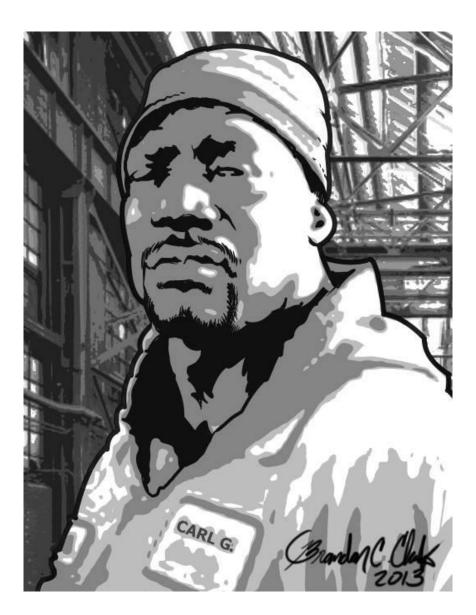
Carlton Gude

Alignment: UnprincipledP.C.C.: Psi-MechanicOccupation: 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

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

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	Se	e page 2	13 for de	tails
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

	e Bor	nus	+%/lvl	Total%	
30			5	50	
50			5	70	
Ph	ysical	Attril	oute Bo	nuses	
Physical Attribute Bonuses					
Ph	ysical.	Attril	bute Bo	nuses	
40	-		5	60	
40			5	60	
	_				
	_				
	_				
Weapon Proficiencies: Recognize Weapon Quality (50%)					
S	trike	Р	arry	Throw	
	+4	-	+4	+2	
S	trike	Ai	med	Burst	
	+2		+4	+1	
	+2		+4	+1	
	Ph Ph 40 40 9gnize	Physical Physical 40 40 40 	Physical Attril Physical Attril Physical Attril 40 40 40 - gnize Weapon C Strike P +4 Strike Ai +2	Physical Attribute Bo Physical Attribute Bo Physical Attribute Bo 40 - 5 40 - 5 40 - 5 9 9 9 9 9 9 9 9 9 9 9 9 9	

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 s	hots (nose, eyes	s, groin, etc.) o	an penalize targ	et	1D4+5 (punch) / 2D4+5 (kick)
Elbow / Knee strikes	Note	: Calleo	d Shots & Power	Strikes cost f	wo attacks to pe	rform	1D6+5 (elbow) / 1D8+5 (knee)
Disarm Attacks		Needs	a Natural 17-20	as a defensiv	e move; gets a -	2 bonus	to offensive disarm attempts.
Note: See Carlton's psi-c	levices (b	ack of t	his sheet) for ps	ychic attacks	including Fire B	olt, Stea	m Blast and Burst of Light.
Note Strike	and Parry	bonuse	es from both Har	nd-to-Hand Co	mbat and Wear	on Profic	iency bonuses are included
Equipment				<u>U</u>	nique Items		,
Equipment coveralls, steel toed boots smartphone, Zippo Lighte	s, mechai r, 2 pack:	nic's glo s of ciga	ives, knit skullca arettes, pen, pen	p,	, nique Items o-year-old Dodg	e Ram 15	00 (black) w/ Hemi engine use with his mother in Seattle, WA
Equipment coveralls, steel toed boots smartphone, Zippo Lighte sunglasses, pen flashligh	s, mechai r, 2 packs t, wallet, I	nic's glo s of ciga nandker	ives, knit skullca arettes, pen, pen chief, goggles,	p, liv	nique Items o-year-old Dodg es in a three bec	e Ram 15 Iroom hou	00 (black) w/ Hemi engine use with his mother in Seattle, WA
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Equipment coveralls, steel toed boots smartphone, Zippo Lighte sunglasses, pen flashligh tool belt w/ weapon holste elbow and knee pads, and Metal toolbox containin	s, mechai r, 2 pack t, wallet, l er combin d some pr g his por	nic's glo s of ciga nandker ed, Psi- ersonal table to	oves, knit skullca arettes, pen, pen rchief, goggles, devices, rag items. Dol kit:	p, cil liv ov	nique Items o-year-old Dodg es in a three bec wns and runs a m is season tickets	e Ram 15 Iroom hou narine rep to the Se	500 (black) w/ Hemi engine use with his mother in Seattle, WA air shop in the <i>Cascade</i> district eattle Seahawks (good seats too)
Equipment coveralls, steel toed boots smartphone, Zippo Lighte sunglasses, pen flashligh tool belt w/ weapon holste elbow and knee pads, and	s, mechai r, 2 pack t, wallet, l er combin d some pr g his por	nic's glo s of ciga nandker ed, Psi- ersonal table to	oves, knit skullca arettes, pen, pen rchief, goggles, devices, rag items. Dol kit:		nique Items o-year-old Dodg es in a three bec whs and runs a m is season tickets whs a Bayliner 20	e Ram 15 Iroom hou narine rep to the Se 56 Discov	500 (black) w/ Hemi engine use with his mother in Seattle, WA air shop in the <i>Cascade</i> district eattle Seahawks (good seats too) er Cruiser called the "Pride of Po
Equipment coveralls, steel toed boots smartphone, Zippo Lighte sunglasses, pen flashligh tool belt w/ weapon holste elbow and knee pads, and Metal toolbox containin	s, mechai ar, 2 packs t, wallet, I er combin d some p g his por ers, pliers nch, batte	nic's glo s of ciga nandker ed, Psi- ersonal table to , wrencl ry powe	oves, knit skullca arettes, pen, pen chief, goggles, devices, rag items. Dol kit: hes, hammer, ered drill, duct ta		nique Items o-year-old Dodg es in a three bec whs and runs a m is season tickets whs a <i>Bayliner 26</i> whsend". Bough	e Ram 15 Iroom hou narine rep to the Sa 56 Discov It on a go	00 (black) w/ Hemi engine use with his mother in Seattle, WA

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		+2	
Poison: Lethal	14	+1	13+
Poison: Non-Lethal	16	+1	15+
Harmful Drugs	15	+1	14+
Insanity	12	+2	10+
Psionics	12	+2	10+
Magic Spell	12	+2	10+
Magic Ritual	16	+2	14+
Coma/Death		+5%	
Possession		+3	
Curses	15	+1	14+
Disease	14	+1	13+
Pain	16	+1	15+

This pregenerated character sheet is available for download on houseofbts.net

Age: 43 Height: 6'4" Weight: 241 lbs. Hair: brown & graying; kept short "My Favorite Zippo" Description: refillable metal lighter with faded Seahawk 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." Description: refillable metal lighter with faded Seahawk In public he favors jackets, jeans, t-shirt and sneakers, especially Seattle Seahawks attire. Burst of Light-pg.93: Make the flame explode into a blinding source of light! Everyone cauge 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. Burst of Light-pg.93: Make the flame explode into a blinding source of light! Everyone cauge Disposition: Strong in mind & body, very stubborn and sure of himself; a bully at times. Steam Blast-pg.98: Creates steam from Zippo that does 2D6 damage. The victim also lose Fire Bolt-pg.95: Does 5D6 damage to supernatural beings (+3 to strike). Range: 100 feet.	Personal Information Beyond	the Supernatural Carlton's Psi-Devices
Eves Jown Birth Order. 2nd born of the ear work in blue collar man." In public he favore jackets, jaans, t-shirt and sneakers, sepacially Seattle Seahawks attite. Abilities: "When att has hop or while invessingaling the paramomal Cartinon havings wears coverails and state-load boots. Always keeps his pai-devices in his truck or close by. Burst of Light-9,93: Make the flame explode into a blinding source of light! Everyone care, blast is blinded (-10 to a blinding source of light) Everyone care, blast is blinded (-10 to a blinding source of light) Everyone care, blast is blinded (-10 to a blinding source of light) Everyone care, blast is blinded (-10 to a blinding source of light). Berson for Paramomal Investigating the paramomal Investigating until a supernatural creature attacked his mother. Became involved to keep his family sate. File Bolt-pg.35: Close SDE damage to supernatural beings (-11 to be designing, building and using impossible devices that do impossible things." Cools in Lie: Stop snoking soort and uses ported impossible things." Goals in Lie: Stop snoking soort up to three electronic devices at atime. Importious to Fire- pg.11: Carl purb pain out of his mind and say on his feet until hes below 271 Abilities: Burst of Light. Nutring Battery pg.103: Can power up to three electronic devices at a time. Variantize and mage and nearcoins the device sog the use of supernatural every and cand demendite. 201.S.P. in the device to get it to work without physical parts or repairs. 201 Living Battery pg.103: Can power up to three electronic devices at time. Variantime sof the abilities: Waveana time size of the sourc	•	
General Appearance: Carl is the very persona of the hard workin blue collar man.* by gening the humbwheel In public he bays keeps his parkenkee, especially settle search weeks estime. by gening the humbwheel When at the shop or while investigating the paranormal Carlton always wears coveralls and steel-food boots. Always keeps his parkenviews in his truck or close by. by gening the humbwheel Family History: No history of psychic phenomena is known in the family, but are open minded. Family History: No history of psychic phenomena is known in the family, but are open minded. For other carlue attacked history of psychic phenomena is known in the family, but are open minded. Fire Bottors: Mechanic's coveralls' the added tor). But I low density Based IS, P.; 12, Dincrease per level of Stype Fire Carltor is a habfual smoker and goes through at least a pack a day. Stresses out eastly and is quick tempered when not smoking; gets +1 on initiative, but -1 to pary & dodge. Fire Bottors: Mechanic's Scanning Tool Description: Anal Heel dode tender with added tech Fire Bottors: Stare I Davis, Tool weeks and poinc Abilities Living Bastry - g.103: Can power up to three electronic devices at a line. Living Bastry - g.103: Can power up to three electronic devices at a line. Living Bastry - g.103: Can power up to three electronic devices at a line. Living Bastry -		Abilities: While it works as a normal Zippo, he can also cast Burst of Light, Steam Blast and Fire Bolt
In public he favore jackets, jeans, t-shirt and sneekers, sepecially Seattle Seathawks attine Memory Memory Memor		
When at the shop or while investigating the paranomal Carton always wears coveralls and step of while investigating. The step of the special control of the special conterpolecon control control control of the special cont		Burst of Light-pg.93: Make the flame explode into a blinding source of light! Everyone caught in the
steel-lood bots. Always keeps his pai-devices in his truck or close by. Steel both by truck or close by. Disposition: Strong in mids body, very stubborn and sure of himself: a buly at times. File Bolt-pg 98: Creates steam from Zippo that does 2D6 damage. The victim also lose and on action. If shot into victims face (164 - Called Shot), victim is blinded of or trund. I.S. Reason for Paramormal investigating: Had litter litterest in paramormal investigating until a supernatural creature attacked his mother. Became involved to keep his family safe. File Bolt-pg 98: Creates steam from Zippo that does 2D6 damage. Further, family family and wannow in the family, but are open minded. Build cost in the standing and using impossible devices that do impossible things. " File Bolt-pg 98: Creates steam from Zippo that does 2D6 damage. the victim also lose and one action. If shot into victims face (164 - Called Shot), victim is blinded of or tord. IS Build cost in the standing and using impossible devices that do impossible things. " The shot into victims face (164 - Called Shot), victim is blinded of or tord. IS Goals in Life: Stop snoking some day (presently a lofty goal), and maybe meet a good woman and stat when not snoking; gets 1-1 on intake, but 1-10 parry & dodge. The shot into victims in and atage or injury. IS.21: 2 Insanity: Carlon is a habitual smoker and goes through at least a pack a day. Stresses out easily and is quick tempered when not snoking; gets 1-1 on intake, but 1-10 parry & dodge. The shot into victim sing and and stay on his feet until hes below 321 habitus. Bange: 1-90 in Sc.92, 99. Can detect the presence of psychic anerast. Sc.92, 3		
Disposition: Strong in mind & body, very stubborn and sure of himself; a bully at times. and one action. If shot into vicim's face (16- Called Shot), vicim is binded for 1 round. LS Family History: No history of psychic phenomena is known in the family, but are open minded. Family History: No history of psychic phenomena is known in the family, but are open minded. Fire Bolt-pg.95: Does 5D6 damage to supernatural beings (+3 to strike). Range: 100 feet. Reason for Paranormal Investigating: Liding and using impossible devices that do impossible things.'' Deteome involved to keep his family safe. Outlook on being Psychic: '' wasn't into it at first. all cared about was protecting my family. The second involved to keep his family safe. Goals in Life: Stop smoking some day (presently a lofty goal), and maybe meet a good woman and stute down. He loves his family and wants to start his own eventually. Impervious to Fire-pg.111: Endure intense heat without pain. damage or injury. LS.P. 2 Insanity: Carting Machine Psionic Abbitties Lisse Fale Sing. Psi, Pi, Tis forcrasse per level of experience: +1 or sate size pack a day. Stresses out Level is most and they comport up to three electronic devices at a time. Vale Machine Psionic Abbitties Lisser Alacea Scanning Tool Description: Machanie's Scanning Tool Description: Anotheld code reader with added tech is a straid and psice of the source. LS Teisonics: Tarix the avoid to the weins and machine specific core: +1 Machine Psionic Advices at a time. Vales and meace straid and the moet specific core: +1 <td></td> <td></td>		
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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 sale. "My Investigator Coveralls" Description: mechanic's coveralls with added tech. Outlook on being Psychic: "W and washing to the field to so the f		
Reason for Paranormal Investigating - Had little interest in paranormal investigating until a supernatural creature attacked his mother. Became involved to keep his family sale. Multipliers: Provide the mechanics coveralls with added tech. Abilities: By pressing the button sewn inside the left breast pocket, he can cast Impervious to Fire. Build to be devices that do inpossible dings.* The set of		
superatural creature attacked his mother. Became involved to keep his family safe. Abilities: By pressing the button sewn inside the left breast pocket, he can cast <i>Impervious</i> to <i>Resist Pain</i> and		"My Investigator Coveralls" Description: mechanic's coveralls with added tech & wires
Outlook on being Psychic: "I wasn't into it af first; all cared about was protecting my family. But I love designing, building and using impossible devices that do impossible things." Resist Pain and Impervious to Fire. But I love designing, building and using impossible devices that do impossible things." Impervious to Cid-gg.111: Suffers no ill effects or discomfort from cold conditions. [.S.P.] 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. Impervious to Fire. Insanity: Cartion 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 party & dodge. Resist Pain-pg.113: Can push pain out of his mind and stay on his feet until he's below -21 Also reduces damage and penalties from drugs, torture, poison, disease & psychic attacks. Psionics: Base I.S.P.: 15 Increase per level of experience: +1 Multipliers: Scruiny: x1 Investigation: x 1 cases mechanical & electronical problems, sabotage, system failure, faulty components/parts, low power supply and more. sabotage, system failure, faulty components/parts, low power supply and more. sabotage, system failure, faulty components/parts, low power supply and more. sabotage, system failure, faulty components/parts, low power supply and more. sabotage, system failure, faulty components/parts, low power supply and more. sabotage, system failure, faulty components/parts, low power supply and more. sabotage, system failure, faulty components/parts, low power supply and more. sabotage, system failure, faulty components/parts, low power supply and more. sabotage, system failure, faulty components/parts, stral Beings, etc. 01.S.P. into the de		
But I love designing, building and using impossible devices that do impossible things." Impervious to Cold-pg.111: Suffers no ill effects or discomfort from cold conditions. [<u>S.P.</u>] Goals in Life: Stop smoking some day (presently a lofty goal), and maybe meet a good womn and sette down. He loves this family and wants to start his own eventually. Impervious to Cold-pg.111: Endure intense heat without pain, damage or injury. [<u>S.P.</u>] Insanity: Cartlon 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. Method the minitiative perview of experience: +1 Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10 Machine Psychic Diagnosise-pg.104: Can sense mechanical & electronical problems, sabotage, system failure, faulty components/parts, low power supply and more. 5 Sense Euli-pg.126: Track the source of supernatural evil, like a bloodhound, by sensing how Also indicates general number of supernatural evil, like a bloodhound, by sensing how Also indicates general number of supernatural evil, like a lobodhound, py sensing how Also indicates general number of supernatural evil, like a alboadhound, by sensing how Also indicates general and setter one of supernatural evil, like a bloodhound, by sensing how Also indicates general and setter and distance. Range: 140 feet. [S.P. 3 Sense Euli-pg.126: Track the source of supernatural evil, like a bloodhound, by sensing how Also indicates general number of supernatural evil, like a bloodhound, by sensing how Also indicates general number of supernatural evil, like a bloodhound, by sensing how Also indicates general n		
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. Impervious to Fire-pg.111: Endure intense heat without pain, damage or injury. [].S.P. 2 Resist Pain-pg.113: Can push pain out of his mind and stay on his feet until hes below -21 Resist Pain-pg.113: Can push pain out of his mind and stay on his feet until hes below -21. Psionics: Base I.S.P.: 15 Increase per level of experience: +1 Multipliers: Scruiny: x1 Investigation: x 2. Lessen: x 4 Greater: x 6 Ancient: x10 Machine Psychic Diagnosis-pg.010: Can power up to three electronic devices at a time. varies I.S.P. Living Battery- pg.103: Can power up to three electronic devices at a time. varies Sense Evil-pg.126: Track the source of supernatural evil, like a bloodhoud, by sensing how sabotage, system failure, faulty components/parts, low power supply and more. Sense Evil-pg.126: Track the source of supernatural evil, like a bloodhoud, by sensing how also indicates general number of supernatural evil, like a bloodhoud, by sensing how also indicates general number of supernatural evil, like a bloodhoud, by sensing how also indicates general number of supernatural evil, like a bloodhoud, by sensing how also indicates general number of supernatural evil, like a bloodhoud, by sensing how also indicates general number of supernatural evil, like a bloodhoud, by sensing how also indicates general number of supernatural evil, like a bloodhoud, by sensing how also indicates general number of supernatural evil, like a bloodhoud, by sensing how also indicates general number of supernatural evil, like a bloodhoud, by sensing how also i		
and settle down. He loves his family and wants to start his own eventually. Resist Pain-pg.113: Can push pain out of his mind and stay on his feet until he's below -21 Insanity: Cartion is a habitual smoker and goes through at least a pack a day. Stresses out easily and is quick tempered when not smoking: gest 1 on initiative, but 1 to parry & dodge. Resist Pain-pg.113: Can push pain out of his mind and stay on his feet until he's below -21 Also reduces damage and penalties from drugs, torture, poison, disease & psychic attacks. Also reduces damage and penalties from drugs, torture, poison, disease & psychic attacks. Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 6 Ancient: x 10 Machine Psychic Diagnosis-pg.103: Can power up to three electronic devices at a time. varies and Sense Magic. Subtage, system failure, faulty components/parts, low power supply and more. 5 Detect Psionics-pg 99: Can detect the presence of psychic energy in the area. [S.P.F. 3 Sub indictase general number of supernatural evil, the evil and pinpoint the aparticular room, object and distance. Range: 140 feet. [S.P. 3 Sense Magic. Psychic Repair-pg.105: After making a mental picture of the necessary repairs, he can invest 10 Also indictase general number of supernatural evil, the intensity of the evil and pinpoint the aparticular room, object and discem. Range: 140 feet. [S.P. 3 Open Lock-pg.105: Cate psychically pick a lock by touching the lock and focusing. 88% 10 Moltine symptone Description: <td></td> <td></td>		
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Telepathy-pg.126: Can eavesdrop on what another person is thinking. Range: 60 feet. I.S.P		
Can also send a directed thought message to one person at a time. Range: 160 feet		
		Can also send a directed thought message to one person at a time. Kange: 160 feet
		Machaniala Clava Description left machaniala slave with added to the Audion
Abilities: Can cast <i>Empathy</i> by reaching out with an open palm hand and concentrating.		
	Missellenssus	He can also cast <i>Burnt Message</i> by placing his palm against the material or by writing in the air with
Miscellaneous his finger or the laser pointer he recently attached to it.		
Leaping Distance: Up: 2.5 feet / 5 feet (power) Across: 5 feet / 10 feet (power) 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:
Swim: 8.18 mph (max) 17 minutes 180 feet per round 30 feet per action hate, anger, terror, lust, envy , love. Range: 100 feet. Duration: 8 minutes.		
	o trust / intimidate: 50% Maximum carrying/lifting weight: 400 lbs. / 800 lbs	
writing that appears to have been written with a soldering iron. I.S.P.: 2-4		writing that appears to have been written with a soldering iron. <u>I.S.P.</u> : 2-4