Opus Magi Character Sheet

Character Name: Saito Hagime

Career / School: Technician

Characteristic	Score		DM
	Total	Current	
Strength (Str)	4	4	-1
Dexterity (Dex)	6	6	
Endurance (End)	5	5	-1
Intelligence (Int)	B	B	+1
Education (Edu)	9	9	+1
Social Standing (Soc)	6	6	

Psionic Strength (Psi)			

Rank: 2 - Tech
Terms: 4
Age: 34 (18 + terms x4) Experience:

Back Story:

You are a real wizard, of tech, that is. You know your way in and around computer security systems like nobody's business. But, your hobby is the ancient magic traditions of Japan,...

Skill	Level/DM
Wheeled Vehicle	1
Linguistics (Japanese, English)	0
Engineering: Electronic	0
Computer	2
Sciences: Physical	1
Investigation	1
Carousing	1
Melee Combat: Bludgeoning	2
Security	2

Special Ability	Renews

Credits (Cr): 11,950 **Encumbrance Limit:** 9 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Fortextron Model-2		1	Computer +2 DM
Cold light lantern-2	50	1	+2 DM to checks with sight, lasts 3 days on a battery
Shieldbreaker-6		0	Hacking software, rating-6
Shieldbreaker-5	15,000	0	Hacking software, rating-5
Electronics kit-1		2	+1 DM electronics skill checks
Personal drone	5,000	3	Str 2, Dex 6, Hull 3, Structure 3 short range audio & video CP: 0
Night stick (light mace)		1	2D6+1 Close Quarters Bludgeoning
Concealable vest	18,000	0	AR +4, +1 vs. Piercing
Total Encumbrance		8	

Combat Power: 6

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	