

Alexander *"The Kid Psychic"* Michaud

Alignment: Unprincipled **P.C.C.:** Latent Psychic

Occupation: Defamed Television Personality and Professional Psychic

Alexander is a product of his environment. The only child in a long line of psychics, Alexander began showing psychic abilities by the age of five. With his family's connections to paranormal enthusiasts, fellow psychics and television producers, they seized an opportunity to start a reality television show about a child psychic growing up amongst a psychic family, non-related psychics and paranormal enthusiasts. The show was an instant hit.

Blessed with being a cute and charismatic kid, Alex was the show's anchor. Through the eyes of Alex, viewers were introduced to the world of parapsychology and the paranormal while he learned under and worked with the "best" minds in the field. He made guest appearances on a variety of shows and public appearances; there was even talk of starring in a movie.

Meanwhile the life of child stardom, growing up in front of the camera, the constant traveling and the wanting for nothing began to take its toll on Alex. He became a spoiled, mouthy, arrogant little brat who mastered how to get his way and throw his weight around by the age ten. Quotes like *"Do you have any idea who I am?"* and *"You don't have a show without me"* became common for him. By eleven he was already forming an arrogant rebellious streak.

Some say what happened next was inevitable. Alex was challenged to investigate a reportedly haunted castle in Scotland alongside a famous debunker. Alex dove in head first and made a major media ordeal out of it. On live television Alex made several claims that the castle was haunted and even spoke to a spirit or two. Then all he could do was watch as the debunker explained everything Alex had "thought he experienced", pointing out that the castle was rigged with sound systems and other tricks to fool people into believing it was haunted.

Overnight Alex became a social pariah. "His" show was quickly cancelled; the calls for public appearances dried up, and no one would return his calls. Alex's reputation was destroyed and the humiliation affected his family as people began to speculate that his family is a line of hacks and charlatans. Still full of foolish pride, rebellion and a head full of steam, Alex has spent the next few years learning and discovering new things that he'd missed out on while growing up.

Alex really did speak to ghosts that night and he really experienced things in that castle. He's a real psychic, and eager to prove it on television. For the moment, he hones skills that will make him more interesting on camera (like parkour and skateboarding) while sharpening his psychic talents via investigating the paranormal as a member of the **Lazlo Society**. He's got an attitude, and he's got a hero complex, but he's got real psychic ability and he's going to prove it to everyone!

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Player: Pregenerated Character
 Character: Alexander Michaud
 Nickname/Alias: "Alex the Kid Psychic"
 P.C.C.: Latent Psychic (pg. 54-58)
 Sex: Male Alignment: Unprincipled
 Occupation: Defamed TV Personality and Psychic

Attributes

I.Q.: 10 Type: Martial Arts (Judo)
 M.E.: 22 Number of Attacks: 4
 M.A.: 15 Initiative:+ -
 P.S.: 14 Damage:+ -
 P.P.: 16 Strike:+ 3
 P.E.: 16 Parry:+ 5
 P.B.: 14 Dodge:+ 5
 Spd.: 20 Roll w Punch/Impact:+ 7
 Perception: +1 Pull Punch:+ 3
 P.P.E.: 9 Knockout/Stun Roll: -
 I.S.P.: 10 Critical Strike Roll: Natural 20
 Hit Points: 22 Death Blow Roll: -
 S.D.C.: 30

Armor: helmet & skateboard pads A.R.: 10 S.D.C.: 10
 Level: 2 Experience Points: N/A

Special Abilities/Skills

Mind Storm (Special: see page 57 for details)
Precognitive Dream (Special: see page 57)
High P.P.E. Base: Alex is able to use magic items, magic weapons, activate magic circles, symbols and even use a Psi-Mechanic's creation.
 +3 to save vs. mind control & illusions

Saving Throws

	Base	Modifier	Roll Need
Horror Factor		<u>+4</u>	<u>-</u>
Poison: Lethal	<u>14</u>	<u>+1</u>	<u>13</u>
Poison: Non-Lethal	<u>16</u>	<u>+1</u>	<u>15</u>
Harmful Drugs	<u>15</u>	<u>+1</u>	<u>14</u>
Insanity	<u>12</u>	<u>+5</u>	<u>7</u>
Psionics	<u>12</u>	<u>+4</u>	<u>8</u>
Possession		<u>+4</u>	<u>-</u>
Magic Spell	<u>12</u>	<u>+2</u>	<u>10</u>
Magic Ritual	<u>16</u>	<u>+2</u>	<u>14</u>
Coma/Death		<u>+4%</u>	<u>-</u>
Curses	<u>15</u>	<u>+2</u>	<u>13</u>
Disease	<u>14</u>	<u>+1</u>	<u>13</u>
Pain	<u>14</u>	<u>+1</u>	<u>13</u>

Skill	Base	Bonus	+%/lvl	Total %
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>89</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>82</u>
Basic Math	<u>72</u>	<u>-</u>	<u>3</u>	<u>75</u>
Computer Operation	<u>60</u>	<u>10</u>	<u>3</u>	<u>73</u>
Detect Concealment	<u>25</u>	<u>20</u>	<u>5</u>	<u>50</u>
Parapsychology	<u>30</u>	<u>15</u>	<u>5</u>	<u>50</u>
Photography	<u>35</u>	<u>10</u>	<u>5</u>	<u>50</u>
Research	<u>40</u>	<u>15</u>	<u>5</u>	<u>60</u>
Streetwise: Weird	<u>30</u>	<u>20</u>	<u>5</u>	<u>55</u>
Lore: Demons/Monsters	<u>30</u>	<u>30</u>	<u>5</u>	<u>65</u>
Lore: Entities/Ghosts	<u>30</u>	<u>20</u>	<u>5</u>	<u>55</u>
Lore: Magic	<u>25</u>	<u>25</u>	<u>5</u>	<u>65</u>
Lore: Magic Arcane	<u>20/40</u>	<u>15</u>	<u>5</u>	<u>40/60</u>
Lore: Mythology	<u>30</u>	<u>15</u>	<u>5</u>	<u>50</u>
Lore: Superstitions	<u>30</u>	<u>15</u>	<u>5</u>	<u>50</u>
Lore: Paranormal/Psionic	<u>30</u>	<u>15</u>	<u>5</u>	<u>50</u>
Performance	<u>25</u>	<u>20</u>	<u>5</u>	<u>50</u>
T.V./Video	<u>35</u>	<u>10</u>	<u>5</u>	<u>50</u>
Wardrobe & Grooming	<u>50</u>	<u>10</u>	<u>4</u>	<u>64</u>

Skill	Base	Bonus	+%/lvl	Total %
Parkour: "Traceur"	<u>40</u>	<u>-</u>	<u>5</u>	<u>45</u>
Swimming	<u>50</u>	<u>-</u>	<u>5</u>	<u>55</u>
Athletics		Physical Bonuses only		
Jogging/Running		Physical Bonuses only		
Kick Boxing		Physical Bonuses only		
Hobby: Gaming	<u>50</u>	<u>-</u>	<u>5</u>	<u>55</u>
Skateboard	<u>40</u>	<u>-</u>	<u>5</u>	<u>45</u>
First Aid	<u>45</u>	<u>10</u>	<u>5</u>	<u>60</u>
Weapon Proficiencies: Recognize Weapon Quality (30%)				
	Ancient W.P. List	Strike	Parry	Throw
Blunt		<u>+1</u>	<u>+1</u>	<u>-</u>
Chain		<u>+1</u>	<u>-</u>	<u>-</u>

Weapons & Hand-to-Hand Attacks

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Baseball Bat (wood)	<u>+1</u>	<u>+1</u>	<u>3ft reach</u>	<u>melee</u>	<u>-</u>	<u>5 lbs.</u>	<u>1D12+1</u>
Nunchaku (wood)	<u>+1</u>	<u>-</u>	<u>2.75ft reach</u>	<u>melee</u>	<u>-</u>	<u>2.5 lbs.</u>	<u>2D4+1</u>
Pocket Knife	<u>-</u>	<u>-</u>	<u>20ft if thrown</u>	<u>melee</u>	<u>-</u>	<u>1 lb.</u>	<u>1D4</u>
Karate Punch / Kick	<u>Called shots to specific areas (nose, eyes, groin, etc.) can penalize target</u>						<u>2D4 / 1D8</u>
Kick Boxing strikes:	<u>Roundhouse Kick (3D6), Axe Kick (2D8), Knee Strike (1D8), & Leap kick (3D8; counts as two actions)</u>						
Body Flip/Throw	<u>Victim is knocked down, loses the initiative and one action/attack</u>						<u>1D6</u>

Equipment

street clothes, seeley shoes, hoodie, sunglasses, hat, gloves, wallet, pocket flashlight, silver cross on a necklace, iPhone, *Skullcandy* headphones, shoelace bracelet, pocket compass, and some personal items.
Backpack contents: wireless Bluetooth speaker, first aid kit, towel, iPad, wooden cross, 4 stakes and a mallet, zippo lighter, box of a dozen candles, digital audio recorder, digital camera, bottle of cologne, sani-wipes, infrared flashlight, Ouija board, small scrying mirror, bottle of talc, some "trigger objects", deck of tarot cards, crystal dowsing pendulum, pens, notebook, and an electromagnetic/microwave radiation detector.

Unique Items

Owns a pro skateboard, helmet and elbow & knee pads.
 Lives with his parents in a nice house up in north Seattle.
 Owns a "ghost hunting kit" from his days as a TV personality that he still uses for paranormal investigating.
 Has enough in savings from his days as a TV personality and & professional psychic appearances to go to college but he's been blowing through it in the last few years for his "rebooting" to become famous again.

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Personal Information

Age: 14 Height: 5' 7" Weight: 139 lbs. Hair: Brown; trendy short straight casual
 Eyes: brown Birth Order: only child Money: \$ 200.00 in cash on hand
 General Appearance: A teenage Caucasian male who tends to wear baggy urban style clothing. Accessorizes with headphones, hats, sunglasses, seeley shoes and hoodies.
Likes to carry his skateboard and backpack everywhere he goes.
 Disposition: An arrogant and entitled little snot, but has a good heart underneath it all.
 Family Origin: Of English/German descent with a long history of psychic phenomena.
 Environment: From an upper-middle class family in Seattle, Washington.
 Reason for Paranormal Investigating: Loves being psychic as much as he does showing off! Comes from a long line of psychics and wants to prove himself.
 Outlook on being Psychic: Alex is thrilled with being psychic, see himself as a kind of comic book super-hero to the point of being over excited, unrealistic and immature.
 Goals in Life: To get back on television and become famous again and proving that he really is psychic. Also wants to be awesome in martial arts, skateboarding and parkour.
 Insanity: Alex is extremely overconfident and takes unnecessary risks, putting himself and others in harms way at times to the point of having a "Superman Syndrome".

Psionics: Base I.S.P.: 10

Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Psionic	I.S.P.
Mind Storm (pg. 57)	-
Precognitive Dreams (pg. 57)	-
Burst of Light (pg. 93)	4
Fire Bolt (pg. 95)	10
Demon Punch (pg. 108)	6
Desiccation Touch (pg. 109)	20
Impervious to Fire (pg. 111)	4
Liedenfrost Effect (pg. 112)	2
Exorcism (pg. 99)	10
Telekinetic Leap (pg. 115)	8



Contacts

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of the lead agents of the Seattle based **Lazlo Society** and has worked with Alex since he was seven.
 Name: Dr. Angela Jean Strauss Occupation: Parapsychologist Notes: Has worked with her a few times, but doesn't like her. Something about the way she observes his abilities unnerves him.
 Name: Emma Walker Occupation: Full-Time Student Notes: They've gone to school together since Kindergarten. Has a crush on her and wants to ask her out someday.

Special Equipment and Magic Weapons & Objects

Name: Contact 9 pro skateboard Type: transportation Description: designer pro skateboard
 Abilities: A.R.: 6, S.D.C.: 25, and can be used as a weapon that does 1D6+1 damage. Moves at a speed of 60 (40 miles per hour!)
 Name: Helmet and Pads Type: body armor Description: protective skateboard gear
 Abilities: Helmet provides an A.R.: of 14 and an S.D.C.: 20 while the elbow and knee pads provide an A.R.: 10 and S.D.C. of 10 for each pad.

Notes

Skateboard Skill Note: Bonuses while riding a Skateboard: +2 to dodge and +1 Roll with impact
Parkour Note: Alex can leap and extra foot (both up and across) when performing a successful move that relates to his parkour training.

Miscellaneous

Leaping Distance: Up: 2ft / 3.5ft (P) Across: 3.5ft / 7ft (P)
 Run: 13.6 mph (max) 16 melees 300 feet per melee 75 feet per attack
 Swim: 5.7 mph (max) 16 minutes 126 feet per melee 31 feet per attack
 Bonus to Trust: N/A Maximum carry weight: 140 lbs. Max lift weight: 280 lbs.