

Matika “The Messenger” Juneau



Night Hunter P.C.C.

Alignment: Unprincipled

Occupation: Psychic Investigator and “Witch Hunter”

Designer Notes for Matika “The Messenger” Juneau, Night Hunter

Matika is an NPC that I’ve been planning to use in my home game as a response to the sudden increase in Dark Magic and Witchery in the Pacific Northwest.

The important aspects of using Matika as an NPC include the following:

-She is of Native American ancestry. I wrote her as being part of a “Costal Salish Tribe”, but you’re welcome to elaborate further or change this to fit whatever part of the world your group is playing in. Whatever tribe or culture you use, they should be modernized and financially viable; such as owning/operating a casino or resort. The council of Matika’s tribe currently funds and directs her activities (at this time), but depending on how she behaves (something the PC’s could have a direct influence on) she could lose her tribe’s funding and support over time.

-Witches are common evils in most Native American lore’s, and it’s no exception with Matika’s tribe. Her tribe has a long, secretive past of hunting and combating witchery and Matika upholds that tradition, but does so in her own rebellious and far more public way; much to the chagrin of her tribal council.

-Matika is a **Ghost Hunter P.C.C.** (I prefer *Night Hunter* and refer to her as such on her character sheet) whose psychic abilities were recognized early and was trained from a young age to become a proficient hunter. While she’s as capable of dealing with the Supernatural as any Night Hunter, her training specialized in her tribe’s methods of hunting and combating witchery.

-Her **Reason for Paranormal Investigating** is considered “Shaman” (page 150) and she could be one, but Matika lacks the personal discipline or genuine interest to do so (another aspect her tribal council grumbles about).

-The witchery I refer to comes from the “**RIFTS: Dark Conversion**” book, in the **Dark Magic** Section (starting on page 170).

-Her tribal council is convinced that these witches are making pacts with the witch of legend known as the “Cannibal Basket Woman” or the “Basket Ogress” (a child eating, wild witch of the woods who’s haunted these lands for as far back as her tribe’s oral history goes). Matika however believes that it’s a Greater Demon who goes by the name of “Eliam”. This has led to her going beyond the “boundaries” of her hunting grounds to follow various leads, which always upsets her tribal council. Whether it’s one of these two beings or something completely different is up to the GM.

-Matika has suffered witches most of her life and was nearly killed by one in her teens during her training. She's encountered many of them and intimately knows how dangerous they are. She sees becoming a practitioner of witchery as a choice one cannot come back from (regardless if they made the pact with good intentions or not). As far as Matika's concerned, they've gotten a taste for the instant gratification and easy-come power the pacts of dark magic provide and is incapable of giving that kind of power up. Ever.

Therefore, Matika has no tolerance nor even a sense of scale when it comes to witches and deals with them (and anyone who associates with, or assists them) mercilessly. In short, when it comes to witches, Matika is a cold-blooded killer.

Matika is not stupid and fully understands that the outside world sees her as a murderer. But she believes that she's been given these gifts for a reason and that she's defending not only her tribe, but the world from the horrors of witchery. The world beyond her tribe would hate her for being a killer, but they all sleep safer at night because of her. Matika can live with that. Most likely, her merciless methods of dealing with witches will put her at odds with the player characters and could become an antagonist to the PC's over time.

She'll welcome any help the PC's offer with investigating and hunting the supernatural, especially where witches are concerned, but if they stop her from murdering a witch (especially one they're all certain is a witch), she'll confront and even fight them over it. She'll never intentionally kill any of the PC's however; like all Night Hunter's she has a high regard for life and understands that they're misguided in the witch's defense, but they mean well. On the other hand, she will no longer seek out or even desire the PC's help and when their paths cross in the future she will not be genial, especially if the witch they protected continues to use witchcraft.

I recommend playing Matika with some complexity. Until the PC's know of her merciless ways with witches, they should see a kindred spirit in her. She may come off as proud to the point of arrogance about who she is and what she does, but she's also a selfless hero and brave to the point of foolishness. She has all the traits that make Night Hunter's such great defenders of humanity. She's a good person, she understands all the risks involved in investigating magic, the paranormal & the supernatural, and she will stand beside them when confronting it.

Matika could even become a love interest to one of the PC's as she has a lot of respect and admiration for altruistic heroes like herself. She may even take a proverbial bullet for one of them. But the PC's will eventually learn of her cold-

blooded witch hunting methods, regardless of who they are or whatever their reasons for making pacts of dark magic were.

A few years prior in the Portland, Oregon area there was a serial killer who had killed several women over the course of a month and then seemingly stopped and disappeared. The M.O. of this serial killer included stripping the victim's naked, lacerating them with a large blade (most likely with a machete or a sword) before finishing them off with a bullet to the brain. Matika is said "serial killer".

Matika will defend her actions by explaining that the women were all part of a coven of witches. She'll explain that she confirmed that each one was a witch by locating the "Devils' Mark" on their bodies first (hence the stripping), they all tried to kill her when discovered (hence the lacerations via her sword), and she did not make them suffer (via the bullet to the brain), something they had no issues doing in pursuit of their victims and goals. To her, they got far better than they deserved.

Of course, if the PC's look into the autopsy reports, there's no tangible evidence of their being witches, including their **Devil's Mark** (which fades away upon the death of the witch). She'll even mention that all the other troubles, vicious maiming's, dismemberments and murders in the area all stopped when she ended the coven.

She's always remorseful for killing someone's daughter, girlfriend, fiancée, wife, mother or grandmother, but she'll never show remorse for killing a witch. She's more or less incapable of doing so. She's seen too much of what they can do and has seen far too few of them even attempt to seek redemption or renounce their pacts.

How the group responds to this information and her actions will determine the direction Matika goes in your game.

Beyond the Supernatural

Player: Pregenerated Character Sheet

Character: Matika Juneau

Nickname/Alias: "The Messenger"

P.C.C.: Night Hunter (pages 51-53)

Sex: Female Alignment: Unprincipled

Occupation: Psychic Investigator & "Witch Hunter"

Attributes

I.Q.: 11 HTH: Expert
 M.E.: 12 Actions per Round: 5
 M.A.: 13 Initiative:+ 1/4**
 P.S.: 21 Damage:+ 6
 P.P.: 13 Strike:+ 2/3**
 P.E.: 19 Parry:+ 3/4**
 P.B.: 14 Dodge:+ 3/7**
 Spd.: 20 Roll with punch, fall or impact:+ 2/4**
 P.P.E.: 5 Pull Punch (11+):+ 4/8**
 I.S.P.: 13 Knockout/Stun Roll: Natural 20
 S.D.C.: 27 Critical Strike Roll: Natural 20
 Hit Points: 63 Death Blow Roll: -
 Perception: +2 (+4 while hunting the supernatural)
 Armor: "Witch Huntress" Armor A.R.: 13* S.D.C.: 24*
 Level: 5 Experience Points: N/A

Special Abilities/Skills

Mechanical Aptitude-page 51: +10% to Mechanical skills

+2 to **Perception** when hunting/seeking the supernatural

Intuitive Weapon Knowledge-page 51

Fire an empty gun-page 51 / **Spirit Fist**-page 51

Intuitive Combat**-page 51: +3 initiative, +1 strike & parry, +4 dodge, +4 pull punch, +2 roll with impact, +2 disarm

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+5</u>	
Poison: Lethal	14	<u>+3</u>	<u>11+</u>
Poison: Non-Lethal	16	<u>+3</u>	<u>13+</u>
Harmful Drugs	15	<u>+2</u>	<u>13+</u>
Insanity	12	<u>-</u>	<u>12+</u>
Psionics	12	<u>-</u>	<u>12+</u>
Magic Spell	12	<u>+2</u>	<u>10+</u>
Magic Ritual	16	<u>+2</u>	<u>14+</u>
Coma/Death		<u>+18%</u>	
Possession		<u>+4</u>	
Curses	15	<u>-</u>	<u>15+</u>
Disease	14	<u>+2</u>	<u>12+</u>
Pain	16	<u>+4</u>	<u>12+</u>

Skills

	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	92
Language: Coastal Salish	50	10	3	72
Literacy: English	80	-	2	88
Mathematics: Basic	72	-	3	84
Pilot: Automobile	60	-	3	72
Detect Concealment	25	15	5	60
Research	30	10	5	60
Interrogation	30	15	5	65
Streetwise: Weird	30	20	5	70
Surveillance	30	15	5	65
Combat Driving	See page 213 for details			
Roadwise	26	10	4	52
Tailing	30	15	5	65
Tracking (people)	25	10	5	55
Computer Operation	60	10	3	82
Dieting	Physical & Attribute bonuses			
Wardrobe & Grooming	50	-	4	66
Basic Mechanics	40	5	5	66
Swimming	50	10**	5	70/80

Skills

	Base	Bonus	+%/lvl	Total%
Jogging / Running	Run 19 miles without fatigue			
Aerobic Athletics	Physical Attribute Bonuses			
Climbing (Hobbyist)	30	5**	5	50/55
 Lore: Demons & Monsters	30	20	5	70
 Lore: Entities & Ghosts	30	20	5	70
 Lore: American Indians	25	25	5	70
 Lore: Cults & Secret Societies	20	15	5	55
 Lore: Magic	25	15	5	60
Recognize Wards & Runes	15	15	5	50
Recognize Magic Circles	15	15	5	50
Recognize Enchantment	10	15	5	45
Magic: Witchery Related	25	25	5	70
Weapon Proficiencies: Recognize Weapon Quality (45%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Sword (Swordsmanship)	+2	+2	+1	
Modern Weapon Proficiencies	Strike	Aimed	Burst	
Handguns	+2	+4	+1	
Shotguns	+2	+4	+1	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Devil Sword	+4	+5	+3 / 10 feet	melee	2 ISP p/ hour	5 lbs.	3D6+16 to supernatural beings
Ghost Gun: Energy bolt	+2/+5 Aimed		160 feet	single	24 bolts	4 lbs.	2D6 to entities & energy beings
Ghost Gun: TeleK bolt	+2/+5 Aimed		280 feet	single	24 bolts	4 lbs.	5D6 to supernatural beings
Ecto-Slayer Shotgun	+2/+4 Aimed		150 feet	single	2 I.S.P.	7 lbs.	5D6+5 to supernatural beings
.22 caliber auto pistol	+2/+4 Aimed		150 feet	single/burst	2 I.S.P.	7 lbs.	2D4 (4D4 if vulnerable to silver)
silver dagger	+2	+3	+1 / 40 feet	melee	carries one	1 lb.	1D4 (2D4 if vulnerable to silver)+6
Spirit Fist (costs 6 I.S.P.)	Damages vampires, entities, ghosts, spirits, astral beings, etc.						2D6+6 for any physical attack
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4+6 (punch) / 2D6+7 (kick)
Disarm Attacks	Needs a Natural 17-20 as a defensive move; gets a +4/+6** bonus to offensive disarm attempts.						

Note: Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are included

Equipment

smartphone, trench coat, steel-toed boots, shorts, shirt, armor, fingerless gloves, utility belt, leather clutch wallet, Zippo lighter, pocket flashlight, pack of gum, gun holsters, sword sheath, silver "guiding spirit" butterfly pendant on deerskin necklace.

Duffle Bag Contents: large flashlight, bottled water, towel, map, 4 flares, 2 smoke grenades, 3 phosphorus grenades, 6" wood cross, 5 wooden stakes, small ball-peen hammer, small carved wooden totem of double headed serpent

Carries a small carved wooden totem of a double headed serpent, which is a symbol of the Coastal Salish people's spiritualism

Unique Items

Drives a 2 year old black GMC Acadia; holds all her hunting gear and traveling related baggage as needed.

Rents a condo that's within a day's drive of the PC's area.

Condo has exercise equipment, small research library, building materials in the garage, PC laptop and wi-fi, extra weapons, munitions, clothing, and some personal items.

*When activated, *Witch Huntress Armor* A.R. raises to 17, S.D.C. raises to 88. Costs 4 I.S.P. to activate armor for 1 hour

Personal Information

Beyond the Supernatural

Age: 28 Height: 5' 5" Weight: 115 lbs. Hair: black; kept long, though usually in pigtail braids
 Eyes: brown Birth Order: only child Money: financed by her tribal council
 General Appearance: Depends on her circumstances; dresses modestly around her family and tribal council but more revealing and form fitting while away.
 Enjoys wearing comfortable athlete wear when not hunting the supernatural or witches.
 Has a sizable wardrobe at home for all occasions to wear as needed.
 Disposition: A confident and stubborn exterior that masks her complex, spiritual nature
 Family History: Native American ancestry (default is Costal Salish tribes)
 Environment: Modern reservation community in the Pacific Northwest
 Reason for Paranormal Investigating: Raised to do so. She was recognized for her gifts early and was trained to hunt from an early age. Even then, Matika really enjoys the thrill of the hunt.
 Outlook on being Psychic: Proud to the point of arrogant as she was raised to feel special and important. Matika abuses her status regularly in public and amongst her tribal family.
 Goals in Life: Has a personal vendetta against witches and anyone who supports them.
 Hunting down and destroying "Eliam" would be a greatest accomplishment in her.
 Insanity: Matika's upbringing and personal hatred for witches has instilled a near obsession with hunting them. She will drop everything to hunt a witch at a moment's notice.

Psionics: Base I.S.P.: 13 Note: Increase Base I.S.P. by 1 at every level
 Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Matika's Night Hunter Psychic Abilities	I.S.P.
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Mechanical Aptitude-pg. 51: Can use any device made by another *Night Hunter* or *Psi-Mechanic* and can assist Psi-Mechanics, but lack their full range of abilities.

Intuitive Weapon Knowledge-pg. 51: Knows how to build all of her gear intuitively.

Fire an Empty Gun-pg.51: The weapon fires a TK bullet without the sound of gunfire (a soft, poof-poof sound is made) or residue of sulfur and gunpowder left behind.

TK bullets work on mortals, magical and supernatural creatures, including entities & undead.
 Creates up to 10 bullets that lasts up to 25 minutes; damage as per gun being held. 7

Spirit Fist-pg.51: Punches that do damage to supernatural beings that are otherwise impervious to ordinary weapons and punches, including vampires, Astral beings, Entities, Spirits, Astral Beings, and the Undead. Lasts 1 full round. 6

Intuitive Combat-pg.51: A form of telepathy geared to give her an advantage in combat.
 Lasts 10 rounds and is unable to use any other psychic power while this is in use.

Bonuses: +3 initiative, +1 strike & parry, +4 dodge, +4 to pull punch, +2 to roll with impact, +2 to disarm, Cannot be caught by surprise, even by attacks from behind or from long-range.

Unable to use any other power while in use, but can cancel this ability with a thought. 6

Open Lock-pg.105: Considered a Psychic-Enhanced Pick Lock Skill. **Base skill:** 88% 4

Telemechanics-pg.105: The ability to mentally communicate with machines. 10

Stop Bleeding(self)-pg.114: A form of mind over matter to stop *Blood Loss Damage*. 4

Levitation-pg.112: A form of Telekinesis which suspends objects in the air. varies

Telekinetic Leap-pg.115: Leaps an additional 10 feet high and 15 across. 8

Telekinetic Push-pg.116: Telekinetic force that pushes away with a P.S. of 13. 6

Telekinesis-pg.114: Moves objects via directed psychic energy. varies

Miscellaneous

Leaping Distance: Up: 2.5 feet / 5 feet (power) Across: 5 feet / 10 feet (power)
Run: 13.6 mph (max) 19 melees 300 feet per round 60 feet per action
Swim: 8.5 mph (max) 19 minutes 189 feet per round 37 feet per action
 Bonus to Intimidate: - Maximum carry weight: 336 lbs. Max lift weight: 672 lbs.

Sample Quotes from Matika

"My mother told me I would someday be a 'messenger'. She was right; I deliver bad news to all Witches and the Supernatural".

"Really? You're going with 'I swear I'm not a witch'?"
 If only I had a dollar every time I heard that, and another dollar when it's a lie. I'd have doubled my savings."

"See that cat over there? That's her Demon familiar. Its about to get familiar with my shotgun."

"You got a problem with hunting witches?"

"Look, I'm sorry you're a witch, but you made a choice. Well, you made a pact, but that was your choice. No witch is a victim in my book."



Matika's Night Hunter Psychic Abilities	I.S.P.
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Summon Inner Strength-pg.114: Draws upon her inner reserves of strength, giving Matika +4 to P.S., +10 S.D.C., +2 save vs. poison, toxins and disease, +5% to save vs coma/death and fatigue is temporarily negated as she functions without tiring for 25 minutes. 4

Matika's "Witch Hunting" Gear

The "Witch Skinner" Sword Description: augmented short sword that resembles a Bowie knife
 Abilities: Three crystals are built into the handle while tribal symbols are carved along the blade.
 Two I.S.P. powers the weapon for one hour. Only does 1D10 damage to humans/mortals.

The "Witch Burner" Shotgun Description: an augmented & personalized shotgun
 Abilities: A sawed off shotgun with extra tubing and wires. When activated with two I.S.P., each blast fires a bolt of flaming energy. Only does 1D6 damage to humans/mortals.

"Witch Huntress" Armor Description: a stylized home-made suit of fibreglass armor
 Abilities: A lightweight chest plate molded from fibreglass. Its reminiscent of the armored chest plates worn by ancient Romans. Colored in various blues & greens and trimmed with real silver.

"Spirit-B-Gone" Gun Description: an oversized and personalized handgun
 Abilities: Her handgun is oversized, of an unusual design and configuration, and looks more like a toy than it does a weapon. Has laser targeting and an infrared scope built into it.

"Spirit World" Goggles Description: a pair of augmented night-vision goggles
 Abilities: Can see *the invisible* as well as provide the equivalent of conventional passive night-vision goggles. Can also see *Ectoplasmic Disguises*. **I.S.P.** : 1 point to activate for 30 minutes.

small portable tool kit Description: small tool kit contained in a hard plastic case
 Contents: Includes a set of screwdrivers, pliers, wrenches, hammer (1D6+1) damage, scissors, ice pick/hole punch, battery operated drill, duct tape and a small selection of nails & screws.

Personal Notes

Depending on the Salish tribe you ask, Matika's name means either "butterfly" or "the messenger".

