0	Esoteric Lore +1 DM
Ritual Trappings-1		not on person	+1 DM for Magic: Ritual
Dark Web Database-1		0	+1 DM for searching the dark web
Heavy Cloth		0	AR +2, +1 vs. Slashing
Flashlight-1		0	+1 DM to checks with sight
Total Encumbrance		1	

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	
Blinding Light: opponent blinded by bright light flare: –2 to all actions for 6 rounds							
Light	-2	-2	+1	+2	+1	+0	2
Teleport Self: gate self to another location up to 50m away							
Gates	-2	-2	+1	+2	+1	+0	2
Teleport Group: gate self and up to 8 companions to another location up to 50m away							
Gates	-4	-2	+1	+2	+1	-2	3
Flash Explosion: light explosion on multiple targets causes 4D6 damage							
Light	-4	-2	+1	+2	+1	-2	3
Knowing: caster can ask the Referee a single plot-related question (major plot effect)							
Light	-2	+0	+1	+2	+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	