

Carlton Gude

Alignment: Unprincipled **P.C.C.:** Psi-Mechanic

Occupation: Marine Mechanic and Technician



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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 Carlton.*

SMYTHE: So, you've lived in Seattle all your life then?

GUDE: That's right, all forty-three years. GO SEAHAWKS!

SMYTHE: (amused laugh) Then I'm surprised that I only met you a few years ago. I'm not a native, but I've been here almost thirty years and I've been regularly involved in the paranormal community all that time. I was also among the first to become a member of the Lazlo Society in this area. How did we not meet sooner?

GUDE: Well first off, I stay busy. Everyone seems to have a boat these days, and boats and marine craft don't keep themselves afloat and running, and so I've always got work to do. Also, while I've actively been a... "Psi-Mechanic" as you call it, for more than twenty years, I wasn't all that involved in the "paranormal community".

I was doing it mostly to protect my family. Years ago, my mama was attacked and nearly killed by a Hell Hound, right in our own back yard! If I hadn't had my altered Zippo on me at the time, I don't know what would've happened. So I stayed close to home, watching over her and destroying the occasional monster or Hell Hound in my hood when I'd find them. Hell, I didn't meet another psychic until after I'd join the **Lazlo Society**. That's when you and I met.

SMYTHE: I'm glad your mother is okay, and I'm glad you were there for her when that happened. With your staying close to home, what made you decide to get involved and join the Lazlo Society?

GUDE: You've got my mama to thank for that. She kept telling me stop worrying about her so much and to "get out there and help other people". Personally, I think she just wanted me to get out of the house more, or maybe she just wanted more alone time, especially after meeting Martin on that dating site. Either way, I finally listened to her and now here we are, having this conversation.

SMYTHE: Well I'm glad you decided to get involved; like your mother said, there's always someone out there who needs our help, and someone with a knack for mechanical know-how is always in need. Being a Psi-Mechanic only makes you an ever more valuable paranormal investigator. Especially with the growing Gremlin problem in recent years.

GUDE: I hear you. I've already dismantled a few Gremlin traps and destroyed at least a dozen of those nasty little buggers since joining the Society. If I'd known they were becoming such a problem, I might have joined years ago. They've never been a problem in my neighborhood. I just hope they quiet down during football season; I've got Seahawks season tickets, decent seats too.

Beyond the Supernatural

Player: Pregenerated Player Character

Character: Carlton Gude

Nickname/Alias: "Carl"

P.C.C.: Psi-Mechanic (pages 77-80)

Sex: Male Alignment: Unprincipled (was Anarchist)

Occupation: Marine Mechanic & Technician

Attributes Hand to Hand Combat

I.Q.: <u>11</u>	HTH: <u>Expert</u>
M.E.: <u>19</u>	Actions per Round: <u>6</u>
M.A.: <u>16</u>	Initiative:+ <u>2</u>
P.S.: <u>20</u>	Damage:+ <u>5</u>
P.P.: <u>13</u>	Strike:+ <u>2</u>
P.E.: <u>17</u>	Parry:+ <u>5</u>
P.B.: <u>10</u>	Dodge:+ <u>5</u>
Spd.: <u>11</u>	Roll with Impact:+ <u>3</u>
P.P.E.: <u>5</u>	Pull Punch (11+):+ <u>3</u>
I.S.P.: <u>15</u>	Knockout/Stun Roll: <u>Natural 20</u>
S.D.C.: <u>50</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points: <u>47</u>	Death Blow Roll: <u>-</u>
Perception: <u>+3</u> (+4 to rolls involving machines and traps)	
Armor: <u>half suit / point blank vest</u> A.R.: <u>10</u> S.D.C.: <u>70</u>	
Level: <u>5</u> Experience Points: <u>N/A</u>	

Special Abilities/Skills

Can create, design and build "Psi-Devices" (page 78)
 Recognize magical devices & enchanted objects 60/40%
 +1 save vs. hypnosis, mind control and illusions
 +1 save vs. Telepathic & Empathic probes and attacks
 +2 save vs. "Bio-Manipulation"

Saving Throws	Base	Modifier	Roll Needed
Horror Factor		<u>+2</u>	
Poison: Lethal	14	<u>+1</u>	<u>13+</u>
Poison: Non-Lethal	16	<u>+1</u>	<u>15+</u>
Harmful Drugs	15	<u>+1</u>	<u>14+</u>
Insanity	12	<u>+2</u>	<u>10+</u>
Psionics	12	<u>+2</u>	<u>10+</u>
Magic Spell	12	<u>+2</u>	<u>10+</u>
Magic Ritual	16	<u>+2</u>	<u>14+</u>
Coma/Death		<u>+5%</u>	
Possession		<u>+3</u>	
Curses	15	<u>+1</u>	<u>14+</u>
Disease	14	<u>+1</u>	<u>13+</u>
Pain	16	<u>+1</u>	<u>15+</u>

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88		1	92
Literacy: English	80		2	88
Mathematics: Basic	72		3	84
Computer Operation	60	10	3	82
Automotive Mechanics	60	25	3	97
Basic Electronics	30	15	5	65
Basic Mechanics	40	25	5	85
General Repair & Maintenance	45	20	5	85
Locksmith	35	20	5	85
Mechanical Engineering	30	15	5	65
Munitions Expert	40	15	5	75
Pilot: Automobile	60	12	3	84
Combat Driving	See page 213 for details			
Pilot: Boat (motor)	55	10	5	85
Pilot: Boat (hydrofoil)	55	10	5	85
Pilot: Boat (racing)	55	10	5	85
Streetwise	20	14	4	50
Streetwise: Weird	30	-	5	50
Cooking	35	-	5	55

Skills	Base	Bonus	+%/lvl	Total%
 Lore: Demons & Monsters	30	-	5	50
Swimming	50	-	5	70
Boxing	Physical Attribute Bonuses			
Outdoorsmanship	Physical Attribute Bonuses			
Physical Labor	Physical Attribute Bonuses			
Hobby: "Seattle Seahawks"	40	-	5	60
Hobby: "Boating"	40	-	5	60
Weapon Proficiencies: Recognize Weapon Quality (50%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Blunt (Expert)	+4	+4	+2	
Modern Weapon Proficiencies	Strike	Aimed	Burst	
Handguns	+2	+4	+1	
Shotguns	+2	+4	+1	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Mechanic's hammer	+6	+9	+4 / 10 feet	melee	carries one	0 lbs.	2D4+5 per strike
Silver coated hammer	+6	+9	+4 / 10 feet	melee	carries one	0 lbs.	2D4(x2 if vulnerable to silver)+5
crowbar (padded grip)	+6	+9	+4 / 10 feet	melee	carries one	0 lbs.	2D4+5
Glock 17 Gen4 (9mm)	+2/+4	Aimed	135 feet	single/burst	17 / 2 clips	3 lbs.	3D6; a 3 round burst does x2
37M Ithaca Shotgun	+2/+4	Aimed	100 feet	single only	8 / 16 shells	6 lbs.	5D6 per blast
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						1D4+5 (punch) / 2D4+5 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6+5 (elbow) / 1D8+5 (knee)
Disarm Attacks	Needs a Natural 17-20 as a defensive move; gets a +2 bonus to offensive disarm attempts.						
Note: See Carlton's psi-devices (back of this sheet) for psychic attacks, including <i>Fire Bolt</i> , <i>Steam Blast</i> and <i>Burst of Light</i> .							
Note: Strike and Parry bonuses from both <i>Hand-to-Hand Combat</i> and <i>Weapon Proficiency</i> bonuses are included							

Equipment

coveralls, steel toed boots, mechanic's gloves, knit skullcap, smartphone, Zippo Lighter, 2 packs of cigarettes, pen, pencil sunglasses, pen flashlight, wallet, handkerchief, goggles, tool belt w/ weapon holster combined, Psi-devices, rag elbow and knee pads, and some personal items.

Metal toolbox containing his portable tool kit:

Includes set of screwdrivers, pliers, wrenches, hammer, scissors, ice pick/hole punch, battery powered drill, duct tape soldering iron, small selection of nails and screws

Unique Items

two-year-old Dodge Ram 1500 (black) w/ Hemi engine
 lives in a three bedroom house with his mother in Seattle, WA.
 owns and runs a marine repair shop in the *Cascade* district
 has season tickets to the *Seattle Seahawks* (good seats too)
 owns a *Bayliner 266 Discover Cruiser* called the "Pride of Port Townsend". Bought on a good deal and fixed it up himself to be as good as new. Loves this boat and goes out boating often.

Personal Information

Beyond the Supernatural

Carlton's Psi-Devices

Age: 43 Height: 6' 4" Weight: 241 lbs. Hair: brown & graying; kept short
 Eyes: brown Birth Order: 2nd born of three Money: \$400.00 in cash on hand
 General Appearance: Carl is the very persona of "the hard workin' blue collar man."
 In public he favors jackets, jeans, t-shirt and sneakers, especially *Seattle Seahawks* attire.
 When at the shop or while investigating the paranormal Carlton always wears coveralls and steel-toed boots. Always keeps his psi-devices in his truck or close by.
 Disposition: Strong in mind & body, very stubborn and sure of himself; a bully at times.
 Family History: No history of psychic phenomena is known in the family, but are open minded.
 Environment: Born and raised in a blue collar neighborhood of south Seattle, Washington
 Reason for Paranormal Investigating: Had little interest in paranormal investigating until a supernatural creature attacked his mother. Became involved to keep his family safe.
 Outlook on being Psychic: "I wasn't into it at first; all I cared about was protecting my family. But I love designing, building and using impossible devices that do impossible things."
 Goals in Life: Stop smoking some day (presently a lofty goal), and maybe meet a good woman and settle down. He loves his family and wants to start his own eventually.
 Insanity: Carlton is a habitual smoker and goes through at least a pack a day. Stresses out easily and is quick tempered when not smoking; gets +1 on initiative, but -1 to parry & dodge.

Psionics: Base I.S.P.: 15 Increase per level of experience: +1
 Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Carlton's Machine Psionic Abilities I.S.P.

Living Battery- pg.103: Can power up to three electronic devices at a time. varies
Machine Psychic Diagnosis-pg.104: Can sense mechanical & electronical problems, sabotage, system failure, faulty components/parts, low power supply and more. 5
Psychic Repair-pg.105: After making a mental picture of the necessary repairs, he can invest 20 I.S.P. into the device to get it to work without physical parts or repairs. 20
Telekinetic Bullets-pg.105: Create 5 bullets out of sheer mental force of will. These bullets inflict the same damage as the normal round for that weapon. TK Bullets work on mortals, magical and supernatural beings, including Entities, Spirits, Astral Beings, etc. 10
Open Lock-pg.105: Can psychically pick a lock by touching the lock and focusing. 88% 6
Psychic Repair-pg.105: After making a mental picture of the necessary repairs, he can invest 20 I.S.P. into the device to get it to work without physical parts or repairs. 20

Notes

Miscellaneous

Leaping Distance: Up: 2.5 feet / 5 feet (power) Across: 5 feet / 10 feet (power)
Run: 7.5 mph (max) 17 melees 165 feet per round 27.5 feet per action
Swim: 8.18 mph (max) 17 minutes 180 feet per round 30 feet per action
 Bonus to trust / intimidate: 50% Maximum carrying/lifting weight: 400 lbs. / 800 lbs.

"My Favorite Zippo" Description: refillable metal lighter with faded Seahawks logo on it
 Abilities: While it works as a normal Zippo, he can also cast *Burst of Light*, *Steam Blast* and *Fire Bolt* by spinning the thumbwheel

Burst of Light-pg.93: Make the flame explode into a blinding source of light! Everyone caught in the blast is blinded (-10 to strike, parry, dodge and other combat rolls) for one round. I.S.P.: 2.
Steam Blast-pg.98: Creates steam from Zippo that does 2D6 damage. The victim also loses initiative and one action. If shot into victim's face (16+ Called Shot), victim is blinded for 1 round. I.S.P.: 3.
Fire Bolt-pg.95: Does 5D6 damage to supernatural beings (+3 to strike). Range: 100 feet. I.S.P.:5.

"My Investigator Coveralls" Description: mechanic's coveralls with added tech & wires
 Abilities: By pressing the button sewn inside the left breast pocket, he can cast *Impervious to Cold*, *Resist Pain* and *Impervious to Fire*.
Impervious to Cold-pg.111: Suffers no ill effects or discomfort from cold conditions. I.S.P.: 1.
Impervious to Fire-pg.111: Endure intense heat without pain, damage or injury. I.S.P.: 2
Resist Pain-pg.113: Can push pain out of his mind and stay on his feet until he's below -21 Hit Points! Also reduces damage and penalties from drugs, torture, poison, disease & psychic attacks. I.S.P.: 3.

Mechanic's Scanning Tool Description: handheld code reader with added tech & wires
 Abilities: Reads on-board computer systems as normal, but can also cast *Detect Psionics*, *Sense Evil* and *Sense Magic*.
Detect Psionics-pg.99: Can detect the presence of psychic energy in the area. I.S.P.: 3
Sense Evil-pg.126: Track the source of supernatural evil, like a bloodhound, by sensing how close it is. Also indicates general number of supernatural evil, the intensity of the evil and pinpoint the source to a particular room, object and distance. Range: 140 feet. I.S.P.: 3
Sense Magic-pg.126: Feels magic energy and can determine the distance of the source. I.S.P.: 3.

"My Smartphone" Description: smartphone with extra tech & wires attached to it
 Abilities: While it works as a normal smartphone, he can also cast *See Aura*, *See the Invisible* and *Speed Reading* while using the camera / video function.
See Aura-pg.125: Can read a person's aura to discern various aspects about them. I.S.P.:3
See the Invisible-page 126: Can see entities, invisible creatures, energy beings, objects & creatures that can turn invisible or are naturally invisible. I.S.P.: 2
Speed Reading-pg.127: Can read and comprehend the written word quickly. I.S.P.: 1

Bluetooth Headset Description: wireless headset with added tech & wires attached
 Abilities: While it functions like a normal headset; he can cast *Mind Block* and *Telepathy* with it.
Mind Block-pg.121: Can close herself off from all psychic / mental emanations. I.S.P.: 2
Telepathy-pg.126: Can eavesdrop on what another person is thinking. Range: 60 feet. I.S.P.: 2
 Can also send a directed thought message to one person at a time. Range: 160 feet

Mechanic's Glove Description: left mechanic's glove with added tech & wires
 Abilities: Can cast *Empathy* by reaching out with an open palm hand and concentrating.
 He can also cast *Burnt Message* by placing his palm against the material or by writing in the air with his finger or the laser pointer he recently attached to it.
Empathy-pg.119: Makes him aware of, or feel, the emotions of other people, animals, and supernatural creatures. The strongest emotions are easiest to sense & impossible to mistake: hate, anger, terror, lust, envy, love. Range: 100 feet. Duration: 8 minutes.
Burnt Message-pg.93: Can inscribe wood, paper, fabric and other combustible materials with writing that appears to have been written with a soldering iron. I.S.P.: 2-4