

Dr. Angela Jean “Ajax” Strauss

Alignment: Aberrant (patriotic and loyal to the U.S. Government/Military)

Occupation: Military Scientist (currently undercover as a Parapsychologist)

P.C.C.: Parapsychologist

You are Dr. Angela Jean Strauss, the only child in a family of military scientists. Your family is a very proud one, especially of the contributions they’ve made to the U.S. military. Your family has traveled all over the globe, teaching you all they know about various military sciences along the way. To their delight you were born gifted, absorbed everything like a sponge and graduated with a Doctorate in Psychology, Biology and Chemistry by the age of twenty-one! The U.S. military has since accepted you with open arms; not because of your high intelligence or vast knowledge per se, but because of your unique fascination with the paranormal and the supernatural; or more specifically, your interest in their potential military applications. Your future in the government indeed looks bright for you.

However, your bright future has come with a price. Your family ran you like a machine; always disciplined, always training, always learning; allowing very little time to relax and enjoy life. Your childhood had no place for loving and caring relationships, which has affected you more than you let on. For example, the closest you’ve ever felt to your father was when he shortened your name to “A.J.”, then “Ajax”, a nickname you hold dear to your heart. Due to your strict and loveless upbringing, you’re a very cold and calculating woman with little regard for the common man. In your mind the needs of the many outweigh the needs of the few. Only those who share your similar fascination in the paranormal / supernatural (especially for military purposes) ever really earn your interest. This lack of respect for “Joe Average” has been leading you down an evil descent as you’ve begun contemplating experimentation on humans (something you’ve done plenty of with lab animals). These human sacrifices would benefit every U.S. citizen, which justifies the means as far as your concerned. Still, you’ve not had the heart to do so, not as of yet.

The military has recently assigned you (secretly) to a *Paranormal Research* outfit in Seattle with the intention of infiltrating the *Lazlo Agency*. This way you can observe and research those with paranormal abilities as well as the supernatural creatures they investigate. Your mission is to report those psychics who would be worthy candidates for experimentation and/or of use to the military. This is a mission you’ve wholeheartedly accepted. Researching the psychic community and watching them in action is a unique opportunity. This mission’s already starting to produce results as a few of your favored *subjects* have gone “missing without a trace”. No doubt your recommendations have put their psychic talents to better use somewhere in the military (and therefore your country).

Your military training has given you investigative worthy skills while your intelligence and knowledge make you a capable leader amongst paranormal investigators. Your cold and compassionless attitude also makes you a natural intimidator. However, your attitude (and fear of showing your vulnerable side) also makes you hard to get along with. Most people find you off putting and bitter, but that’s not your concern. If these understood all the sacrifices you’ve made for their country, you’re certain they would call you an American hero, perhaps even a hero to all mankind!

Beyond the Supernatural™

Player: Pregenerated Player Character

Character: Dr. Angela Jean Strauss

Nickname/Alias: "Ajax"

P.C.C.: Parapsychologist

Sex: Female Alignment: Aberrant

Occupation: Military Scientist for the U.S. Government

Attributes **Hand to Hand Combat**

I.Q.:	19	Type:	Expert (Military Training)
M.E.:	12	Number of Attacks:	5
M.A.:	25	Initiative:+	1
P.S.:	13	Damage:+	-
P.P.:	16	Strike:+	3
P.E.:	20	Parry:+	4
P.B.:	15	Dodge:+	4
Spd.:	19	Roll w Punch/Impact:+	2
Perception:	+3	Pull Punch:+	4
P.P.E.:	8	Knockout/Stun Roll:	-
I.S.P.:	-	Critical Strike Roll:	Natural 20
Hit Points:	36	Death Blow Roll:	-
S.D.C.:	24		

Armor Type: Riot Armor A.R.: 14 S.D.C.: 180

Level: 4 Experience Points N/A

Special Abilities/Skills

Specialized knowledge of the Paranormal

Understanding the principles of Psionics 72% / 62%

Understanding the principles of Magic 62% / 44%

Knowledge of and access to scientific equipment

Sense of Balance 50%

Saving Throws

	Base	Modifier	Roll Need
Poison: Lethal	14	+3	11
Poison: Non-Lethal	16	+3	13
Harmful Drugs	15	+3	12
Insanity	12	-	12
Psionics	15	-	15
Magic Spell	12	+5	7
Magic Ritual	16	+5	11
Coma/Death		+10%	+10%
Horror Factor		+3	-
Hypnosis		+3	-
Curses		+2	-
Possession		+2	-
Disease	14	+3	11
Pain	14	+3	11

Skill	Base	Bonus	+%/lvl	Total %
Speak English	88	6	1	98
Read English	80	6	2	97
Basic Math	72	6	3	95
Anthropology	40	15	5	75
Biology	40	15	5	75
Medical Doctor	60/50	10	4	87/77
Computer Operation	60	15	3	89
Technical Writing	30	12	5	62
Lore: Cults & Sects.	20	15	5	55
Lore: Demon / Monster	30	20	5	70
Lore: Entities / Ghost	30	20	5	70
Lore: Magic Arcane	20/40	15	5	55
Lore: Mythology	30	20	5	70
Lore: Paranormal/Psion.	30	25	5	75
Lore: Cattle/ Animals	30	15	5	65
Lore: Magic	25	15	5	70
Parapsychology	30	30	5	80
Psychology	35	25	5	80
Research	40	15	5	75

Skill	Base	Bonus	+%/lvl	Total %
Sensory Equipment	30	20	5	70
Pathology	40	10	5	70
Toxicology	40	10	5	70
Veterinary Services	50	10	4	77
Holistic Medicine	30/20	10	5	60/40
Forensics	35	10	5	65
Animal Husbandry	40	10	5	70
Artificial Intelligence	30	10	3	54
Aerobic Athletics	+1 to Disarm, Pull Punch, +5 S.D.C.			
Running / Jogging	+1 P.E., +4 SPD, +3 S.D.C.			
Photography	35	5	5	55
Weapon Proficiencies: Recognize Weapon Quality (40%)				
Ancient W.P. List		Strike	Parry	Throw
Knife		+2	+2	+2
Modern W.P. List		Strike	Aimed	Burst
Handguns		+2	+4	+1
Rifles		+2	+4	+1

Weapons & Equipment

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Glock 19 Auto pistol	+2	-	130ft	single/burst	15/ 4clips(60)	2 lbs.	3D6(s) / 3D6x2(b)
FA-MAS Assault Rifle	+2	-	1300ft	burst/auto	25/ 5clips(125)	9 lbs.	4D6 / x2 short burst
Silver Plated Knife	+2	+2	handheld	melee	-	1 lbs.	1D6+2
Large Maglite (black)	-	-	handheld	melee	-	2 lbs.	1D6
Self igniting micro torch	-	-	handheld	melee	2 hour supply	3 lbs.	1D4 per action
Karate Punch / Kick	Called shots to specific areas (nose, eyes, groin, etc.) can penalize target						2D4 / 2D6+2
Elbow / Forearm / Knee	Note: Called shots & Power Punches/Kicks cost two attacks to perform						1D6
Disarm Attacks	Needs a natural 16-20 as a defensive move; gets a +3 to offensive disarm attempts.						

Equipment

black jumpsuit, combat boots, cell phone, GPS unit, hair band, military grade suit of armor, wristwatch, silver cross on a necklace, PC Laptop and PC carrying case, weapon holsters, ammo belt, pocket microscope, binoculars, pocket mirror, tube of Epoxy resin, gloves, black trenchcoat, reading glasses, some personal items.

Duffle Bag Contents: digital audio recorder, digital camera, six radio phones with headsets, 1 can of *Dust Off*, flares (6), self igniting micro torch (1D4), disposable restraint cuffs (6), large flashlight, box of latex gloves, large first aid kit, scalpel, and some personal items.

Unique Items

Prototypes and special equipment of note:

3-D Scanner, Gas Spectrometer, Portable UV light,

Laser Light pointer tool, courier briefcase,

Infrared & Ultraviolet Optic System Goggles,

Kirlian Video Camera w/ USB port for laptop,

Portable EMF detector and Temp/Humidity recorder,

Digital Pocket Thermometer, Pocket Ionization sensor,

Optical Tape Measure, carrying case for equipment

***Home Base:** The utility van that transports her portable laboratory, her Intel crew and herself to her investigations.

Beyond the Supernatural™

Personal Information

Age: 32 Height: 5'9" Weight: 132 lbs. Hair: long and course wavy brown hair
 Eyes: brown Birth Order: only child Money: \$600.00 cash on hand
 General Appearance: Wears a black jumpsuit and combat boots when in action, keeping her hair in a pony tail. When not in the field she dresses buisness casual, letting her long down and loose. She rarely smiles or laughs, keeping an authorative posture and attitude.
 Disposition: A cold, cast iron, no nonsense type. A natural leader and authority figure.
 Family Origin: Of German & Austrian decent w/ recent psychic family members.
 Environment: Military brat who has traveled the world with her family.
 Sentiment toward Mages & Psychics: Desires to study them in their environments more frequently than in the past. Finds their potential for military applications exciting.
 Sentiments toward Supernatural: Currently investigating, verifying, and classifying them to identify, catalog, and asses their threats & their potential for military/government use.
 Goals in Life: To make a substantial contribution to the U.S. Military & Government as her family has done the last few generations. A family life is out of the question right now.
 Insanity: Near obsessive about timeliness and efficiency. Hates to be late for meetings and appointments, and especially hates falling behind schedules and project goals.
 She also has a hard time relaxing or showing her vulnerable side.



Character History

- She's the only child in a family of military scientists.
- She was born gifted, absorbing everything like a sponge and graduated with a Doctorate in Psychology, Biology and Chemistry by the age of 21!
- Her family ran her like a machine; always disciplined, always training, always learning.
- The military has recently assigned her (secretly) to a Paranormal Research outfit in Seattle with the intention of infiltrating the *Lazlo Agency* and eventually the *Lazlo Society*. This way she can observe and research those with paranormal abilities along with the Supernatural creatures they investigate.
- See her introduction page for more details.

Contacts

Name: Brandon Sanford Occupation: Online lab technician Notes: Analyzes and relays information in real time to Angela from *Home Base**. Also manages storage of all data received.
 Name: Melanie Watton Occupation: Lab Technician Notes: Handles all aspects of the groups equipment, including maintaining, repairing, upgrading and proper storage.
 Name: David Capeheart Occupation: Handler Notes: David is Angela's superior and acts as her liaison to the government and the military.

Prototype Special Equipment

Name: 3-D scanner Type: Forensic Tool Description: Handheld digital scanner
 Abilities: Used to send 3D representation of evidence to "Home Base" for on site lab analysis.
 Acts like a camera, point squarely at the evidence desired and shoot.
 Name: Gas Spectrometer Type: Forensic Tool Description: Handheld sensory device
 Abilities: Used to detect specific odors and airborne chemicals and pinpoint their source location.
 Uses a colored bar system, as your get closer to source of odor, the bars fill up.
 Name: Laser Light Highlighter Type: Forensic Tool Description: Handheld sensory device
 Abilities: Used to locate and highlight specific evidence being searched for, light highlights the
 The laser creates specific lighting designed to illuminate/highlight the material being searched for.
 Name: Material Sampler Type: Forensic Tool Description: Handheld sensory device
 Abilities: Used for collecting and sending a sample of material to "Home Base" to get a real time chemical analysis of material. Typically used in conjunction with Laser Light Highlighter & UV light
 Name: "Extreme" UV Light Type: Forensic Tool Description: Handheld illuminator
 Abilities: The UV light makes blood and organic substances illuminate in a purple-like color.
 Can be used to follow a trail of evidence. Has a lithium battery life of only two hours currently.

Notes

* Angela can't swim (never took the time to learn) and will need help in swimming situations.

**Home base* is a van used by her paranormal group. The van is equipped to handle her analytical needs while in the field while allowing her online lab techs to assist her from it.

NOTE: The lab technicians do not go into the field with her, they are not trained for combat and are not armed. They would be more of a liability than of help to her outside the *Home Base* *.

Miscellaneous

Leaping Distance:	Up: <u>1.5ft / 3ft (P)</u>	Across: <u>3ft / 6ft (P)</u>
Run:	<u>12</u> mph (max) <u>20</u> melees	<u>285</u> ft/melee <u>57</u> ft/attack
Swim:	<u>N/A*</u> mph (max) <u>N/A</u> melees	<u>N/A</u> ft/melee <u>N/A</u> ft/attack
Invoke Intimidation:	<u>84</u> %	Charm/Impress: <u>N/A</u> %