Opus Magi Character Sheet

Character Name: Choi Xia Yu

Career / School: Taoist

Characteristic	Score		DM
	Total	Current	
Strength (Str)	8		
Dexterity (Dex)	9		+1
Endurance (End)	A		+1
Intelligence (Int)	A		+1
Education (Edu)	8		
Social Standing (Soc)	6		

Psionic Strength (Psi)			

Rank: Shi Xiong
Terms: 3
Age: 30 (18 + terms x4) Experience:

Back Story:

When you came to America, it was only natural that your family had cousin Alyssa take you in. You needed a place to stay. You hadn't expected to discuss the years of monastic training you had, nor the wonders you could do with your Chi. Alyssa is solid in the modern sciences. But, your cousin, it turns out, has her own talents. How does she manage to heal without Chi?

Skill	Level/DM
Wheeled Vehicle	0
Linguistics (Mandarin, English, Korean, French)	1
Melee: Martial Arts	1
Magic: Chi	2
Medical: Human	1
Magic: Alchemy	1
Performance: Dance	1
Magic: Healing	1
Athletics	1

Special Ability	Renews

Credits (Cr): 4,000

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

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Amulet		0	Spell inscribed: Word of Rejuvination (below) +1 DM
Alchemy Kit		3	Required for creating potions
Healing Draught		1	Restores 1D6+4 damage
Jiu Jie Bian Chain Whip		1	1D6+2 Extended Reach Bludgeoning Piericing
Total Encumbrance		5	

Combat Power: 9

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	
Boost: general +2 DM bonus to all checks for one target at touch range for 1 hour							
Healing	--2	+0	--1	+1	+1	--1	2
Healing Ray: heal target 2D6 of damage within 12m							
Healing	--2	+0	+1	+1	+1	+1	2
Word of Rejuvenation: heal target 4D6 of damage							
Healing	--4	+0	+1	+1	+1	--1	3
Chi Strike: put Chi into punch or kick, +2 damage, 6 rounds							
Chi	--2	+0	+1	+2	+1	+2	2
Lucky Touch: mage touches target, target gains +2 bonus to one chosen ability for 6 minutes							
Chi	--2	+0	+0	+2	+1	+1	2
Chi Wall: harden body with Chi, absorbs --2 of damage, 6 rounds							
Chi	--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	