Opus Magi Character Sheet

Character Name: Jennifer Hiu

Career / School: Psion

Characteristic	Score		DM
	Total	Current	
Strength (Str)	6		
Dexterity (Dex)	6		
Endurance (End)	9		+1
Intelligence (Int)	A		+1
Education (Edu)	B		+1
Social Standing (Soc)	5		--1

Psionic Strength (Psi)	A		+1

Rank: Level 3
Terms: 4
Age: 34 (18 + terms x4) Experience:

Back Story:

You're an Asian-American woman who was forced to train in an ultra-secret lab for the US government. Eventually you escaped from the alphabet agency. Now you're on the run, and there are people chasing you. The agency, perhaps? Or, other interested parties? You have a valuable ally, though, in John Barrison, however strange he may be.

Skill	Level/DM
Vehicle: Wheeled	0
Gambling	1
Carousing	1
Psionics: Awareness	1
Security	1
Psionics: Telepathy	2
Investigation	1
Gun Combat: Pistol	1
Linguistics (English, Mandarin, French, Spanish)	1
Computer	2
Bureaucracy	1
Psionics: Clairvoyance	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		2	2 cartridges, each with 15 rounds
Psi Drug: Double		1	+8 to Current Psi Str, may go over maximum
Shieldbreaker-5		0	Hacking software, rating-5
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	
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
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
Read Surface Thoughts (read active, current thoughts)	+0	+2	+1	+3	2+range
Send Thoughts (send to non-telepaths and telepaths)	--2	+2	+1	+1	2+range
Scan (listen for specific thoughts multiple targets to 500m)	--2	+2	+1	+1	4+Range
Probe (read innermost thoughts for specific information)	--4	+2	+1	--1	4+range
Attack (1D6+Effect on Psi Str then Int, --2 DM checks)	--2	+2	+1	+1	3+Range
Assault (unshielded unconscious & 2D6+Effect on Psi Str then Int)	--6	+2	+1	--3	8+range