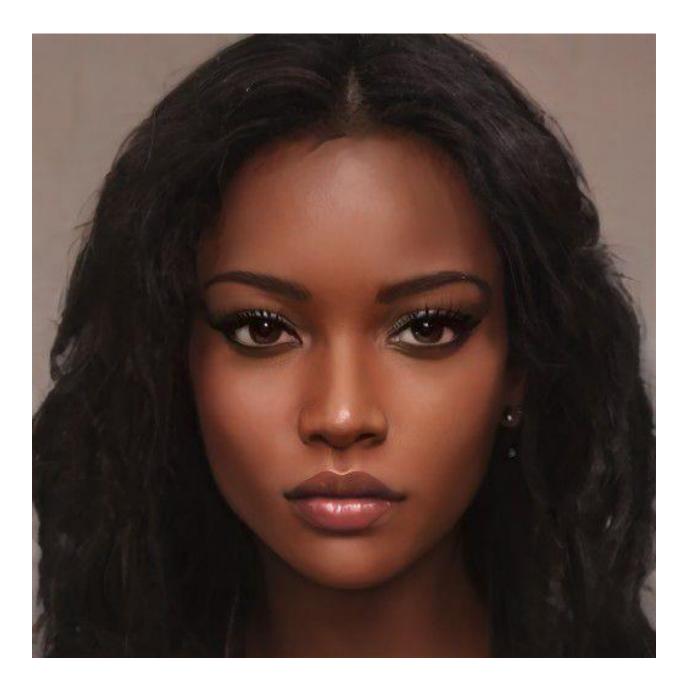
## Anita Burkette

Alignment: Scrupulous (nearly Principled) P.C.C.: Gifted Occupation: Clothing Designer and Fashion Model



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

**Anita**: So while I graduated with my degree in Fashion Design less than a year ago, I've already had a lot of success. I'm selling out at every craft fair; I got a lot of acclaim and press at the last *Seattle Fashion Week Show* and *Ebony Week*. I was even a panelist at a "Women's Empowerment and Leadership series" a few months ago. I've been doing really well, and it keeps me really busy.

**Edmond**: I'm sure. I haven't seen you in a while and frankly I'm a little surprised to see you return to the *Lazlo Society*. Nerymar and Crystal had both told me they got to model some of your clothing a few months ago and they both commented on how busy you'd been. While I'm happy for your growing success, do you think you'll have the time for investigation work?

**Anita**: I'll make it work. If dad could find the time in between being a police officer and raising a family, I can find the time to step away from my studio on occasion. Dad would probably turn in his grave if I didn't come back to help where I can.

**Edmond**: I wasn't going to mention him, but now that you have, I'm glad you're following in Arthur's footsteps. He was a good man and a good paranormal investigator. We were friends for the last several years of his life. I really miss him.

#### Anita: I do too.

**Edmond**: \*Clears his throat to clear the air\* Well, let me see... not much has changed while you've been busy. Most of your old team mates are still involved. That said, I recall that you and Callie were friends, but I haven't seen her in ages and unfortunately, I don't know what she's been up to. There are some new faces in the Society however, including a few psychics. You'll get to meet them all soon enough.

Anita: \*A notable drop in her tone\* More psychics, huh?

**Edmond**: Three of them in fact. We've talked about this before; you don't have to feel bad about not being psychic. While we've been blessed to always have several psychics available to contact while arranging an investigation, most of my colleagues across the world are lucky to have even one psychic in a given investigation team. Ordinary people, like you and me, are just as important to a paranormal investigation as the psychics. Sometimes, even more so.

**Anita**: I know, but I never felt like I was contributing nearly as much as the psychics were. They all do such amazing things that I just can't do. I don't think that's going to change.

**Edmond**: You've been involved in several investigation teams that I've personally led, and every time you've been an asset. Your incredibly perceptive eye, your charm and your charisma, your indomitable spirit, even your knowledge of fashion and etiquette have proven invaluable at times. May I remind you that it was you who pointed out the Succubus was in disguise at that summer fashion show, simply by the way she walked, carried herself and wore her clothing all wrong. You don't give yourself nearly enough credit, Anita.

Anita: Thanks, Edmond. So ... when's the next investigation?

### Beyond the Supernatural

Player: Non-Player Charac	ter							
Character: Anita Burkette								
Nickname/Alias: "The Rain	n City Fashionista"							
P.C.C.: Gifted (pages 46-49)								
Sex: Female Alignment:	Scrupulous (near Principled)							
Occupation: Clothing Desig	gner and Fashion Model							
Attributes	Hand to Hand Combat							
I.Q.: 19	HTH: Expert							
M.E.: 21	Actions per Round: 5							
M.A. 22	Initiative:+ 1							
P.S.: 14	Damage:+ -							
P.P.: 11	Strike:+ 2							
P.E.: 14	Parry:+ 4							
P.B.: 22	Dodge:+ 4							
Spd.: 15 Roll	with punch, fall or Impact:+ 3							
P.P.E.: 2	Pull Punch (11+):+ 3							
I.S.P.: - Ki	nockout/Stun Roll:							
S.D.C.: 34	Critical Strike Roll: Natural 20							
Hit Points: 38	Death Blow Roll: -							
Perception: +4								
Armor: Armored Vest & C	Guards A.R.: 12 S.D.C.: 120							
Level: 5 Experience Poin	ts: N/A							

Skills	Base	Bonus	+%/lvl	Total%	
Language: English	88	11	1	98	
Literacy: English	80	11	2	98	
Mathematics: Basic	72	11	3	96	
Pilot: Automobile	60	15	3	87	
Art (Professional Quality)	35	60	5	98	
Computer Operation	60	25	3	98	
Sewing	40	50	5	98	
Leather Working	45	20	5	85	
Research	40	15	5	75	
Wardrobe & Grooming	50	15	4	81	
Performance	25	15	5	60	
Whittling & Sculpting	30	15	5	75	
Impersonation	30/16	20	4	66/52	
Disguise (occupation specialty)	25	20	5	65	
Public Speaking	30	15	5	65	
Etiquette (Go Mental)	+1 Bonus to M.E. & M.A.				
Fashion (Go Mental)	35	55	5	98	
Play Piano	35	10	5	65	
Singing	35	15	5	70	

Skills Beautification (Go Mental)	Base	Bonus +2 Bon	+%/lvl us to P.E	Total%	
Lore: Demons & Monsters	30	15	5	65	
General Athletics	Phys	ical & At	tribute b	onuses	
Jogging / Running	Jog 14	miles b	efore fati	gued	
Body Sculpting (Go Mental)	+1 P	.B. & P.	S., +3 to	S.D.C.	
Kick Boxing	Physical & Combat bonuses				
Hobby: Seattle Seahawks Fan	40	5	5	50	
Hobby: Ebony Fashion	40	40 5		50	
Weapon Proficiencies: Reco	ognize V	Veapon	Quality (	45%)	
Ancient Weapon Proficiencies	Str	ike	Parry	Throw	
Blunt Weapons	+	-2	+2	+1	
Modern Weapon Proficiencies	Str	ike /	Aimed	Burst	
Handguns	+	-1	+3	-	

Armor: Armored Ve Level: 5 Experience			VA	Weapons & Hand					Hand Attack	s	
				Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Special Abilities/Skills		Extendable Baton	+4	+6	+3/ 7 feet	melee	carries one	1 lb.	1D6+2 per strike		
All Common Skills ge				Wooden Baseball Bat +4 +6 +3/ 7 feet melee				melee	carries one	2 lbs.	1D12(2D12 if vulnerable to wood)+
A Genius of Fashio	n Designir	<b>1g</b> ; +30% to	Art, Sewing, an	Bone Cudgel	+4	+6	+3/ 7 feet	melee	carries one	2.5 lbs.	3D4 (6D4 if vulnerable to bone)+2
Fashion skills. (10 P.	P.E.)			*Glock 19C Gen 4 pistol	+2 /+5	aimed	135 feet	single/burst	15 / 2 clips	2 lbs.	3D6; a burst of 3 rounds does 6D6
Social Chameleon:	ameleon: Comfortable in all kinds of situations; silver coated bullets +2 /+5 aimed 120 feet single/				single/burst	15 / 2 clips	.5 lb.	6D6 (if vulnerable to silver); 1D6x10			
often a social go-betv	veen and a	a natural pea	cemaker who	Karate Punch / Kick		Called s	hots (nose, eyes	s, groin, etc.) o	tc.) can penalize target 2D4 (punch) / 2D6 (kick)		
nelps people mend fe	ences. +6 t	o M.A. (6 P.	P.E.)	Elbow / Knee strikes	Not	e: Calleo	Shots & Power	Strikes cost	cost two attacks to perform 1D6 (elbow) / 1D8 (knee)		
Critical Eye: +4 to al	Perceptic	n Rolls (12 F	P.P.E.)	Kick Boxing strikes:							but counts as two attacks)
				Disarm Attacks		Needs	a Natural 17-20	as a defensiv	e move; gets a	+2 bonus	to offensive disarm attempts.
Saving Throws	Base	Modifier	Roll Needed	Note: Strike a	nd Parry	/ bonuse	es from both Hai	nd-to-Hand Co	mbat and Weap	oon Profic	eiency bonuses are included
Horror Factor		+1									
Poison: Lethal	14	-	14+	Equipment Unique Items							
Poison: Non-Lethal	16	-	16+	Black "Gothic" hooded open front poncho cape coat, jump suit,					as inherited all of	f the gear	her daddy used for paranormal
Harmful Drugs	15	-	15+	armored tactical upper body vest, tactical boots, ammo belt,					estigating, and	she proud	lly makes use of it all.
nsanity	12	+4	12+	pair of expensive trendy s	pair of expensive trendy sunglasses, scarf, cross on a necklace,						
Psionics	15	+3	12+	Samsung Galaxy tablet, ear buds, smartphone, utility knife (1D4),					ves her dad's 4	year old [	Dodge Challenger SRT Hellcat (black
Magic Spell	12	-	12+		and some personal items.						
lagic Ritual	16		16+	shoulder holster set (holds pistol & two magazines)				Ju	st moved into a	flat in an	upscale part of Seattle and has filled
Coma/Death		-							ost of the availat	ole space	with her fashion studio.
Possession		-		Messenger Bag Content				id,			
Curses	15	-	15+	pencil bag (3 pens & pencils), sketch pad, mini-umbrella,							
Disease	14	-	14+	bottled water, power bar, towel, mini sewing kit & make-up kit,							
Pain	16	+2	14+	binoculars, smoke grenade, tactical goggles, digital camera,							
				2 wooden stakes and a m	allet and	a vial o	f holv water	*	aser sight attach	ned to nist	ol (+1 to Aimed and Called shots)

#### Personal Information

#### Beyond the Supernatural

Age: 23 Height: 5' 3" Weight: 118 lbs. Hair: black and wavy, shiny and long

 Eyes:
 hazel
 Birth Order:
 2nd of two
 Money:
 \$600.00 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 and fashionable; more and more

 of it is of her own design and made herself.
 Her charisma, beauty and fashion sense always

 stands out, even while investigating the paranormal.

Disposition: Incredibly charismatic and likable, responsible minded and a peacemaker. Family History: Of African-American ancestry with no known history of psychic phenomena. Environment: From an upper-middle class family, born and raised in Seattle, Washington. Reason for Paranormal Investigating: Raised with a sense of responsibility by her dad to help people in need, but even then she finds the subject of the paranormal to be fascinating. Sentiment towards Psychics & Mages: Finds their abilities to be incredible and frankly she's questioning her place amongst them. "Psychics and mages are naturally suited for investigating the paranormal, while my talents seem better suited elsewhere. But I've not given it up yet." Goals in Life: Has become a rising star in fashion design and wants to continue rising. She's conflicted about this however as she desires to follow her dad's footsteps with investigating the

paranormal, but isn't sure if she's cut out for it. That and her fashion work is so time consuming.



# Miscellaneous Leaping Distance: Up: 1 feet / 3.5 feet (power) Across: 3.5 feet / 7 feet (power) Run: 10.2 mph (max) 13 melees 345 feet per round 86 feet per action Swim: mph (max) feet per round 60% Bonus to Trust/Intimidate: 75% Bonus to Charm/Impress: 60%

When someone says she has a pretty name: "Thank you. My parents named me after their favorite singer, Anita Baker. The story goes that they met at a church dance and the first song they danced to was 'Sweet Love' by Anita. The reason I'm telling you this is because the next song they dance to was 'I wanna dance with somebody' by Whitney Houston. I was one song away from being called Whitney. That was a close one."

Sample quotes from Anita

"The more I think about it, the more I realize I'm a product of my parents. My dad was Military Police for years before he became a cop. My mom's owned her beauty salon for a long as I can remember, and she does tailoring and alteration work on the side. She taught me how to sew and make clothes while dad taught me how to protect myself and stand up for others. I got the best of both their traits." "Last week's 'Seattle Fashion Show' was my biggest one yet! I was also a panelist at the 'Women's Empowerment & Leadership series', led by 'Ebony Fashion Week'. Mom is so proud of me, and I bet that dad's looking down on me and he's just as proud."

"They said my dad died of sudden heart attack. I'm no medical expert, but I'm not so sure about that. Sure, dad had a stressful job and he should have taken a desk job after turning fifty, but he'd had a checkup a month earlier and this heart and health was great for a man his age. He made a lot of supernatural enemies over the years, so I cant help but wonder..."

Contacts								
Dr. Edmond Smythe	Occupation:	Parapsychologist	Notes:	Edmond is one of the lead				
agents of Seattle based branch of the Lazlo Society. Worked her father for years, and now with her.								
Crystal Dravucz	Occupation:	Landscaper/Gardener	Notes:	Met Crystal at a fashion show,				
not knowing until meeting up at an investigation that she was psychic and has since become friends.								
Nerymar Barrera	Occupation:	Entertainer	Notes:	Teamed up with her during a				
paranormal investigation and became friends. She's modeled Anita's clothing on a few occasions.								

#### Anita's Special Equipment, Weapons and Gear

**TASER PULSE stun gun**Description:subcompact stun gun with built in targeting laserAbilities: One point of S.D.C. when hit with propelled probes, no damage from a direct contact stunwith E.C.D. The real damage of this weapon comes from its ability to incapacitate its targets.This model is smaller, with a redesigned handle for a better grip, and ambidextrous safety that can beengaged/disengaged from either side and a LED indicator light that shows the battery power level.

*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: <u>a digital image black & white nightsight viewer</u> 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. <u>Range</u>: 150ft.

 Pyle Pspl41 4-in-1 Meter
 Description:
 small environment meter with photo detector probe

 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.

 Sleuthgear Recorder
 Description:
 black handheld digital audio 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.

**pair of silver plated daggers** Description: <u>skeletonized</u>, fixed blade daggers with sand sheaths Abilities: Does 1D4 damage normally, but 2D4 to beings vulnerable to silver. These are from her dad's paranormal investigation days and Anita arms herself with them before every investigation.

 Anita's Lucky Anklet
 Description:
 handmade jewelry with citrine gemstones

 Abilities: Purchased this with the proceeds of her first sale at the same craft fair she sold her dress.
 Has become a lucky charm to her ever since. Can re-roll any die of her choice, once per adventure.