

Amanda Castaneda (*Manda*)

Alignment: Scrupulous **P.C.C.:** Lucky Psychic

Occupation: Navigational Systems Engineer

Explanatory note: The following is a transcript from part of an audio recording taken during an interview between Dr. Edmond Smythe and Amanda.

Amanda: ... Over time, Martika and her team mapped out roughly two miles of East L.A that they consider to be experiencing an “extreme amount of paranormal activity”. Our house is right in the middle of that area. Dealing with magical anomalies, paranormal activities and supernatural problems was a regular thing. I was growing up in it, and therefore I was investigating it with her until I came up here for college. As much as I wanted to continue investigating the paranormal, I kept my head down and in my school work. I’d planned to go back home after graduating, but I got lucky - I am a lucky psychic ya know - and was hired right out of school. Turns out, my head for numbers is in demand with tech companies here. So, for the time being my home is here in Seattle, but I want to get back into investigating the paranormal with the *Lazlo Society*.

Smythe: I’ve haven’t had the pleasure of meeting Martika yet, but I’ve heard nothing but good things about her. Talking with her on the phone the other day, she had nothing but good things to say about you. So really, from the sounds of it, her loss is my gain. Its good to have you on my team.

Amanda: Thank you. She said the same about you.

Smythe: She also mentioned that you’re working on a theory of something you call “Mathemagicks”, spelled with a ‘k’. I’m curious about what that is.

Amanda: Sure; the short answer is that I believe that math and logic can be tools to not only access *potential psychic energy*, but as tool or method of using it, whether it’s for the forming of a spell, performing a ritual, designing a magic scroll, or imbuing a weapon with magic; I believe its all possible. The most interesting aspect of this, to me, is that anyone in theory would be able to access magic.

Smythe: Interesting! I’m intrigued, but I admit that I’m a little skeptical. Why do think it’s possible?

Amanda: Because I’ve seen it happen. Beyond the fact that I’m a Lucky Psychic and just good with numbers, especially probabilities, I also experience *Synesthesia*; which is a kind of sensory phenomenon where I see various colors and objects when I look at numbers. Its how I can see patterns in math so easily, and I think its why I can remember and recall every number combination I look at. Anyway, back home I’ve seen various spells casted and there have been times I’ve seen colors and objects while a spell was being cast. I’ve seen them most often in ritual magic where singing or music was part of the ritual. I wasn’t surprised by this as all musical composition is math at its core.

SMYTHE: Fascinating. I’ve been studying the principles of magic for more than 40 years, and I’ve never really thought of this angle before. I’d love to discuss this further some time, perhaps we can learn something from each other. In the meantime, I have a pending investigation and I would really like you to be a part of the investigating team...

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“You don’t know what a Navigational Systems Engineer does?

Well, do you like satellite tracking?

Do you like planes that can fly on autopilot?

How about self-guided missiles?

Okay, do you at least like Google Maps?

You do? Well then on behalf of us all, you’re welcome.”

Beyond the Supernatural

Player: Pregenerated Player Character

Character: Amanda Castaneda

Nickname/Alias: "Manda"

P.C.C.: Lucky Psychic (Rifter # 53, pages 17-24)

Sex: Female Alignment: Scrupulous

Occupation: Navigational Systems Engineer

Attributes Hand to Hand Combat

I.Q.: 16 HTH: Expert

M.E.: 17 Actions per Round: 4

M.A.: 20 Initiative:+ 1

P.S.: 12 Damage:+ -

P.P.: 13 Strike:+ 2

P.E.: 15 Parry:+ 3

P.B.: 18 Dodge:+ 4

Spd.: 22 Roll with punch, fall or Impact:+ 2

P.P.E.: 5 Pull Punch (11+):+ 3

I.S.P.: 11 Knockout/Stun Roll: -

S.D.C.: 31 Critical Strike Roll: Natural 20

Hit Points: 28 Death Blow Roll: -

Perception: +3

Armor: Armored Vest A.R.: 12 S.D.C.: 100

Level: 3 Experience Points: N/A

Special Abilities/Skills

Lucky Dice & Crap Shoot: Rifter #53 page 19

Tough Luck & Lucky Break: Rifter #53 page 20

Lucky Break & Butterfly Effect: Rifter #53 page 20

Extra Fast Runner (see abilities & bonuses on back)

Remember Numbers (total recall): 86%

+1 Save vs. hypnosis, mind control & illusions

+1 Save vs. Telepathic & Empathic probes and attacks

Saving Throws | Base | Modifier | Roll Needed | |--------------------|-----------|-------------| | Horror Factor | <u>+2</u> | | | Poison: Lethal | <u>-</u> | <u>14+</u> | | Poison: Non-Lethal | <u>-</u> | <u>16+</u> | | Harmful Drugs | <u>-</u> | <u>15+</u> | | Insanity | <u>+1</u> | <u>11+</u> | | Psionics | <u>+1</u> | <u>11+</u> | | Magic Spell | <u>-</u> | <u>12+</u> | | Magic Ritual | <u>-</u> | <u>16+</u> | | Coma/Death | <u>-</u> | | | Possession | <u>+1</u> | | | Curses | <u>-</u> | <u>14+</u> | | Disease | <u>+1</u> | <u>13+</u> | | Pain | <u>+2</u> | <u>14+</u> |

Last updated on 5/10/2021

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	2	1	92
Language: Español	50	17	3	73
Literacy: English	80	2	2	87
Literacy: Español	80	2	2	87
Mathematics: Basic	72	12	3	90
Mathematics: Advanced	64	32	3	98
Pilot: Automobile	60	2	3	68
Computer Operation	60	22	3	88
Computer Programming	50	17	3	73
Technical Writing	30	22	5	62
Cryptography	25	22	5	57
Research	40	27	5	77
Artificial Intelligence	30	52	5	92
Astrophysics	35	32	5	77
Public Speaking	30	17	5	57
Astronomy & Navigation	30	62	5	98
Wardrobe & Grooming	50	12	4	70
Basic Mechanics	40	12	5	62
Basic Electronics	30	12	5	52

Skills	Base	Bonus	+%/lvl	Total%
Streetwise: Standard	20	12	4	40
Streetwise: Weird	30	12	5	57
Lore: Demons & Monsters	30	17	5	57
Lore: Magic	25	12	5	47
Lore: Superstition	30	12	5	52
Lore: Paranormal & Psionics	30	12	5	52
History: General	60	17	4	85
History: North America	40	17	4	65
Jogging / Running	Run 15 miles without fatigue			
Marathon Running	Physical & Attribute bonuses			
Hobby: Gamer	40	2	5	52
Hobby: "Mathemagicks"	40	2	5	52
Weapon Proficiencies: Recognize Weapon Quality (37%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Blunt Weapons	+2	+2	-	
Modern Weapon Proficiencies	Strike	Aimed	Burst	
Handguns	+1	+3	-	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
*Glock 19C Gen 4 pistol	+1 /+4	aimed	135 feet	single/burst	15 / 2 clips	2 lbs.	3D6; a burst of 3 rounds does 6D6
silver coated bullets	+1 /+4	aimed	120 feet	single/burst	15 / 2 clips	-	6D6 (if vulnerable to silver); 1D6x10
crowbar (in gym bag)	+4	+5	+3 / 10 feet	melee	carries one	5 lbs.	2D6+1 per strike
Javier's butterfly knife	+2	+3	+2 / 10 feet	melee	carries one	1 lb.	1D4 per strike
whittled bone knife	+2	+3	+2 / 10 feet	melee	carries one	1 lb.	1D4 (2D4 if vulnerable to bone) +1
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4 (punch) / 2D4 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6 (elbow) / 1D8 (knee)
Disarm Attacks	Needs a Natural 17-20 as a defensive move; gets a +4 bonus						to offensive disarm attempts.

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

Equipment

smartphone, jogging suit, hoodie, running sneakers, Apple Watch, gloves, iPod with earbuds, hip bag, gold cross on a necklace, sunglasses, baseball cap, pack of gum & some personal items
shoulder holster set (holds pistol & two magazines)

Trainer Duffel Bag Contents: *Kel-lite* flashlight, notebook, pen, crowbar, 6 road flares, binoculars, digital camera, bottle of water, energy bar, towel, extra set of jogging clothes, four stakes/mallet, small portable tool kit, pocket night viewer, 12" wood cross, headband, hair bands, mini umbrella, notebook, 2 pens

Unique Items

Drives a 2 year old silver *Toyota Prius*

Rents a modest 2-bedroom apartment in Tacoma, Washington

Has a top of the line *Alienware* laptop with a protective carrying case.

*Has a targeting laser attached (+1 to Aimed and Called shots)

This pregenerated character sheet is available for download in the [houseofbts.net](#)

Amanda's Personal Information

Beyond the Supernatural

Age: 22 Height: 5' 3" Weight: 110 lbs. Hair: brunette hair, long and straight
 Eyes: grey Birth Order: last born of three Money: \$300.00 cash on hand
 General Appearance: Amanda's small frame and short height makes her look more fragile than she really is. Prefers jogging or athleticwear during paranormal investigations. Has a nose ring she put in during her more reckless days and is reluctant to remove it just yet. Has several body piercings and tattoos, all of which were acquired before she left home.
 Disposition: Comes off as intelligent and intellectual, but also "stand off-ish" at times.
 Family History: Hispanic/German ancestry with some history of the Paranormal.
 Environment: From "Eastside" L.A. in a low to middle income family.
 Reason for Paranormal Investigating: Its familiar territory to her; growing up in her hood meant dealing with paranormal activities, magic and supernatural menaces regularly.
 Outlook on being Psychic: To her, it's a matter of destiny. She grew up in a neighborhood saturated with paranormal activity, supernatural troubles, mages and fellow psychics.
 Goals in Life: Continue working at *CompassNet Corporation*, eventually become a member of the **Lazlo Agency** and form an initiative to resolve the ongoing supernatural issues back home.
 Insanity: Growing up in a "Supernatural-saturated neighborhood" took a lot of family & friends away from her. As a result, Amanda unknowingly avoids close relationships.

Psionics: Base I.S.P.: 11 Note: I.S.P. Increases by 2 every level of experience
 Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 8

Amanda's Lucky Psychic Abilities I.S.P.

- Lucky Dice**-pg.19: Chose the outcome of percentage dice rolled or roll two D20's and choose the one she'd like to use. Affects skill rolls, combat actions, saving throws, and more. 5
- Crap Shoot**-pg.19-20: Can attempt to force her luck altering talents upon her enemies to increase the chances of failing to perform a particular action. Rolls 2D6 to determine what effects she caused to them, or herself. 6
- Tough Luck**-pg.20: Cause an opponents *Natural one* attack even more bad luck. 0
- Lucky Break**-pg.20: Negates a penalty that she or an ally are about to suffer. 2
- Butterfly Effect**-pg.20-21: Can inexplicably (and subconsciously) use a variety of *Physical Psionic* traits to alter minor changes in her surrounding environment (44%). Also provides her with moments of dumb luck when trying to perform skills she doesn't have (39%). 5
- Extra Fast Runner** (same as the *Physical Psychic* ability) Gets a +10 to Spd and +1 to dodge when leaping or running when up against the supernatural or magical forces and during high adrenaline moments (running for help, running to help, running from monsters, etc.) Can also run twice as long before fatigue sets in and can leap 30% farther than normal.
- Remember Numbers:** The ability to picture and remember numbers instantly and permanently. This includes phone numbers, addresses, combination lock sequences and so on. This total recall ability is restricted to exclusively to numbers. Base Skill: 86%.
 Note that a failed roll means the number is forgotten.

Miscellaneous

Leaping Distance: Up: 1.5 feet / 3 feet (power) Across: 3 feet / 6 feet (power)
Run: 15 mph (max) 15 melees 330 feet per round 82 feet per action
Swim: - mph (max) - minutes - feet per round - feet per action
 Bonus to Trust/Intimidate: 60% Bonus to Charm/Impress: 40% Max carrying weight 120 lbs.

Sample quotes from Amanda

"Shhh... quiet please, I'm doing math."
 "I love math and logic. They help me sleep at night. They're like a teddy bear... made of probabilities, statistics, geometry, algebra, trigonometry, calculus, syntax, inference, Boolean, modal..."

I experience what's called 'projective synesthesia' which are fancy words that says I see colors when I look at numbers. Its not only great for finding patterns in advanced mathematics, but it helps me to retain and remember every number combination I've ever looked at."

"There IS a connection between math and magic, no matter how mysterious it is. I've seen it, I've experienced it."

"I've seen something like this back home."



Special Gear and Equipment

- Kel-lite Flashlight** Description: rust proof, sturdy aluminum alloy, heavy duty flashlight
 Abilities: Designed for law enforcement and reputed to be "near indestructible". Is 10 times brighter than a normal flashlight, (uses a quartz-halogen bulb) and does 1D6 damage as a blunt weapon.
- Night Vision Monocular** Description: a digital image black & white nightsight viewer
 Abilities: This is a mini-night sight, usually a monocular style, easily concealable and portable. It uses passive night vision that does not emit any light of its own. Range: 150ft.
- 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.
- Amanda's Lucky Bracelet** Description: an antique bracelet Amanda found at a garage sale
 Abilities: while a simple antique bracelet, Amanda was attracted to it the moment she first saw it. Once per adventure, the player may re-roll any number of dice just rolled.
- GPS Navigation System** Description: a battery powered handheld unit & carabiner clip
 Abilities: Provides access to *BirdsEye Satellite Imagery* with direct downloads through Wi-Fi(R), ANT+(R) technologies. Also provides active weather updates and compatible with *Garmin Explore*.

Character Notes

While Amanda's left her wild & dangerous life behind when she went off to college, she held onto her piercings as a reminder of where she came from and how far she's come. Then again, Amanda still occasionally displays a wild & dangerous side (she's still young after all), so she might be keeping them around for rebellion sake.

While it's easy to see her dad's Hispanic ancestry, she has her mom's "German steel grey" eyes. The tattoo on her left bicep is a memorial to her brothers, the green ribbon representing life and "family ties" while the cuts and blood represent the death (and perhaps eternal life) of her brothers *Javier and Mateo*.

Has been working on a sort of thesis in reference to what she calls "Mathemagicks". She's working on proving a theory that math and logic can be tools used to access and harness *Potential Psychic Energy* (P.P.E.) and crafting magic spells & rituals.