Opus Magi Character Sheet

Character Name: Ted "Dead Eyes" Harrison

Career / School: Soldier / Rogue

Characteristic	Score		DM
	Total	Current	
Strength (Str)	7		
Dexterity (Dex)	6		
Endurance (End)	B		+1
Intelligence (Int)	9		+1
Education (Edu)	6		
Social Standing (Soc)	5		--1

Psionic Strength (Psi)			

Rank: Lieutenant / Mob Lieutenant
Terms: 2/3
Age: 42 (18 + terms x4) Experience:

Back Story:

"A loathsome creature" is how you're described, even by the morally challenged people who have hired you over the years to do the dirty work they don't want to be involved in. Your current employers have you acting as an ugly baby-sitter to Karl & Sheila. You accept that they have "special abilities." You still think Karl a wimp not worth respecting, and you'd have made a pass at Sheila if you didn't think she'd take your hand off.

Skill	Level/DM
Wheeled Vehicle	1
Linguistics (English, Spanish)	0
Demolitions	1
Gun Combat: Rifle	1
Athletics	1
Melee Combat: Piercing	1
Gun Combat: Pistol	2
Recon	1
Gambling	1
Streetwise	1
Broker	1
Bureacracy	1
Security	2

Special Ability	Renews

Credits (Cr): 13,000 **Encumbrance Limit:** 10 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Throwing Knives x5		1	2D6 Thrown Piercing
Auto Pistol		1	2D6 Pistol RoF-1/3 Piercing (15 rounds)
Auto Pistol ammo		1	1 cartridge with 15 rounds
Heavy Cloth		0	AR +2, +1 vs. Slashing
Rope & Climbing gear-1		2	+1 DM climbing, etc.
Personal Drone		3	Str 2, Dex 6, Hull 3, Structure 3 short range audio & video CP: 0
Assassin's Dagger		1	2D6+1 Close Quarters Piercing Slashing
Inhibitor Drug		1	--4 DM all Psi checks and cannot gain Psi Str
Total Encumbrance		10	

Combat Power: 10

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	

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	