Opus Magi Character Sheet

Character Name: John Barrison

Career / School: Enochian

Characteristic	Score		DM
	Total	Current	
Strength (Str)	5		--1
Dexterity (Dex)	8		
Endurance (End)	A		+1
Intelligence (Int)	A		+1
Education (Edu)	8		
Social Standing (Soc)	6		

Psionic Strength (Psi)			

Rank: Junior Apprentice
Terms: 3
Age: 30 (18 + terms x4) Experience:

Back Story:

You're a complete weirdo, whose oddness eventually led you to dabble in real magick. Your mentor suddenly, cryptically threw you out one day. You understand that now you need to accomplish something on your own before you can return. You are the unlikely ally of Jennifer Hiu. The only thing you share in common is esoteric power, and your understanding that some of those unlikely conspiracy theories are real.

Skill	Level/DM
Wheeled Vehicle	0
Linguistics (English, Old English, Latin, Ancient Greek)	1
Sciences: Esoteric Lore	1
Magic: Spirit	2
Magic: Metal	1
Magic: Artisan	2
Performance: Dance	1
Magic: Alchemy	1
Magic: Calligraphy	1

Special Ability	Renews

Credits (Cr): 8,000 **Encumbrance Limit:** 9 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Dextran-Air Model-1		1	+1 DM Computer
Esoteric Lore Database-2		0	+2 DM Esoteric Lore
Calligraphy Kit		2	Required for creating scrolls
Alchemy Kit		3	Required for creating potions
Heavy Cloth		0	AR +2, +1 vs. Slashing
Flashlight-1		0	+1 DM sight checks
Scroll: Bend Metal		1	+2 DM Bend Metal spell (below)
Healing Draught		1	Restores 1D6+4 damage
Total Encumbrance		8	

Combat Power: 4

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	
Bend Metal: may bend a thick heavy piece of metal (gun, etc.) out of shape so that it is useless at a short range							
Metal	--2	+0	+1	+1	+1	+1	2
Hand of the Forger: caster gives self or target a +2 DM to Magic: Artifice skill involving metal for 1 hour							
Metal	--2	+0	--1	+1	+1	--1	2
Mechanical Manipulation: caster may affect the operation of a machine for 1 hour, or cause 2D6 damage to it							
Metal	--2	+0	--1	+1	+1	--1	2
Temple of Angels: caster creates an edifice out of scrap in 10 minutes, lasting 23 hours							
Metal	--4	--2	--3	+1	+1	--7	3
Spirit Walk: project own spirt at short range through barriers to perceive visually what is behind them, for up to 6 minutes							
Spirit	--2	+0	+0	+2	+1	+1	2
Spirit Hammer: do an additional 2D6 damage against a spirit during spirit combat							
Spirit	--2	+0	+1	+2	+1	+2	2

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	