Opus Magi Character Sheet

Character Name: Captain Sung

Career / School: Soldier / Psion

Characteristic	Score		DM
	Total	Current	
Strength (Str)	A		+1
Dexterity (Dex)	9		+1
Endurance (End)	B		+1
Intelligence (Int)	A		+1
Education (Edu)	8		
Social Standing (Soc)	4		--1

Psionic Strength (Psi)	9		+1

Rank: Captain / The Experiment
Terms: 3/1
Age: 34 (18 + terms x4) Experience:

Back Story:

Already a decorated soldier upon retiring, powerful connections told you to take up security for a secret lab. What you witnessed was extraordinary, even horrifying, but you were never the type to feel much compassion. You were surprised, though, when they injected you as part of the experiments, and you gained new abilities. Now your mission is to capture or kill Bora, and kill any allies she has.

Skill	Level/DM
Wheeled Vehicle	0
Linguistics (Korean, English)	0
Demolitions	0
Gun Combat: Rifle	1
Athletics	2
Melee Combat: Martial Arts	2
Gun Combat: Pistol	1
Recon	2
Security	1
Computer	1
Carousing	0
Psionics: Awareness	1

Special Ability	Renews

Credits (Cr): 35,000

Encumbrance Limit: 11 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Throwing Knives x5		1	2D6 Thrown Piercing
Auto Pistol		1	2D6 Pistol RoF-1/3 Piercing (15 rounds)
Auto Pistol ammo		2	2 cartridges each with 15 rounds
Bullet Proof Vest		0	AR +5, +1 vs. Piercing
Auto Rifle		2	3D6 Rifle RoF-1/4 Piercing (20 rounds)
Auto Rifle Ammo		1	1 cartridge 20 rounds
Assassin's Dagger		1	2D6+1 Close Quarters Piercing Slashing
Lujiao Dao Knives		1	1D6 Close Quarters Twin Attack Bludgeoning Piercing Hook
Telescopic Sight-1		0	+1 Gun Combat: Rifle
Inhibitor Drug		1	--4 DM all Psi checks and cannot gain Psi Str
Total Encumbrance		10	

Combat Power: 19

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	
Suspended Animation (up to 7 days no need food or water)	+0	+1	+1	+2	3
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