Opus Magi Character Sheet

Character Name: Alondra Martinez

Career / School: Denki no hito

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

Psionic Strength (Psi)	A		+1

Rank: Engineer
Terms: 3
Age: 30 (18 + terms x4) Experience:

Back Story:

You got an engineering internship at XenoBioCorp through a cousin and a friend. You sensed the corruption, but things took a wild turn when you found yourself training in Tokyo at Kiyabu. The project, and your role in it, is fascinating. Still, your training has been somewhat different that the others', what with linguistics and martial arts. You sense that they want you and Kisho to steal secrets from rivals in the Far East.

Skill	Level/DM
Engineering: Electronic	1
Linguistics (English, Spanish, Japanese, Korean)	1
Computer	1
ElectroSensus	1
Security	1
Wheeled Vehicle	1
Broker	1
Carousing	1
Gun Combat: Pistol	1
Melee Combat: Martial Arts	1
Sciences: Social	1

Special Ability	Renews

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

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Fortextron Model-2 Laptop		1	+2 DM Computer
ElectroSensus Kit-1		3	+1 DM ElectroSensus, 6 charges
Shieldbreaker-7		0	Hacking software, rating-7
Psi Drug: Standard		1	+4 to Current Psi Str, may go over maximum
Auto Pistol with Psionic Interface		1	2D6 Pistol RoF-1/3 Piercing (15 rounds), roll Psi not Dex for Attack
Auto Pistol ammo		2	2 cartridges, each with 15 rounds
Lock Pick Set-1		1	+1 DM Security
Wheeled Vehicle (van)		N/A	Agility +0 150 kph 1 crew 7 passengers AR +0 Hull-8 Structure-12
Tessen War Fans		0	1D6 Close Quarters Twin Attack Bludgeoning
Total Encumbrance		9	

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	
Electro Sense (find electronics 1+Range up to 500m)	+0	+1	+1	+2	1+Range
Mind-Machine Interface (meld with electronics up to 6 hours)	-2	+1	+1	+0	4+Range
Data Download (download data from Mind-Machine Interface)	-2	+1	+1	+0	2
Electro Surfing (+2 DM any skills checks on Internet)	+2	+1	+1	+4	2
Electro Strike (1 damage / 1 Psi Str, Melee: Martial Arts to hit)	-2	+1	+1	+0	1/1 dmg
Electro Channel (3D6 damage up to 50m, 1D6 damage self)	-4	+1	+1	-2	4+Range