

**Name:** Callie Rodenburg, “*The Huntress*”

**Alignment:** Scrupulous

**Occupation:** Exotic Dancer and Bartender

**P.C.C.:** Physical Psychic

You are Callie Rodenburg, third born of four siblings from a low income family in East New Orleans. Growing up in the worst neighborhood of New Orleans required you to grow up strong & tough to survive. Between the rough hood and the free self-defense classes you took after school, you become a capable fighter early on. But protecting yourself wasn't entirely your motive, protecting your youngest sister and the other kids in your hood from the stockyard of local bullies was your real intent. You took plenty of lumps, but you dished out plenty right back. It's likely that your harsh surroundings brought out your physical psychic abilities at the tender age of nine. While your psychic and martial art talents flourished, you also found criminal law and justice very appealing, setting plans in motion to become part of the legal system one day, perhaps even an attorney.

Life got easier on you as you got older and your beauty began to get noticed by all the boys. Seizing the opportunity you became one of the popular girls at school while keeping a protective eye on the younger students who still looked up to you. At age 16 you'd taken up modeling and with the paychecks you enrolled in the local Martial Art Academy you always wanted to attend but the family couldn't afford it. The work was boring, but the pay was good and made the Martial Art and weapons training possible.

By the end of high school you earned enough scholarships to start college and decided to go far away from home, choosing Seattle University due to its highly regarded legal aid program. However, your scholarships would not be enough to finish school, but you already had a plan in mind. Using your good looks again, you became a certified bartender and began exotic dancing to pay the bills. The money and the attention is great and, it was much more fun and exciting than waitress work, babysitting or some other lame job a lot of the other college kids were doing to get by.

However the best excitement you've found in Seattle is its nightlife; specifically the supernatural nightlife. While you had monsters to deal with back home (you slayed your first monster at 17), they were few and far between. But here in Seattle, something evil is rising and it's been inviting a horrible bunch of “out of towners” with it. Adopting your stage name of the “*The Huntress*” to add a super heroine quality to your character, you've become involved with the *Lazlo Society* (and becoming a member of the *Lazlo Agency*) to get in on as many opportunities to hunt the supernatural as you can. As a Physical Psychic, you're always ready to go toe to toe with whatever creature dares shows its ugly mug to you.

While you're a woman of moral character, you're also a natural schemer and always looking for an angle in your future. The past is the past and you never look back. Life was hard on you as a child, but it also proved to be fun and exciting, and you're enjoying every minute of life today. Starting next semester, you'll be a legal aid student by day, stripper by night and supernatural slayer by demand. This bitch kicks ass, and you know it!

# Beyond the Supernatural™

Player: Pregenerated Character Sheet

Character: Callie Rodenburg

Nickname/Alias: "The Huntress"

P.C.C.: Physical Psychic

Sex: Female Alignment: Scrupulous

Occupation: Exotic Dancer & Bartender

## Attributes

I.Q.:	<u>12</u>	Type: <u>Martial Arts (Jujitsu)</u>
M.E.:	<u>11</u>	Number of Attacks: <u>6</u>
M.A.:	<u>15</u>	Initiative: + <u>3</u>
P.S.:	<u>21</u>	Damage: + <u>7</u>
P.P.:	<u>23</u>	Strike: + <u>7</u>
P.E.:	<u>18</u>	Parry: + <u>9</u>
P.B.:	<u>25</u>	Dodge: + <u>9</u>
Spd.:	<u>19</u>	Roll w Punch/Impact: + <u>6</u>
Perception:	<u>-</u>	Pull Punch: + <u>5</u>
P.P.E.:	<u>3</u>	Knockout/Stun Roll: <u>Natural 20</u>
I.S.P.:	<u>11</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points:	<u>38</u>	Death Blow Roll: <u>-</u>
S.D.C.:	<u>69</u>	

Type: Uniform Armor A.R.: 12 S.D.C.: 100

Level: 4 Experience Points N/A

## Special Abilities/Skills

Yoga Style Meditation and Trance States (pg.74)

Summon Inner Strength (pg. 75)

Quick Reflexes, Extra Tough,

+3 save vs. hypnosis, mind control & illusions

+1 save vs. telepathic and empathic probes / attacks

## Saving Throws

	Base	Modifier	Roll Need
Poison: Lethal	<u>14</u>	<u>+2</u>	<u>12</u>
Poison: Non-Lethal	<u>16</u>	<u>+2</u>	<u>14</u>
Harmful Drugs	<u>15</u>	<u>+2</u>	<u>13</u>
Insanity	<u>12</u>	<u>-</u>	<u>12</u>
Psionics	<u>10</u>	<u>+1</u>	<u>9</u>
Magic Spell	<u>12</u>	<u>+4</u>	<u>8</u>
Magic Ritual	<u>16</u>	<u>+4</u>	<u>12</u>
Coma/Death		<u>+6%</u>	<u>-</u>
Horror Factor		<u>+2</u>	<u>-</u>
Possession		<u>+5</u>	<u>-</u>
Curses	<u>15</u>	<u>+2</u>	<u>13</u>
Disease	<u>14</u>	<u>+5</u>	<u>9</u>
Bio-Manipulation		<u>+4</u>	<u>-</u>
Pain	<u>16</u>	<u>+2</u>	<u>14</u>

## Skill

Skill	Base	Bonus	+%/lvl	Total %
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>91</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>86</u>
Basic Math	<u>72</u>	<u>-</u>	<u>3</u>	<u>81</u>
Aerobic Athletics	<u>-</u>	<u>-</u>	<u>-</u>	<u>-</u>
Automobile	<u>60</u>	<u>6</u>	<u>3</u>	<u>75</u>
Computer Operation	<u>60</u>	<u>10</u>	<u>3</u>	<u>79</u>
Brewing (Professional)	<u>25/30</u>	<u>15</u>	<u>5</u>	<u>55/60</u>
Cook (Professional)	<u>35</u>	<u>20</u>	<u>5</u>	<u>70</u>
Dance (Professional)	<u>30</u>	<u>10</u>	<u>5</u>	<u>55</u>
General Repair/Maint.	<u>45</u>	<u>5</u>	<u>5</u>	<u>75</u>
Housekeeping	<u>35</u>	<u>10</u>	<u>5</u>	<u>60</u>
Recycling	<u>30</u>	<u>15</u>	<u>5</u>	<u>60</u>
Wardrobe & Grooming	<u>50</u>	<u>15</u>	<u>4</u>	<u>77</u>
Play Drums	<u>35</u>	<u>5</u>	<u>5</u>	<u>55</u>
Performance	<u>25</u>	<u>5</u>	<u>5</u>	<u>45</u>
Boxing	<u>-</u>	<u>-</u>	<u>-</u>	<u>-</u>
Kick Boxing	<u>-</u>	<u>-</u>	<u>-</u>	<u>-</u>
Rope Works	<u>30</u>	<u>5</u>	<u>5</u>	<u>50</u>
First Aid	<u>45</u>	<u>10</u>	<u>5</u>	<u>70</u>

## Skill

Skill	Base	Bonus	+%/lvl	Total %
Swimming	<u>50</u>	<u>10</u>	<u>5</u>	<u>75</u>
Streetwise	<u>20</u>	<u>-</u>	<u>4</u>	<u>32</u>
Sense of Balance	<u>30</u>	<u>-</u>	<u>5</u>	<u>45</u>

## Weapon Proficiencies: Recognize Weapon Quality (40%)

Ancient W.P. List	Strike	Parry	Throw
Bo Staff	<u>+2</u>	<u>+2</u>	<u>-</u>
Forked (+2 to Entangle)	<u>+2</u>	<u>+2</u>	<u>+1</u>
Paired Weapons	<u>See page 214 for details</u>		
Modern W.P. List	Strike	Aimed	Burst
Handguns	<u>+2</u>	<u>+4</u>	<u>+1</u>

## Weapons & Equipment

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Glock 19C Gen 4 Pistol	<u>+2</u>	<u>-</u>	<u>165 ft</u>	<u>single/burst</u>	<u>15/45 (3 clips)</u>	<u>2 lbs</u>	<u>3D6 (s) / 3D6x2 (b)</u>
Silver Coated Sai's (2)	<u>+2</u>	<u>+2</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>2 sai's</u>	<u>3 lbs</u>	<u>1D8</u>
Extendable Bo Staff	<u>+2</u>	<u>+2</u>	<u>5' long</u>	<u>melee</u>	<u>-</u>	<u>5 lbs</u>	<u>2D6</u>
Karate Kick / Punch	<u>All melee attacks add +7 to the damage rolled due to P.S. bonus</u>						<u>2D6 / 2D4</u>
<b>Kick Boxing strikes:</b>	<u>Roundhouse Kick (3D6), Axe Kick (2D8), Knee Strike (1D8), &amp; Leap Kick (3D8), but counts as two actions)</u>						
Disarm Attacks	<u>Needs a natural 19-20 as a defensive move, Gets a +1 to offensive disarm attempts.</u>						
Body Flip/Throw	<u>Victim is knocked down, loses initiative and one attack</u>						<u>1D6</u>

## Equipment

black & pink hoodie, black undershirt, black & pink sweat pants, black & pink running shoes, shoulder holster with clip holders, sweatband, cell phone, silver cross on a necklace, hip bag, iPod with ear buds, wristwatch, bracelets, jewelry, earrings, dog tags that read "huntress", pocket flashlight, personal items

**Gym Bag Contents:** large flashlight, lingerie and thong, extra set of work out clothes, cosmetic make up, bottle of water, bottle of wonder bubbles, Power Bar, 100' of nylon cord, grappling hook, 5 road flares, small utility knife (1D4), first aid kit, a roll of duct tape

## Unique Items

-Owns a three year old red Dodge Viper

-Lives in a two bedroom apartment in Bellevue, WA.

-Has a membership to "Powerhouse Fitness", where she works out daily. She enjoys showing off her strength and grace to the other members at the gym, many times besting them all.

-Works as both an exotic dancer and a bartender at a place called "The Honey Pot Gentleman's Club".

**Personal Information**

**Beyond the Supernatural™**

Age: 20 Height: 5'8 Weight: 146 lbs. Hair: long blonde hair  
 Eyes: brown Birth Order: third born of four Money: \$900.00 cash on hand  
 General Appearance: She usually wears trendy and revealing clothing in public while wearing comfy hoodie's and sweatpants in private or when paranormal investigating.  
 However, there are days when she hunts in very sexy clothing just for the fun of it.  
 Disposition: A fun loving, party girl who's young and enjoying life her psychic talents.  
 Family Origin: Of English & French descent with some history of psychic phenomena.  
 Environment: Comes from a lower class income family from East New Orleans.  
 Sentiment toward Mages & Psychics: She is gonzo about psychic abilities, especially her own! She finds hot men & women with flashy psychic powers to be a real turn on!  
 Sentiment toward Supernatural: "May god have mercy on their demonic asses, cause I sure as hell wont!"  
 Goals in Life: Plans to start school next semester to become a legal aid and eventually work her way up becoming an attorney. Party hard in the meantime baby!  
 Insanity: Callie has a phobia of being buried alive, something like a cave in or even being completely covered under a blanket will set Callie into a panic!

**Psionics:** Base I.S.P.: 11  
 Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Psionic	I.S.P.
Standard Meditation	<u>1</u>
Deaden Senses-pg. 108	<u>4</u>
Demon Punch-pg. 108	<u>6</u>
Electrokinesis-pg. 110	<u>V</u>
Hydrokinesis-pg. 111	<u>V</u>
Impervious to Fire-pg. 111	<u>4</u>
Impervious to Poison-pg. 112	<u>2</u>
Nightvision-pg. 112	<u>4</u>
Mind Block-pg. 112	<u>4</u>
Biofeedback-pg. 107	<u>8</u>
Desiccation Touch-pg. 109	<u>20</u>
Summon Inner Strength-pg. 75	<u>5</u>



**Contact**

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of the lead agents of the Seattle based Lazlo Agency and has worked with Callie in the past.  
 Name: Dmitri Borskowitz Occupation: Construction Worker Notes: Dmitri is a Physical Psychic like herself, and is a god amongst men with a banging body like that! She digs him lots.  
 Name: Dr. Corbin Romance Occupation: Parapsychologist Notes: For an egg head, he's he's a total hottie, and Callie wouldn't mind getting to know him much more personally.

**Notes**

**Summon Supernatural Strength Information:**  
 Restrained Punch/Kick: 2D4  
 Full Strength Punch/Kick: 3D6  
 Power Punch/Kick: 6D6 (costs 2 actions)

**Note:** Add the P.S. damage bonus to all of the above attacks (+7).

**Supernatural Carrying Strength:** 1050 lbs.

**Supernatural Lifting Strength:** 2100 lbs.

**Can hurl a heavy, awkward object that weighs up to 1050 pounds as far as 21 feet!**

Damage from hurling heavy objects does 1D6+1D6 per every 20 pounds.

Examples: a 100 pound object will do 6D6 damage, a 1000 pound object does 6D6x10 damage!

**Miscellaneous**

Leaping Distance: Up: 3ft / 5.5ft(P) Across: 5.5ft / 11ft(P)  
 Run: 12.9 mph (max) 18 melees 285 ft/melee 57 ft/attack  
 Swim: 8.1 mph (max) 18 melees 180 ft/melee 36 ft/attack  
 Bonus to Charm: 75% Max Carrying Weight: 420 lbs. Max Lifting Weight: 840 lbs.