Opus Magi Character Sheet

Character Name: Chun Ha Jun

Career / School: Drifter

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

Psionic Strength (Psi)			

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

Back Story:

"The dudes in the US Army called me 'Junee.' Mom and dad had to split, you know how it goes. Picked up most of what I know hanging around the bars near the base. Gonna be a writer. Wanna see some samples? Oh, her? Yeah, I know she's pretty. Bora. Her name means 'purple.' No, I can't give you her number. She needs some help getting around, and I'm the man who knows how. Hey, we gotta split real fast now."

Skill	Level/DM
Wheeled Vehicle	0
Linguistics (Korean, English)	0
Melee Combat: Martial Arts	1
Streetwise	2
Recon	1
Carousing	2
Gambling	1
Construction Vehcile	1
Broker	2
Athletics	2

Special Ability	Renews

Credits (Cr): 500

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

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Throwing Knives x5		1	2D6 Thrown Piercing
Dan Bong Club		1	1D6 Close Quarters Bludgeoning Grappling
Camping Gear-1		2	Tent, sleeping bag, kit, etc. for 1 person
Rope & Climbing gear-1		2	+1 DM climbing, etc.
Total Encumbrance		6	

Combat Power: 7

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	