

Name: Amanda Castaneda (nickname is “Manda”)
Alignment: Scrupulous (but was *Unprincipled* in her youth)
Occupation: Navigational Systems Engineer
P.C.C.: Lucky Psychic

You are Amanda Castaneda, 3rd born of three siblings from a good family in a bad part of East LA. Your mother met your father during a college spring break trip to Cancun, and as your mother tells it, she “*fell in love with your dad at first sight and brought him back to America with her*”. While your mother made a respectable living as a translator, your father was a man of street smarts as opposed to book smarts, finding work by doing whatever odd jobs he could find.

If there are three words that define you, they are “smart”, “fast”, and “lucky”. All three of these attributes blossomed in your youth, which was fortunate as you had two roughhousing older brothers and a tough neighborhood to survive. Your neighborhood was predominantly Hispanic, which brought a lot of superstitions and Catholic practices to help survive its hidden danger; the supernatural. Perhaps it was due to a lack of police involvement in your neighborhood, or some inexplicable X-factor of the area, but supernatural threats were a constant issue. On more than a few occasions you’ve had to run for your life from some supernatural creature, sometimes escaping their grasp by sheer luck! When you think back on it, it’s not surprising that you became a Lucky Psychic.

But you weren’t the only one in your family to become psychic. Your older brother *Alonzo* became a physical psychic at an early age. It was no surprise to learn that father’s side of the family has a long history of psychics and the paranormal. Between your neighborhood’s plague of supernatural problems and a lack of anyone else to turn to, both of your brothers took part in a “neighborhood watch program”, secretly dealing with the supernatural regularly. Devastatingly, both of your brothers were killed within a week over each other, mauled by random supernatural terrors. The police merely labeled their murders as “gang violence” (which there was no shortage of in your hood), but the “watch” knew better.

With your brothers gone and your teenage years coming, you were a wild and dangerous girl, rebelling and hanging with the wrong crowd for years. Ironically, you were still an A student in school, finding the schoolwork to be easy (especially in math and science). But that didn’t stop you from getting an assortment of tattoos and body piercings and taking up bad habits like smoking and drinking either. It was your evolving traits as a Lucky Psychic (and being an especially fast runner) that kept you alive during those years. But as scholarship opportunities started coming in, you had a moment of clarity in your rebellious haze to realize that you wanted to do something with your smarts.

At age 18, you moved to Seattle as a full time student, earning extra money by waitressing and doing “alternative lifestyle modeling”. During your four years of schooling you met people involved in the paranormal community and members of the *Lazlo Society*, discovering that the supernatural is also an ever present danger here as well. Bit by bit, you became immersed in their sub culture, getting involved in self defense classes, shooting range practice and knife fighting for hunting and destroying the supernatural, all while still in school. You’ve graduated less than six months ago, but you’re already a full time Navigation Systems Engineer at “CompassNet Corporation” and wholly dedicated to being a part of the *Lazlo Agency*, already climbing up the ladder in both respects. With your extreme smarts, speed and luck, you’re a capable woman when dealing with the supernatural.

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

I.Q.:	<u>15</u>	Type: <u>Expert (defensive oriented)</u>
M.E.:	<u>17</u>	Number of Attacks: <u>4</u>
M.A.:	<u>20</u>	Initiative: <u>+1</u>
P.S.:	<u>12</u>	Damage: <u>-</u>
P.P.:	<u>13</u>	Strike: <u>+2</u>
P.E.:	<u>14</u>	Parry: <u>+3</u>
P.B.:	<u>18</u>	Dodge: <u>+4 / 5</u>
Spd.:	<u>32</u>	Roll w Punch/Impact: <u>+2</u>
Perception:	<u>+3</u>	Pull Punch: <u>+3</u>
P.P.E.:	<u>5</u>	Knockout/Stun Roll: <u>-</u>
I.S.P.:	<u>11</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points:	<u>29</u>	Death Blow Roll: <u>-</u>
S.D.C.:	<u>31</u>	

Armor: Concealable Armor A.R.: 10 S.D.C.: 50

Level: 3 Experience Points: N/A

Special Abilities/Skills

Lucky Dice & Crap Shoot: Rifter #53 Pg. 19

Tough Luck & Lucky Break: Rifter #53 Pg. 20

Lucky Break & Butterfly Effect: Rifter #53 Pg. 20

Extra Fast Runner / Remember Numbers: 84%

+1 Save vs. hypnosis, mind control & illusions

+1 Save vs. Telepathic & Empathic probes and attacks

Saving Throws

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

Skill

Skill	Base	Bonus	+%/lvl	Total %
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>90</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>84</u>
Basic Math	<u>72</u>	<u>10</u>	<u>3</u>	<u>88</u>
Computer Operation	<u>60</u>	<u>20</u>	<u>3</u>	<u>86</u>
Technical Writing	<u>30</u>	<u>20</u>	<u>5</u>	<u>60</u>
Cryptography	<u>25</u>	<u>20</u>	<u>5</u>	<u>55</u>
History / Mexico	<u>60/40</u>	<u>15</u>	<u>4</u>	<u>83/63</u>
Language: Spanish	<u>50</u>	<u>15</u>	<u>3</u>	<u>71</u>
Literacy: Spanish	<u>40</u>	<u>20</u>	<u>5</u>	<u>70</u>
Research	<u>40</u>	<u>25</u>	<u>5</u>	<u>75</u>
Public Speaking	<u>30</u>	<u>15</u>	<u>5</u>	<u>55</u>
Wardrobe & Grooming	<u>50</u>	<u>10</u>	<u>4</u>	<u>68</u>
Artificial Intelligence	<u>30</u>	<u>50</u>	<u>5</u>	<u>90</u>
Astronomy/Navigation	<u>30</u>	<u>60</u>	<u>5</u>	<u>98</u>
Mathematics: Advanced	<u>64</u>	<u>30</u>	<u>2</u>	<u>98</u>
Astrophysics	<u>35</u>	<u>30</u>	<u>5</u>	<u>75</u>
Computer Programming	<u>50</u>	<u>15</u>	<u>3</u>	<u>71</u>
Basic Electronics	<u>30</u>	<u>10</u>	<u>5</u>	<u>50</u>
Basic Mechanics	<u>40</u>	<u>10</u>	<u>5</u>	<u>60</u>

Skill

Skill	Base	Bonus	+%/lvl	Total %
Electrical Engineer	<u>35</u>	<u>10</u>	<u>5</u>	<u>55</u>
Electricity Generation	<u>50</u>	<u>10</u>	<u>5</u>	<u>70</u>
Streetwise: Weird	<u>30</u>	<u>10</u>	<u>5</u>	<u>50</u>
Lore: Demons/Monsters	<u>30</u>	<u>15</u>	<u>5</u>	<u>55</u>
Lore: Religion	<u>35</u>	<u>10</u>	<u>5</u>	<u>55</u>
Lore: Superstitions	<u>30</u>	<u>10</u>	<u>5</u>	<u>50</u>
Jogging / Running	<u>+1 to P.E., +10 to SPD, +6 to S.D.C.</u>			
Marathon Running	<u>+2 to P.E., +4 to S.D.C.</u>			
Streetwise	<u>20</u>	<u>10</u>	<u>4</u>	<u>38</u>

Weapon Proficiencies: Recognize Weapon Quality 42%

Ancient W.P. List	Strike	Parry	Throw
Knife	<u>+1</u>	<u>+2</u>	<u>+2</u>
Blunt	<u>+2</u>	<u>+2</u>	<u>-</u>
Modern W.P. List	Strike	Aimed	Burst
Handguns	<u>+1</u>	<u>+3</u>	<u>-</u>

Weapons & Equipment

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
9mm Beretta M92 Pistol	<u>+2/+1</u>	<u>-</u>	<u>135 ft</u>	<u>single/burst</u>	<u>12/60 (5 clips)</u>	<u>3 lbs</u>	<u>3D6 (s) / 3D6x2 (b)</u>
Crowbar (in gym bag)	<u>+2</u>	<u>+2</u>	<u>20ft if thrown</u>	<u>melee</u>	<u>-</u>	<u>5 lbs.</u>	<u>2D6</u>
Butterfly Knife	<u>+1</u>	<u>+2</u>	<u>handheld</u>	<u>melee</u>	<u>-</u>	<u>1 lbs</u>	<u>1D4</u>
Silver Plated Athamé	<u>+1</u>	<u>+2</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>-</u>	<u>1 lbs</u>	<u>1D6</u>
Kick Attack / Punch	<u>Called shots to specific areas (nose, eyes, groin, etc) can penalize target</u>						<u>1D8 / 2D4</u>
Disarm Attacks	<u>Needs a natural 18-20 as a defensive move, Gets a +2 to offensive disarm attempts.</u>						

Equipment

jogging suit, hoodie, jogging shoes, shoulder holster for pistol, gold cross on a necklace, iPod with earbuds, iPad, iPhone, wristwatch, hip bag, sunglasses, pack of gum, personal items

Gym Bag Contents: reading glasses, notebooks & 2 pens, crowbar, 4 road flares, binoculars, digital camera, water bottle, towel, extra set of jogging clothes, umbrella, map of Seattle
Kel-lite flashlight, small portable tool kit, pocket night viewer

Unique items

-Owns a 2 year old Silver Toyota Prius

-Rents a modest 2-bedroom apartment in Tacoma, Washington

-9mm Beretta has a Targeting Laser attached (+1 to Strike)

-Has a top of the line Sony VAIO laptop with a protective carrying case for it.

Personal Information

Age: 22 Height: 5'6 Weight: 110 lbs. Hair: long and straight Brunette hair
 Eyes: grey Birth Order: last born of 3 Money: \$700.00 cash on hand
 General Appearance: Amanda's small frame and short height makes her look more fragile than she really is. Prefers jogging or athletic clothing when investigating.
Has a nose ring left over from her wilder days, and is still reluctant to remove it just yet.
 Disposition: Comes off as very intelligent and intellectual at times, other times as a loner.
 Family Origin: Of Hispanic and German ancestry with some history of the Paranormal.
 Environment: From "Eastside" L.A. in a lower to middle income family.
 Sentiment toward Mages & Psychics: Appreciates their company as they're the front line of fighting the supernatural. Most of her friends are psychics and/or in the Lazlo Society.
 Sentiments towards the Supernatural: HATES THEM WITH A PASSION! They claimed the lives of both of her brothers in her youth (one of whom was a physical psychic).
 Goals in Life: To continue working for "CompassNet Corporation" while being a part of the Lazlo Agency, helping to destroy the Supernatural when and where she can.
 Insanity: Growing up in a bad neighborhood took a lot of friends and family away from her. As a result, Amanda unknowingly avoids close relationships.
Psionics: Base I.S.P.: 11
 Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 8



Miscellaneous

Leaping Distance: Up: 4ft / 10ft(P) Across: 8ft / 21ft (P)
 Run: 22.5 mph (max) 28 melees 1,980 ft/melee 495 ft/attack
 Swim: - mph (max) - melees - ft/melee - ft/attack
 Bonus to Invoke Trust: 60% Bonus to Charm: 40% Maximum carrying weight: 120 lbs.

Beyond the Supernatural™

Character History

-Amanda grew up in a good family in a bad part of East Los Angeles
-Your neighborhood growing up had to constantly deal with supernatural dangers and threats.
-Both of your brothers were killed by supernatural terrors when you were only eleven.
-While you were a wild, reckless and dangerous girl during your teenage years, you were still an A student throughout school.
-After moving to Seattle, you became involved with both the paranormal community and the Lazlo Society (and then the Lazlo Agency), getting involved in hunting and destroying the supernatural.
-See introduction page for full details

Contacts

Name: Corbin Romance Occupation: Parapsychologist Notes: They've been friends since she moved to Seattle. Finds him intelligent & attractive, but she's reluctant to get close to him
 Name: Nick Hencke Occupation: Full Time Student Notes: Met Nick in college when she was a senior to his freshman. Its no surprise to her than he's an understudy to Corbin
 Name: Dr. Angela Strauss Occupation: Parapsychologist Notes: Met Dr. Strauss as a part of the Lazlo Society & the local paranormal community and has worked with her several times

Special Equipment and Magic Weapons & Objects

Name: silver plated athamé Type: weapon and tool Description: ceremonial dagger
 Abilities: Does 1D6 damage normally, but does x2 damage to beings that are vulnerable to silver.
Looks like a double-edged ceremonial dagger. Was left behind by an ex-boyfriend a year ago.
 Name: Kel-lite flashlight Type: field equipment Description: large flashlight
 Abilities: Reputed to be unbreakable, Manda's "Kel-lite" is 10 times brighter than a normal flashlight, (uses a quartz-halogen bulb) and does 1D6 damage as a blunt weapon.
 Name: pocket night viewer Type: optics Description: nightsight viewer
 Abilities: This is a mini-night sight, usually a monocular style, easily concealable and portable. It uses passive night vision that does nto emit any light of its own. Range is 800ft.
 Name: small portable tool kit Type: field equipment Description: black hard plastic case
 Abilities: 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.
 Name: electronics tool kit Type: field equipment Description: chrome plated steel case
 Abilities: Includes folding hex key set, side cutters, combination pliers, long nose pliers, specially made electronic pliers w/ conductive handle, electricians tape, digital multimeter, soldering iron, etc.

Notes

-Amanda has several body piercings and tattoos, all of which were acquired by the age of 18.
While she's left her wild and dangerous life behind when she went to college, she decided to hold onto her piercings as a reminder of where she's from and how far she's come. Then again, she still has a wild and dangerous streak at times (she's still young after all), so she may be keeping them around for rebellion sake.
-While it's easy to see her Hispanic heritage, she does have her mother'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 of her brothers.