Opus Magi Character Sheet

Character Name: Jiro Hattori

Career / School: Kuji-in

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

Psionic Strength (Psi)			

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

Back Story:

You're a student under a group of Kuji-in masters in Tokyo. You are a junior master yourself, and train the younger students. Being from Osaka originally, you know Tokyo only a bit.

Skill	Level/DM
Vehicle: Wheeled	1
Linguistics (Japanese, English, Korean, Spanish)	1
Performance: Dance	1
Magic: Water	1
Magic: Air	1
Medical: Human	1
Melee Combat: Martial Arts	1
Magic: Chi	2
Magic: Ritual	1

Special Ability	Renews

Credits (Cr): 500

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

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Amulet		0	Spell inscribed: Water Serpent (below) +1 DM
Medical Kit-1		2	Medical: Human +1 DM
Ritual Trappings-1		not on person	Magic: Ritual +1 DM
Wheeled Vehicle (van)		N/A	Agility +0 150 kph 1 crew 7 passengers AR +0 Hull-8 Structure-12
Familiar, Lesser Magical	15,000	N/A	Doi: 777657, Spell cast: Lucky Cat (below), 1D6 dmg, CP: 1
Heavy Cloth	500	0	AR +2, +1 DM vs. Slashing
Healing Draught	16,000	2	2 potions: Restores 1D6+4 damage
Tonfa Clubs	500	1	1D6+1 Close Quarters Bludgeoning Twin Attacks
Total Encumbrance		4	

Combat Power: 11

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	
Water Serpent: summon a minor water elemental, must stay within 50m of caster 494422, Melee: Natural-2, 1D6 damage, AR +4 vs. Piercing / Slashing, Combat Power: 6 (total DM -4, -3 with Amulet)							
Water	-4	-2	+0	+1	+1	-3	3
Lucky Cat: familiar touches target, target gains +2 bonus to one chosen ability for 6 minutes							
Chi	-2	+0	+0	+1	+0	-1	2
Chi Strike: put Chi into punch or kick, +2 damage, 6 rounds							
Chi	-2	+0	+1	+2	+1	+2	2
Chi Heal: heal target with Chi, +2 to any damage (cannot heal self) on touch							
Chi	-2	+0	+1	+2	+1	+2	2
Wind Strike: air gust weakens target, 1D6 damage, up to 50m, 1 round, target Dex check to avoid							
Air	+0	-2	+1	+1	+1	+1	1

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	