Opus Magi Character Sheet

Character Name: Snake Jake

Career / School: Rogue

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

Back Story:

From Brooklyn. Long story. Had to come here to get away from, well,...you know. My crazy old grandma gave me this potion: "You're such a GOOD boy." Wonder what it's for?

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

Psionic Strength (Psi)			

Skill	Level/DM
Vehicle: Wheeled	0
Linguistics (English, French)	0
Gun Combat: Pistol	1
Streetwise	2
Security	1
Broker	1
Gambling	1
Carousing	1
Recon	2
Melee Combat: Piercing	1

Special Ability	Renews

Credits (Cr): 4,900

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

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Dextran-Air Model-1		1	Computer +1 DM
Auto Pistol		1	2D6 Pistol RoF-1/3 Piercing (15 rounds)
Auto Pistol ammo	100	2	2 cartridges, each with 15 rounds
Assassin's Dagger		1	2D6+1 Close Quarters Piercing/Slashing
Lock Pick Set-1		1	+1 DM to Security checks
Healing Tincture	16,000	1	Restores 2D6+4 damage
Rope & Climbing gear-1	100	2	+1 DM climbing rolls
Total Encumbrance		9	

Combat Power: 6

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	