Opus Magi Character Sheet

Character Name: Dr. Alyssa Choi

Career / School: Mganga

Characteristic	Score		DM
	Total	Current	
Strength (Str)	5		--1
Dexterity (Dex)	9		+1
Endurance (End)	9		+1
Intelligence (Int)	A		+1
Education (Edu)	B		+1
Social Standing (Soc)	4		--1

Psionic Strength (Psi)	8		+0

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

Back Story:

A talented young doctor in Boston, you learned that curing patients could be much more than drugs and procedures. You learned to manipulate "something" to heal people for whom the usual medicine didn't seem to work. You've kept your talent secret, mostly, except for a distant cousin. Now there's this symposium in Europe, and an African lecturer who you feel has the same, strange ability,...

Skill	Level/DM
Sciences: Life	1
Linguistics (English, Mandarin)	0
Medical: Human	3
Psionics: Uponyaji	2
Bureacracy	1
Broker	1
Computer	2
Carousing	1
Sciences: Physical	1

Special Ability	Renews

Credits (Cr): 10,000 **Encumbrance Limit:** 9 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Dextran-Air Model-1		1	+1 DM Computer
Medical Kit-2		2	+2 DM Medical
Psi-Focus: Uponyaji-1		0	+1 DM Psionic: Uponyaji, 1 hour / session (ring)
Medical Database-1		0	+1 DM Medical
Total Encumbrance		3	

Combat Power: 3

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	
Heal Another (touch range 1D6 / 3 Psi Str)	+0	+2	+0	+2	3/1D6
Heal Another (ranged 1D6 / 3 Psi Str+Range)	-2	+2	+0	+0	3/1D6+R
Heal Ailment (minor which cause -1 DM)	+0	+2	+0	+2	3
Heal Ailment (major which cause -2 DM)	-2	+2	+0	+0	4
Heal Ailment (terminal unable to roll at all)	-4	+2	+0	-2	6
Heal Self (1D6 / 5 Psi Str)	-4	+2	+0	-2	5/1D6
Psi Gift (1 Psi Str to another / 2 Psi Str+Range)	-4	+2	+0	-2	2/Psi+R
Touch of the Ancestors (complete healing)	-6	+2	+0	-4	8