Opus Magi Character Sheet

Character Name: Dr. Park Chae-Yeong

Career / School: Physician / Scientist

Characteristic	Score		DM
	Total	Current	
Strength (Str)	5		--1
Dexterity (Dex)	4		--1
Endurance (End)	5		--1
Intelligence (Int)	C		+2
Education (Edu)	C		+2
Social Standing (Soc)	8		

Psionic Strength (Psi)			

Rank: Snr. Resident / Asc. Professor
Terms: 2 / 4
Age: 60 (18 + terms x4) Experience:

Back Story:

You are one of several top-level scientists who have created psionically-gifted children in a secret lab which doesn't even use a name or number. You suspect it is part of a Korean secret society. Unlike your colleagues, you have come to the conclusion that the development of these gifted children is as much mystical as a product of science. You developed an attachment to Bora, and helped her escape.

Skill	Level/DM
Wheeled Vehicle	0
Linguistics (Korean, English)	0
Computer	2
Sciences: Physical	2
Sciences: Life	2
Sciences: Social	1
Sciences: Esoteric	1
Bureaucracy	1
Medical: Human	3
Jack of All Trades	2
Gun Combat: Pistol	1
Investigation	2

Special Ability	Renews

Credits (Cr): 20,500 **Encumbrance Limit:** 9 (10 +/- Str DM)

Equipment	Cost	Encumbrance	Notes (DM bonus, damage dice, etc.)
Mintaka Slimline Model-3		1	+3 DM Computer
Shieldbreaker-8		0	Hacking software, rating-8
Medical Kit-2		2	+2 DM Medical
Auto Pistol		1	2D6 Pistol RoF-1/3 Piercing (15 rounds)
Auto Pistol Ammo		1	1 cartridge with 15 rounds
Esoteric Sciences Database-2		0	+2 DM Sciences: Esoteric Lore
Life Sciences Database-1		0	+1 DM Sciences: Life
Medical Database-1		0	+1 DM Medical
Total Encumbrance		5	

Combat Power: 0

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	