# Opus Magi Character Sheet

#### **Character Name:**

Characteristic	Score		DM
	Total	Current	
Strength (Str)			
Dexterity (Dex)			
Endurance (End)			
Intelligence (Int)			
Education (Edu)			
Social Standing (Soc)			

Rank: Terms:

**Age:** (18 + terms x4) Experience:

**Back Story:** 

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Skill	Level/DN	И
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Special Ability	Renews

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

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Total Encumbrance			

#### **Combat Power:**

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** 

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Domain			Die Modifiers	(DM's)			End
Domain	Base Difficulty	Range	Duration	Magic Skill	Int	Total	Cost
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## 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	Average +0	1
bonus or –1 penalty, minor plot effect, 1D6 of damage		
A large object, damage to property, wounding, providing a +2 bonus	Difficult –2	2
or –2 penalty, major plot effect, 2D6 of damage		
Massive, destruction of property, multiple targets, deadly, permanent,	Very Difficult –4	3
providing a +4 bonus or –4 penalty, crucial plot effect, 4D6 of		
damage		
As Very Difficult, but much grander and world shattering, providing	Formidable –6	6
a +6 bonus or –6 penalty, plot breaking, 6D6 of damage		

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				Dai Coat
Ability	Base Difficulty	Psi Skill	Psi Str	Total	Psi Cost