# Opus Magi Character Sheet

**Character Name:** Bora

**Career / School:** Mabeobsa

| Characteristic | Score | | DM |
|---|---|---|---|
| | Total | Current | |
| Strength (Str) | 7 | | |
| Dexterity (Dex) | 9 | | +1 |
| Endurance (End) | 9 | | +1 |
| Intelligence (Int) | A | | +1 |
| Education (Edu) | 9 | | +1 |
| Social Standing (Soc) | 3 | | --1 |

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|---|---|---|---|
| Psionic Strength (Psi) | B | | +1 |

**Rank:** The Gifted Child
**Terms:** 4
**Age:** 34 (18 + terms x4) Experience:

**Back Story:**

Your childhood was unnatural at best, twisted at worst. You suffered horrible punishments, but came to succeed at the awful expectations of your teachers. Dr. Park, the only gentle one, became a mother figure for you. She helped you escape by stealing one of the very aircraft you had been trained to use. The secret society that made you is very keen to know where you are, just as you want to know who and what they are.

| Skill | Level/DM |
|---|---|
| Melee Combat: Martial Arts | 1 |
| Linguistics (Korean, English) | 0 |
| Recon | 2 |
| Psionics: Thermostatics | 2 |
| Computer | 1 |
| Investigation | 1 |
| Security | 1 |
| Aircraft: Winged | 1 |
| Wheeled Vehicle | 1 |
| Gun Combat: Rifle | 1 |
| Jack of All Trades | 1 |
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| Special Ability | Renews |
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**Credits (Cr):** 1,500

**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) |
| Auto Pistol ammo | | 1 | 1 cartridge with 15 rounds |
| Psi Drug: Standard | | 1 | +4 to Current Psi Str, may go over maximum |
| Polymer Dagger | | 1 | Psi check = Attack roll 2D6+Thermostatic Ability Close Quarters |
| Twin Jet Aircraft | | N/A | Agility -1 600 kph 1 crew 6 passengers AR +10 Hull-20 Structure-40 |
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| 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 | |
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*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 | |
| Temperature Resistance (2 Psi Str / 1D6 damage reduction) | +0 | +2 | +1 | +3 | 2/1D6 |
| Ambient Atmosphere Control (2 Psi Str / 20°C+Range in 50m) | --2 | +2 | +1 | +1 | 2/20°C+R |
| Ice Armor (absorbs 1D6 damage) | --2 | +2 | +1 | +1 | 3 |
| Thermo Attack (3D6 cold or heat Ranged Attack up to 50m) | --2 | +2 | +1 | +1 | 4+Range |
| Body Temperature Control (1D6 damage for 1D6 rounds) | --4 | +2 | +1 | --1 | 4+Range |
| Wall of Ice (up to 12m x 50m 10 dmg single / 20 multiple to break) | --4 | +2 | +1 | --1 | 3+Range |
| Wall of Flame (up to 12m x 50m 3D6 to pass --2 DM attack thru) | --4 | +2 | +1 | --1 | 3+Range |
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