Opus Magi Character Sheet

Character Name: Karl Jenkins

Career / School: Shadow Runner

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

Psionic Strength (Psi)	9		+1

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

Back Story:

You figured that they tagged you not long after you enlisted. Just a grunt soldier, but right after those strange experiments you and the regiment participated in, you found yourself signing papers in a high-security lab. Government, right. More like corporate contractor. Since then you've been doing work for whichever bigwigs run this organization. Time to break free for a while,...

Skill	Level/DM
Security	1
Linguistics (English, Spanish, German, Japanese)	1
Recon	1
Psionics: Awareness	1
Gun Combat: Pistol	1
Psionics: Clairvoyance	1
Computer	1
Investigation	1
Demolitions	1
Aircraft: Rotor Aircraft	1
Bureaucracy	1
Carousing	1
Athletics	1

Special Ability	Renews

Credits (Cr): 6,500 **Encumbrance Limit:** 10 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Dextran-Air Model-1		1	+1 DM Computer
Auto Pistol		1	2D6 Pistol RoF-1/3 Piercing (15 rounds)
Forensics Kit-1		2	+1 DM Investigation
Psi Drug: Standard		1	+4 to Current Psi Str, may go over maximum
Auto Pistol ammo		1	1 cartridge with 15 rounds
Explosives, Plastic		2	3D6 within 2D6 meters
Shieldbreaker-6		0	Hacking software, rating-6
Stun grenades		2	6 stun grenades: 3D6 stun damage, see Equipment
Total Encumbrance		10	

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	

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	
Enhanced Str or Dex or End (for 10 minutes declines 1 / minute)	+0	+1	+1	+2	1/point
Body-Mind Focus (+2 DM to physical & combat rolls)	-2	+1	+1	+0	3
Body Armor (for 10 minutes up to +4 AR)	-2	+1	+1	+0	1/point
Regeneration (heals damage to Str, Dex, End)	-4	+1	+1	-2	1/point
Clairvoyance or Clairaudience (see or hear at a distance)	+0	+1	+1	+2	2+Range
Clairsentience (see and hear at a distance)	-2	+1	+1	+0	3+Range
Know the Target (1 success Ranged or Thrown Attack +2 Effect)	-4	+1	+1	-2	3+Range
Feel the Universe (intuit answer to major plot question)	-6	+1	+1	-4	6
Suspended Animation (up to 7 days no need food or water)	+0	+1	+1	+2	3