Opus Magi Character Sheet

Character Name: Terence "Terry" Lupu

Career / School: Skin Walker

Characteristic	Score		DM
	Total	Current	
Strength (Str)	B		+1
Dexterity (Dex)	C		+2
Endurance (End)	9		+1
Intelligence (Int)	7		
Education (Edu)	5		--1
Social Standing (Soc)	5		--1

Psionic Strength (Psi)	8		+0

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

Back Story:

Detroit. Not a good neighborhood, either. A bad education, a bad childhood, a bad scene. You don't remember much of dad. A Romanian immigrant. The family last name means "wolf." Some fuzzy story of ancestors reviled by their town. You can change, sure. Surprised when you found out other people couldn't. Music is one of the few things that make life worth living,...and gives you a few bucks on the road.

Skill	Level/DM
Melee: Natural (Martial Arts)	2
Linguistics (English, Romanian)	0
Athletics	1
Psionics: Polymorphism	2
Recon	2
Psionics: Awareness	2
Outdoors: Survival	1
Medical: Veterinary	1
Wheeled Vehicle	0
Performance: Music	1
Outdoors: Hunting	1

Special Ability	Renews

Credits (Cr): 2,000

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

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Bolas		1	Entangling: target Dex check to avoid or --2 DM to skill checks
Throwing Steel (5)		1	1D6+2 Thrown Piercing
Beast's Tooth-1		0	+1 DM Polymorphism or +1 DM Attack, 6 charges
Camping Gear-1		2	Tent, sleeping bag, kit, etc. for 1 person
Guitar-1		2	+1 DM Performance: Music
Total Encumbrance		6	

Combat Power: 12

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	
Suspended Animation (up to 7 days no need food or water)	+0	+2	+0	+2	3
Enhanced Str or Dex or End (for 10 minutes declines 1 / minute)	+0	+2	+0	+2	1/Point
Body-Mind Focus (+2 DM to physical & combat rolls)	–2	+2	+0	+0	3
Body Armor (for 10 minutes up to +4 AR)	–2	+2	+0	+0	1/point
Regeneration (heals damage to Str, Dex, End)	–4	+2	+0	–2	1/point
Disguise (facial features, height, weight, coloring, voice, and sex)	+0	+2	+0	+2	2/hour
Imitate (completely imitates another person, body / voice only)	–4	+2	+0	–2	4/hour
Animal (transforms into animal small as a cat or as large as a wolf)	+0	+2	+0	+2	3/hour
Beast (+2 DM Melee: Natural +1D6 damage)	–2	+2	+0	+0	3/minute
Monster (+2 DM Melee: Natural +2D6 damage +1 DM wounds)	–4	+2	+0	–2	4/minute
Behemoth (+4 DM Melee: Natural +4D6 damage +2 DM wounds)	–6	+2	+0	–4	6/minute