Opus Magi Character Sheet

Character Name: Berker Berenoglu

Career / School: Psion

Characteristic	Score		DM
	Total	Current	
Strength (Str)	9		+1
Dexterity (Dex)	6		
Endurance (End)	7		
Intelligence (Int)	8		
Education (Edu)	8		
Social Standing (Soc)	7		

Psionic Strength (Psi)	C		+2

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

Back Story:

An exchange student in New York, you were picked-up by Xenon Genetic when they tested paid volunteers on "mental research experiments." You proved to be a potent psion, and were a loyal company man. But, now they've asked you to help Nick track down Jennifer Hiu, for whom you have great affection. You've decided to help Jennifer while pretending to play along with the company.

Skill	Level/DM
Vehicle: Wheeled	0
Gambling	1
Carousing	1
Psionics: Telekinesis	2
Security	1
Psionics: Teleportation	1
Bureaucracy	1
Gun Combat: Pistol	1
Linguistics (English, Turkish)	0
Computer	1

Special Ability	Renews

Credits (Cr): 9,000

Encumbrance Limit: 11 (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)
Auto Pistol ammo		2	2 cartridges, each with 15 rounds
Psi Drug: Standard		1	+4 to Current Psi Str, may go over maximum
Shieldbreaker-4		0	Hacking software, rating-4
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	

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	
Telekinetically Lift 10 Grams	+4	+2	+2	+8	2+Range
Telekinetically Lift 100 Grams	+2	+2	+2	+6	3+Range
Telekinetically Lift 1 kg (1 damage Thrown Range)	+0	+2	+2	+4	5+Range
Telekinetically Lift 10 kg (1D6 damage Thrown Range)	–2	+2	+2	+2	7+Range
Telekinetically Lift 100 kg (2D6 damage Thrown Range)	–4	+2	+2	+0	9+Range
Telekinetically Lift 1,000 kg (8D6 damage Thrown Range)	–6	+2	+2	–2	10+Range
Teleport self, unclothed	+0	+1	+2	+3	0+Range
Teleport self, light load	–2	+1	+2	+1	2+Range
Teleport self, moderate load	–4	+1	+2	–1	3+Range
Teleport object	–6	+1	+2	–3	6+Range
Teleport other person / being	–6	+1	+2	–3	8+Range