

Character Creation

Character creation in Opus Magi is performed by both random rolls and player choices.

Creating a character consists broadly of three steps:

1. Initial Character Creation: choose a career or school, roll characteristics, determine modifiers
2. Character Template: roll for qualifications, survival, advancement, special op's, skills, retirement
3. Finishing Touches: acquire equipment, create initial spells, calculate encumbrance and combat power

The six characteristics are; Strength (Str), Dexterity (Dex), Endurance (End), Intelligence (Int), Education (Edu), and Social Standing (Soc).

A higher characteristic score adds a positive modifier to the player character's task roll. A lower characteristic score adds a negative modifier to the roll.

If a character has a skill appropriate for the task, the player also adds the character's rating in that skill. Skills are rated from 0 on up. Most characters start with skill ratings of 0 to 3, though 4 or higher is possible. A complete list of skills available may be found in "Skills."



In essence, a character in the game consists of six characteristic scores and any number of skill ratings. Each task roll in the game involves one characteristic and one skill, or just one characteristic.

There are 12 Prosaic Careers and 12 Esoteric Schools from which to choose as your character in Opus Magi.



Initial Character Creation

Step 1. Choose a prosaic career or esoteric school from the list of careers and schools. Only esoteric schools teach magic and psionics. Note the characteristics in parentheses of each career or school: These recommended characteristics will help your character move ahead in their chosen career or school and in their playability.



Prosaic Careers:

- Soldier: former member of a nation's air, land, or sea military (End, Str, Edu)
- Martial Artist: boxer, wrestler, martial artist, or someone involved in the fighting arts (Dex, End, Int)
- Drifter: follower of an aimless life, moving from place to place without a fixed job (Dex, End, Int)
- Technician: an engineer, techie, or computer, mechanical, or electrical wizard (Int, Edu)
- Rogue: thief, pirate, mafioso, or some other assorted criminal (Dex, Int)
- Special Forces: former special operation's soldier of a nation's military (End, Dex, Edu)
- Agent: spy, agent, or spook for a corporation or national government (Soc, Int, Edu)
- Entertainer: actor, musician, dancer, or some other type of performance artist (Soc, Dex, Int)
- Hunter: hunter of game, small or big, dead, captured, or photographic (End, Dex, Edu)
- Merchant: businessperson, trader, or dealer in merchandise, legal or otherwise (Int, Edu)
- Physician: medical professional trained in treating bodily ailments and injuries (Edu, Int)
- Scientist: academic who studies the phenomena of the material, or not-so-material, world (Edu, Int)

Esoteric Schools:

- Internet Mage: self-taught mystic of the Internet Book of Shadows (End, Int, Edu)
- Chaos Mage: practitioner of the mystic principles of Chaos (End, Int, Edu)
- Enochian: follower of the summoning rituals of John Dee (End, Edu, Int, Dex)
- Kuji-in: user of the Japanese tradition of hand symbols and chants (End, Dex, Int, Edu)
- Neo-Pagan: member of a coven practicing the neo-Wicca of Gardner (End, Int, Dex, Edu)
- Vampire: parasite who feeds off of the energy and power of other beings (End, Int, Dex)
- Ancient East: follower of the traditions of Egypt, Babylon, Sumer, and the Kabbalah (End, Edu, Int)
- Mystic Yogi: yogi who can do miracles with the power of prana via body and mind (End, Dex, Int)
- Ordo Arcanorum: student of the OA in the tradition of Aleister Crowley (End, Int, Soc)
- Psion: person who can tap into the direct powers of their mind through talent or training (Int, End)
- Shaman: practitioner of a true ancient tradition; African, Native American, etc. (End, Soc, Int)
- Taoist: monastic martial artist who has honed physical and mental prowess to use Chi (End, Dex, Int)

Step 2. Generate your character's characteristic scores by rolling 2D6 six times. Assign the results to the six different characteristic scores, as follows:

You may assign your character's characteristic scores to fit your chosen career or school at this point.

- Strength (Str)
- Dexterity (Dex)
- Endurance (End)
- Intelligence (Int)
- Education (Edu)
- Social Standing (Soc)



For instance, the player of a Soldier may assign the highest scores to Endurance, Strength, and then Education, as recommended for this career.



Step 3. Determine your characteristic modifiers from the Characteristic Modifier by Score Range table, as follows:

Characteristic Modifier by Score Range

Score Range	Pseudo Hex	Modifier
0 through 2	0-2	-2
3 through 5	3-5	-1
6 through 8	6-8	+0
9 through 11	9-B	+1
12 through 14	C-E	+2
15 through 17	F-H	+3
18 through 20	J-L	+4
21 through 23	M-P	+5
24 through 26	Q-S	+6
27 through 29	T-V	+7
30 through 32	W-Y	+8
33 or higher	Z	+9

Calculating Characteristic Modifiers: A characteristic score modifier is calculated by dividing the ability score by three, dropping all fractions, and then subtracting one. So, the average characteristic score of 7 has a DM (Die Modifier) of +0.

Note your character's characteristic scores on your character sheet using pseudo hex in the UPP format in the "Score Total" column. See the UPP Format box (below). A sample character sheet is at the end of this chapter.

Also note your character's characteristic modifiers on your character sheet under the "DM" (Die Modifier) column.

For player characters a characteristic score may not exceed 15 or go below 1, except under special circumstances.

Step 4. Go to the Character Playbook of the career or school you chose in step 1, and make a Qualifications check. If you succeed the Qualifications check, begin that career or school at Rank-0, and follow that career or school's instructions for character creation. If you fail, roll on the Draft Table of that Character Playbook.

Optional Rule: If the Referee approves, players may select a Career or School without Qualifications, Survival, Advancement, Special Operations / Risky Castings, or Skill rolls. Instead, the Referee may assign a number of terms and/or skills which the players may choose for their characters without rolls. This is how the Referee will frequently create NPC's.

The Referee may also approve of the players entering a Career or School without a Qualifications check, but require subsequent rolls for Survival, Advancement, Special Operations / Risky Casting, and Skills.

The Cepheus Engine uses the Universal Persona Profile (UPP) to state a character's characteristic scores in a concise manner using pseudo hex notation per the Characteristic Modifier by Score Range table (above). With a little practice, this can be quickly and easily read.

The order of the scores is; Strength, Dexterity, Endurance, Intelligence, Education, and Social Standing.

So, a character with the following characteristic scores:

Strength 6, Dexterity 8, Endurance 7, Intelligence 11, Education 9, Social Standing 12

would have a UPP of; 687B9C.



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