Opus Magi Character Sheet

Character Name: Kisho Fujita

Career / School: Denki no hito

Characteristic	Score		DM
	Total	Current	
Strength (Str)	5		--1
Dexterity (Dex)	6		
Endurance (End)	8		
Intelligence (Int)	B		+1
Education (Edu)	B		+1
Social Standing (Soc)	4		--1

Psionic Strength (Psi)	B		+1

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

Back Story:

You entered Kiyabu as an intern, thinking of it as a stepping-stone to a technical career. Years later, you are the first success of a secret, corporate, psychic research program. You are proud of your abilities, even while you are still amazed by them. You and only a few other employees have such abilities. But, you are also worried. Kiyabu and it's American partner dabble in very questionable research,...

Skill	Level/DM
Engineering: Electronic	1
Linguistics (Japanese, English)	0
Computer	2
ElectroSensus	2
Security	2
Investigation	1
Broker	1
Bureaucracy	1
Engineering: Mechanical	1
Jack of all Trades	1
Sciences: Physical	1
Carousing	1

Special Ability	Renews

Credits (Cr): 11,000 **Encumbrance Limit:** 9 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Fortextron Model-2 Laptop		1	+2 DM Computer
ElectroSensus Kit-1		3	+1 DM ElectroSensus, 6 charges
Shieldbreaker-6		0	Hacking software, rating-6
Psi Drug: Standard		1	+4 to Current Psi Str, may go over maximum
Total Encumbrance		5	

Combat Power: 2

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	
Electro Sense (find electronics 1+Range up to 500m)	+0	+2	+1	+3	1+Range
Mind-Machine Interface (meld with electronics up to 6 hours)	-2	+2	+1	+1	4+Range
Data Download (download data from Mind-Machine Interface)	-2	+2	+1	+1	2
Electro Surfing (+2 DM any skills checks on Internet)	+2	+2	+1	+5	2
Electro Strike (1 damage / 1 Psi Str, Melee: Martial Arts to hit)	-2	+2	+1	+1	1/1 dmg
Electro Channel (3D6 damage up to 50m, 1D6 damage self)	-4	+2	+1	-1	4+Range