Opus Magi Character Sheet

Character Name: Jeremy Blake

Career / School: Hunter

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

Psionic Strength (Psi)			

Rank: Hunter-3
Terms: 4
Age: 34 (18 + terms x4) Experience:

Back Story:

You always loved the woods, and spent most of your time growing up in the forests of the provinces, An African-Canadian with a Native American grandma, you made a reputation for yourself as a hunter and prepper on your Internet channel, thereby making friends all over the world. Some rather strange Internet acquaintances from overseas want you to train them. There's a lot of money involved,...

Skill	Level/DM
Wheeled Vehicle	1
Linguistics (English, French)	0
Gun Combat: Rifle	1
Outdoors: Survival	2
Athletics	1
Outdoors: Hunting	2
Gun Combat: Pistol	1
Watercraft: Motorboats	1
Melee Combat: Piercing	1
Recon	1
Tactics	1

Special Ability	Renews

Credits (Cr): 3,500

Encumbrance Limit: 11 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Auto Rifle		2	3D6 Rifle RoF-1/4 Piercing (20 rounds)
Assassin's Dagger		1	2D6+1 Close Quarters Piercing/Slashing
Bullet Proof Vest	15,000	0	AR +5, +1 vs. Piercing
Auto Pistol		1	2D6 Pistol RoF-1/3 Piercing (15 rounds)
Auto Rifle Ammo		1	1 cartridge 20 rounds
Auto Pistol Ammo		1	1 cartridge 15 rounds
Telescopic Sight-1	1,000	0	+1 DM on ranged attacks
Throwing Knife x5	500	1	2D6 Thrown Piercing
Rope & Climbing Gear-1		2	+1 DM climbing rolls
Total Encumbrance		9	

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	

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	