

Anita Burkette

Alignment: Principled **P.C.C.:** Gifted

Occupation: Clothing Designer and Fashion Model

Anita grew up in a disciplined but loving family in the heart of Seattle. Anita was the apple of her parent's eye, encouraging and enriching the artistic genius she displayed early on. Anita was named after *Anita Baker*, who sang the song "Sweet Love", which is the song her parents danced to the first night they met. Anita thinks her name is beautiful, and feels blessed that parents didn't hear "Whitney" that first night.

Perhaps as a spoke of her genius mind, Anita absorbed the best of both of her parents. Her mother had obviously fostered her creative talents and sense of style (she's been the owner and manager of a beauty salon for nearly twenty years) as well as her natural beauty (her gorgeous face and figure is a spitting image of her mother at that age). As a *daddy's girl*, she absorbed her daddy's strong sense of discipline, high moralist character, and a fascination for the supernatural. Her father had been involved in investigating the supernatural since before she was born, and was proud to be one of the first members of the Seattle based *Lazlo Agency* when it was founded.

Sadly, her father (a proud military man) was killed in the line of duty in Afghanistan four years ago. She loves and misses her daddy very much, but she finds comfort in the feeling that he's looking down on her from Heaven. This belief fuels a personal mission to make her daddy proud of her in all she does. Her following in his footsteps and getting involved in the *Lazlo Agency* stems from this. Truth be told, she would probably have gotten involved eventually anyway.

Today, Anita finds the supernatural as fascinating as she does fashion. This has created something of a dual life for Anita since starting college at the *Seattle Art Institute*. Her days were seemingly spent in pursuit of her degree in *Fashion Design*, her evenings were spent in pursuit of a budding modeling career, and her nights were spent in pursuit of paranormal investigating.

While Anita only graduated about a year ago, her designs are already drawing attention to the fashion elite of Seattle (her modeling career has only helped speed up the process). But because of her design career taking off so quickly, she's unsure if she wants to continue going down that path. She loves being involved in the *Lazlo Society*, where she's not only be involved in supernatural investigating, but she's saved a few lives in the last few years, something she's very proud of and knows her daddy is proud of as well. But on the other hand, she also loves designing things of beauty and modeling, and obviously has the gift for it. But being a part of the *Lazlo Agency* is dangerous and one bad incident could jeopardize both her modeling and fashion career. On the other hand, her face is becoming more recognizable all the time, which is starting to impede on her being a paranormal investigator. Something will have to give soon.

Her clothing design as of late show her fondness for dresses with low cut tops and salsa skirts cut up the leg. The bright modern colors she uses seem to be an expression of her joy of living life (and the ruffles look great when dancing). She loves pairing her dresses in quality shoes with color changing tops, sole and hardware contained in a "sexy wrap-around look".

Anita also enjoys shopping, taking martial art and aerobic classes, singing, acting, and especially loves going out dancing (dressing to the nines and showing off her best assets when she does). She hopes to find love someday, looking for a man who's as strong in mind, character and passion as her daddy was (something that's wont be easy to find).

Beyond the Supernatural™

Player: Non-Player Character

Character: Anita Burkette

Nickname/Alias: The Rain City Fashionista

P.C.C.: Genius

Sex: Female Alignment: Principled

Occupation: Clothing Designer and Fashion Model

Attributes

I.Q.: 19

Type: Martial Arts

M.E.: 20

Number of Attacks: 5

M.A.: 16

Initiative: +5

P.S.: 12

Damage: +0

P.P.: 14

Strike: +2

P.E.: 13

Parry: +3

P.B.: 22

Dodge: +3

Spd.: 15

Roll w Punch/Impact: +3

Perception: +2

Pull Punch: +4

P.P.E.: 2

Knockout/Stun Roll: -

I.S.P.: -

Critical Strike Roll: Natural 20

Hit Points: 43

Death Blow Roll: -

S.D.C.: 30

Armor: Tactical Scenario Vest A.R.: 12 S.D.C.: 120

Level: 5 Experience Points: N/A

Special Abilities/Skills

Is a genius in fashion designing and other artistic crafts

Saving Throws

Horror Factor

Base

Modifier

Roll Need

Horror Factor

+1

-

Poison: Lethal

14

-

14

Poison: Non-Lethal

16

-

16

Harmful Drugs

15

-

15

Insanity

12

-

12

Psionics

15

+3

12

Illusions

-

-

Magic Spell

12

-

12

Magic Ritual

16

-

16

Coma/Death

-

-

Possession

-

-

Curses

15

-

15

Disease

14

-

14

Pain

14

-

14

Skill

Skill	Base	Bonus	+%/lvl	Total %
Speak English	88	11	1	98
Read English	80	11	2	98
Basic Math	72	11	3	95
Pilot Automobile	60	9	3	81
Art (professional quality)	35	60	5	98
Computer Operation	60	15	3	87
Sewing	40	20	5	80
Leather Working	45	20	5	85
Research	40	15	5	75
Wardrobe & Grooming	50	45	4	98
Performance	25	50	5	95
Whittling & Sculpting	30	15	5	65
Disguise	25	20	5	65
Beautification		+2 to P.B.		
Public Speaking	30	15	5	65
Sing	35	15	5	70
Fashion	35	25	5	80
Lore: Demon & Monster	30	35	5	85
Lore: Mythology	30	15	5	65

Skill

Skill	Base	Bonus	+%/lvl	Total %
Astrology	25	15	5	60
Aerobics		+1 P.E., SPD., +3 to P.B.		
Running / Jogging		+1 to P.E., +4 SPD., +5 S.D.C.		
Etiquette		+1 to M.E. and M.A.		
Aerobic Athletics		+5 to S.D.C., +2 Kicking Damage		
Sense of Balance	30	5	5	55
Weapon Proficiencies: Recognize Weapon Quality (50%)				
Ancient W.P. List		Strike	Parry	Throw
Knife		+2	+2	+1
Blunt		+2	+2	+1
Modern W.P. List		Strike	Aimed	Burst
Handguns		+2	+4	+1

Weapons & Equipment

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
9mm Beretta Model 92*	+3/+2	-	165ft	single/burst	8/40 (5 clips)	2.5	3D6 (s) / 3D6x2 (b)
Tonfa / Nightstick	+2	+2	40ft if thrown	melee	-	3 lbs.	1D6
Silver Plated Dagger	+2	+2	50ft if thrown	melee	-	1 lb	1D6 / 2D6 (S)
Disarm Attacks	Used as a defensive move in place of a dodge or parry, or an attack/strike						Natural 17-20
Body Flip / Throw	Victim is knocked down, loses initiative and one attack						1D6
Entangle Attacks	Can be used to trap the weapon or arm of an attacker						+2 to entangle actions
Leap Kick	Performing a leap kick counts as two attacks						3D8+2
Karate Kick / Knee Strike	Called shots to specific areas (nose, eyes, groin, etc) can penalize target						2D6+2 / 1D6+2

Equipment

black jump suit, armored tactical upper body vest, tactical boots, ammo belt, small flashlight, pair of expensive, trendy sunglasses, long jacket, silver cross on a necklace, *Samsung Galaxy* tablet, ear buds, DROID RAZR MAXX, personal items

Duffle bag contents: large flashlight, pocket notepad, 3 pens

3 pencils, umbrella, map of Seattle, bottle of water, power bar, first aid kit, 3 smoke grenades, binoculars, protective goggles, digital camera,

Unique Items

She's inherited all of the gear her daddy used in paranormal investigating, and proudly wears and makes use of it all.

Owens a new black *Dodge Viper SRT 10*

Just moved into a flat in an upscale part of Seattle, and is now building her design studio in it.

* 9mm has a laser sight attached to it (+1 to Strike)

-Has 2 clips (16 shots) of silver bullets for 9mm pistol.

Personal Information

Age: 24 Height: 5'4 Weight: 122 lbs. Hair: usually piled in waves to frame her face
Eyes: brown Birth Order: only child Money: \$300.00 cash on hand
General Appearance: Wears natural makeup which compliments her skin tone and her truly African-American facial features. Her clothing is always trendy looking and well kept. Even when investing the supernatural her beauty and fashion sense stands out.
Disposition: Reserved and responsible minded, but always caring and passionate.
Family Origin: Of African-American ancestry with no known history of psychics.
Environment: From an upper-middle class family, born and raised in Seattle, Washington.
Reason for Paranormal Investigating: Feels a sense of responsibility (stemming from her father) to help others as much as she finds the field to be fascinating.
Outlook on being psychic: N/A

Goals in Life: Currently she's not sure if she wants to continue her budding career as a fashion designer and model or become more involved in the Lazlo Agency.
Insanity: While she's not outwardly Narcissistic, she secretly worries that being involved in paranormal investigation will one day ruin her beautiful face and/or figure.



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Character History

-Anita grew up in a disciplined but loving family in the heart of Seattle.
-Her mother had obviously kindled her creative talents and sense of style (she's owned and manager of a salon for nearly twenty years) as well as her natural beauty.
-She absorbed her daddy's strong sense of disciple, high moralist character, and a fascination of the supernatural.
-Anita began paranormal investigating when she turned eighteen, and shortly afterwards began to attend the Art Institute of Seattle while finding work as a model. She graduated about a year ago and is already finding some success in the fashion industry.

Contacts

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of the lead agents of the Seattle based Lazlo Society, and frequently works with Anita.
Name: Corbin Romance Occupation: Parapsychologist Notes: They've been friends since he moved to Seattle. Finds him very intelligent & attractive, and might have feelings for him.
Name: Dr. Angela Strauss Occupation: Parapsychologist Notes: Met Dr. Strauss as a part of the Lazlo Agency & the local paranormal community and has worked with her a few times.

Special Equipment and Magic Weapons & Objects

Name: Kel-lite flashlight Type: field equipment Description: large flashlight
Abilities: Reputed to be unbreakable, Anita'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: Silver Bullets & Knives Type: weaponry Description: Munitions
Abilities: While 9mm silver bullets and knives do normal damage, they do x2 damage to beings that are vulnerable to silver. These items are from her father's paranormal investigation gear.
Name: Pyle Psp141 4-in-1 Meter Type: Sensory Equip. Description: Environment Meter
Abilities: Capable of measuring sound levels, light, humidity, and temperature. It includes a K-type temperature probe to measure temperature, and a built in microphone to measure sound.
Name: Sleuthgear Recorder Type: Sensory Equip. Description: Pocket Digital Recorder
Abilities: Has 1GB of internal memory to record 65 hours of audio and a 2GB Micro SD Card used in the expansion slot for an additional 130 hours of audio, for a total of 195 hours of audio recording.
Name: TASER X26C Type: E.C.D. Description: See TASER PDF page
Abilities: One point of S.D.C. when hit with propelled probes, no damage from a direct contact stun with E.C.D. The real damage of this weapon comes from its ability to incapacitate its targets.

Notes

Miscellaneous

Leaping Distance: Up: 1.5ft / 3ft (P) Across: 3ft / 6ft (P)
Run: 10.2 mph (max) 13 melees 225 ft/melee 45 ft/attack
Swim: - mph (max) - melees - ft/melee - ft/attack
Trustworthy bonus: 40% Bonus to Charm/Impress: 60% Max lift weight: 120 lbs.