Opus Magi Character Sheet

Character Name: Akerke Djumilova

Career / School: Psion

Characteristic	Score		DM
	Total	Current	
Strength (Str)	8		
Dexterity (Dex)	9		+1
Endurance (End)	8		
Intelligence (Int)	7		
Education (Edu)	8		
Social Standing (Soc)	9		+1

Psionic Strength (Psi)	C		+2

Rank: Level 2
Terms: 3
Age: 30 (18 + terms x4) Experience:

Back Story:

You were the champion sabre swordswoman of the Kazakhstani fencing team, in London for a competition, when a madman burst into your hotel room. Without thinking, you twisted something inside yourself and appeared safely downstairs in the lobby. You were experimenting with your new-found ability during your stay in the UK, when an American named "Nick" approached you with an offer,...

Skill	Level/DM
Vehicle: Wheeled	0
Linguistics (Russian, Kazakh, English, Tatar)	1
Carousing	1
Psionics: Awareness	1
Psionics: Teleportation	2
Broker	1
Melee Combat: Slashing	2
Sciences: Life	1
Investigation	1

Special Ability	Renews

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

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Titanium Tanto with Psionic Interface		1	2D6 Close Quarters Slashing, roll Psi not Dex for Attack
Psi Drug: Standard		1	+4 to Current Psi Str, may go over maximum
Forensics Kit-1		2	+1 DM Investigation
Dextran-Air Model-1		1	+1 DM Computer
Ancestral Sabre		1	2D6+1 Close Quarters Slashing (not usually carried on person)
Total Encumbrance		6	

Combat Power: 10
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	+2	+3	1/point
Body-Mind Focus (+2 DM to physical & combat rolls)	-2	+1	+2	+1	3
Body Armor (for 10 minutes up to +4 AR)	-2	+1	+2	+1	1/point
Regeneration (heals damage to Str, Dex, End)	-4	+1	+2	-1	1/point
Teleport self, unclothed	+0	+2	+2	+4	0+Range
Teleport self, light load	-2	+2	+2	+2	2+Range
Teleport self, moderate load	-4	+2	+2	+0	3+Range
Teleport self, heavy load	-4	+2	+2	+0	4+Range
Teleport object	-6	+2	+2	-2	6+Range
Teleport other person / being	-6	+2	+2	-2	8+Range