Opus Magi Character Sheet

Character Name: Stacey Rinds

Career / School: Neo-Pagan

Characteristic	Score		DM
	Total	Current	
Strength (Str)	6	6	
Dexterity (Dex)	5	5	--1
Endurance (End)	B	B	+1
Intelligence (Int)	B	B	+1
Education (Edu)	8	8	
Social Standing (Soc)	7	7	

Psionic Strength (Psi)			

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

Back Story:

A Creole girl for New Orleans, you fell into a distant cousin's obsession with Voodoo and some New Age cults. You learned much, but pulled away when their rituals became too dark. You're now searching for another source of learning.

Skill	Level/DM
Wheeled Vehicle	0
Linguistics (English, French)	0
Sciences: Esoteric Lore	0
Magic: Wood	1
Magic: Earth	1
Magic: Artisan	1
Carousing	2
Medical: Human	1
Magic: Ritual	1
Outdoors: Riding	1
Gun Combat: Archery	1
Magic: Alchemy	1
Performance: Music	1
Magic: Water	1

Special Ability	Renews

Credits (Cr): 10,000

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

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Alchemy Kit		not on person	Required for Magic: Alchemy
Ritual Trappings-1		not on person	+1 DM for Magic: Ritual
Amulet		0	Spell inscribed: Earthquake (below) +1 DM
Crossbow, Light		2	3D6+1 Rifle RoF-2 Piercing (fires once every 2 rounds)
20 crossbow bolts		1	
Total Encumbrance		3	

Combat Power: 9

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	
Icy Wrath: 4D6 damage up to 50m away, area effect up to 50m, multiple targets, instant							
Water	--4	--4	+1	+1	+1	--5	3
Breathe Water: allow one target to breathe water for up to 6 minutes							
Water	--2	+0	+0	+1	+1	+0	2
Art of Carving: caster gives self or target a +2 DM to Magic: Artifice skill involving wood up to 1 hour							
Wood	--2	+0	--1	+1	+1	--1	2
Call the Dryad: animate the spirt of a medium to large tree, 6 minutes, must stay within 50m of caster 94C220, Melee: natural-1, 2D6 damage +1, AR 4, Combat Power: 9							
Wood	--4	--2	+0	+1	+1	--4	3
Earthquake: 4D6 damage all creatures within 50m							
Earth	--4	--2	+1	+1	+1	--3	3
Shatter: the caster causes nearby stone or hard earthen objects to explode, damaging one target 2D6							
Earth	--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	