

Carlton Gude

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

Occupation: Automotive and boat repair mechanic

You are Carlton Gude, 2nd born of four siblings in a family that proudly claims six generations of building and working in Seattle. The logging boom, the commercial boom, the shipbuilding boom, the aircraft manufacturing boom... the Gude family has been a part of it all. That being said, you're hard working but stern father instilled an intense sense of family pride, which was misinterpreted by your older brother, causing you a lot of grief by his bullying. This in turn made you a bully with a serious mean streak at school, causing a lot of undue misery on your classmates for years. In fact, your mean streak lasted well into high school before you finally outgrew it. Perhaps *outgrowing* it is the wrong term, it was more of a matter of finding your calling. By way of an auto shop class you found a knack, and an appreciation for auto repair.

By the time you graduated high school (not a great student, but you passed), you were well on your way to getting your certification as an automotive technician, landing a job at an auto shop after you dad introduced you to the owner, who was well versed in how hard working your family is. Taking a chance on you proved successful as you took to learning and working hard for the shop well into your thirties, eventually managing, and then buying the shop when the owner retired. Most likely as a result of following the family line of hard workers, you've never really bothered to settle down (never looked for Mrs. Right, only Mrs. Right Now), and you have yet to move from your childhood home. This enabled you to become your mother's immediate caretaker after your father passed away a few years ago. Not that you've minded taking care of your mother in her dotage, you'd do anything for your family.

In fact, taking care of your family is what finally got you to look closer into that nagging intuition you've had for years; the urge to toy with and build odd machines or installing parts and equipment that made no logical sense into them (but it felt as if they would work if you did). A few years back you rescued your mom from a would-be-thief that invaded your house, at least that's what you told the cops. In reality, it was some kind of monster that came for her in the night. If you hadn't been there for her, she wouldn't be here today. Realizing and accepting your budding talents as a *Psi-Mechanic*, there's more to you than *working hard and playing hardly*, eventually leading you to becoming a member of the *Lazlo Society*. Learning more about your psychic talents and what to do with them, you've found a new calling; investigating the paranormal.

While late to the party, you've still got talents to offer as a member of the society. While you're not as quick or as agile as you once were, you've still got a strong back and a will of iron to back up your psychic talents. On top of that, your mechanical know-how has come in handy on several occasions. Besides dealing with the supernatural and fixing things, you love going to *Seattle Seahawks* games (you got season tickets in a good spot a few years ago), you've found a love for boating (even got a nice *Bayliner Cruiser* on the cheap and fixing it up as good as new), and you've even met a gal, something your mother is really excited about. But in the meantime, the supernatural still plagues your neighborhood and your city, and you'll be damned if you're going to just let them get away with it!

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: Automotive and Boat Mechanic

Attributes

I.Q.:	<u>11</u>	Type: <u>Expert (Brawler / Streetfighter)</u>
M.E.:	<u>19</u>	Number of Attacks: <u>6</u>
M.A.:	<u>15</u>	Initiative: <u>+1</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 w Punch/Impact: <u>+3</u>
Perception:	<u>+3</u>	Pull Punch: <u>+3</u>
P.P.E.:	<u>5</u>	Knockout/Stun Roll: <u>Natural 20</u>
I.S.P.:	<u>15</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points:	<u>47</u>	Death Blow Roll: <u>-</u>
S.D.C.:	<u>50</u>	

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

Level: 5 Experience Points N/A

Special Abilities/Skills

Create psychic powered devices

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"

+4 to perception rolls involving machines and traps

Saving Throws

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

Skill

	Base	Bonus	+%/lvl	Total %
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>92</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>88</u>
Basic Math	<u>72</u>	<u>-</u>	<u>3</u>	<u>84</u>
Pilot Automobile	<u>60</u>	<u>12</u>	<u>3</u>	<u>84</u>
Physical Labor		<u>+2 P.S., +1 P.E., +5 to S.D.C.</u>		
Auto Mechanics	<u>60</u>	<u>25</u>	<u>3</u>	<u>97</u>
Basic Electronics	<u>30</u>	<u>15</u>	<u>5</u>	<u>65</u>
Basic Mechanics	<u>40</u>	<u>25</u>	<u>5</u>	<u>85</u>
Computer Operation	<u>60</u>	<u>10</u>	<u>3</u>	<u>82</u>
General Repair/Maint.	<u>45</u>	<u>20</u>	<u>5</u>	<u>85</u>
Locksmith	<u>35</u>	<u>20</u>	<u>5</u>	<u>75</u>
Streetwise	<u>20</u>	<u>14</u>	<u>4</u>	<u>50</u>
Pilot Boat (motor)	<u>55</u>	<u>10</u>	<u>5</u>	<u>85</u>
Pilot Boat (hydrofoil)	<u>55</u>	<u>10</u>	<u>5</u>	<u>85</u>
Pilot Boat (racing)	<u>55</u>	<u>10</u>	<u>5</u>	<u>85</u>
Combat Driving		<u>+2 to dodge & survive crash/impact</u>		
Weapons Engineer	<u>30</u>	<u>15</u>	<u>5</u>	<u>65</u>
Mechanical Engineering	<u>30</u>	<u>15</u>	<u>5</u>	<u>65</u>
Munitions Expert	<u>40</u>	<u>15</u>	<u>5</u>	<u>75</u>

Skill

	Base	Bonus	+%/lvl	Total %
Cooking	<u>35</u>	<u>-</u>	<u>5</u>	<u>55</u>
Outdoorsmanship	<u>+1 P.E., +8 SDC, skill bonuses</u>			
Boxing	<u>+11 S.D.C., +2 P.S., +1 attack, etc.</u>			
Swimming	<u>50</u>	<u>-</u>	<u>5</u>	<u>70</u>
Streetwise: Weird	<u>30</u>	<u>-</u>	<u>5</u>	<u>50</u>
Lore: Demons/Monsters	<u>30</u>	<u>-</u>	<u>5</u>	<u>50</u>
Wilderness Survival	<u>30</u>	<u>5</u>	<u>5</u>	<u>55</u>

Weapon Proficiencies: Recognize Weapon Quality (50%)

Ancient W.P. List	Strike	Parry	Throw
Blunt (Expert)	<u>+4</u>	<u>+4</u>	<u>+2</u>
Modern W.P. List	Strike	Aimed	Burst
Handguns	<u>+2</u>	<u>+4</u>	<u>+1</u>
Shotgun	<u>+2</u>	<u>+4</u>	<u>+1</u>

Weapons & Equipment

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Silver plated crowbar	<u>+4</u>	<u>+4</u>	<u>handheld</u>	<u>melee</u>	<u>-</u>	<u>6 lbs</u>	<u>2D6 / 4D6(S)+Damage</u>
48" giant pipe wrench	<u>+4</u>	<u>+4</u>	<u>handheld</u>	<u>melee</u>	<u>-</u>	<u>34 lbs</u>	<u>4D6+Damage (2 actions)</u>
Beretta M92 Auto Pistol	<u>+2</u>	<u>-</u>	<u>135 ft</u>	<u>single/burst</u>	<u>12/60 (5 clips)</u>	<u>3 lbs</u>	<u>3D6 (s) / 3D6x2 (b)</u>
37M Ithaca Shotgun	<u>+2</u>	<u>-</u>	<u>100ft</u>	<u>single</u>	<u>8 / 40 rounds</u>	<u>6 lbs</u>	<u>5D6+Damage</u>
Fiberglass hammer	<u>+4</u>	<u>+4</u>	<u>handheld</u>	<u>melee</u>	<u>-</u>	<u>2 lbs.</u>	<u>2D4+Damage</u>
Fire Bolt (via Zippo)	<u>+4</u>	<u>-</u>	<u>100ft</u>	<u>single</u>	<u>10 ISP per shot</u>	<u>2 lbs.</u>	<u>5D6 to the Supernatural</u>
Disarm Attacks	<u>Needs a natural 17-20 as a defensive move, gets a +2 to offensive disarm attempts</u>						
Karate Punch / Kick	<u>Called shots to specific areas (nose, eyes, groin, etc.) can penalize target 2D4 / 2D6+Damage</u>						

Equipment

coveralls / steel toed boots / gloves / baseball cap / knit skullcap
cell phone / Zippo Lighter / 2 packs of cigarettes / pen / pencil
sunglasses / small flashlight / wallet / handkerchief / goggles
tool belt w/ weapon holster combined, Psi-devices, 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/ a Hemi engine

Lives in a two bedroom home with his mother in Seattle, Wa.

Owns a small auto & boat 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", which he got on a good deal and fixed it up to be as good as new.

Beyond the Supernatural™

Personal Information

Age: 40 Height: 6'4 Weight: 237 lbs Hair: brown but graying, kept short
 Eyes: brown Birth Order: 2nd of four Money: \$800.00 in cash on hand
 General Appearance: Carl is the very persona of "the hard workin' blue collar man."
 Tends to wears jeans, t-shirt and sneakers in public, while wearing coveralls and steel toed boots when working in his shop or when hunting the supernatural.
 Disposition: Strong in mind & body, very stubborn and sure of himself, a bully at times.
 Family Origin: Of African American descent with no known psychic ancestry.
 Environment: Born and raised in a middle class neighborhood in Seattle, Washington
 Reason for Paranormal Investigating: Had no interest in getting involved in paranormal until a monster nearly killed his mother. Now he's involved to keep his family safe.
 Outlook on being psychic: While he may sound noble, secretly Carl loved being able to play up his strength and being an intimidator and a bully, even if it's on the supernatural.
 Goals in Life: Stop smoking some day (a lofty goal at present), and maybe meet a good woman someday and settle down. Meanwhile he'll keep protecting his family.
 Insanity: Carl is a habitual smoker and goes through a pack a day at least. His coveralls always reek of cigarette smoke, and his street clothing isn't much better.

Psionics: Base I.S.P.: 15

Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Psionic Abilities :	I.S.P.
Living Battery -Pg. 103	<u>v</u>
Machine Psi-Diagnosis -Pg. 104	<u>5</u>
Telemechanics -Pg. 105	<u>10</u>
Telekinetic Bullets -Pg. 105	<u>20</u>
Telemechanics -Pg. 105	<u>10</u>
Electrokinesis -pg. 110	<u>-</u>
Electrical Resistance	<u>4</u>
Electric Discharge	<u>8</u>
Manipulate Electrical Devices	<u>4</u>
Sense Electricity	<u>2</u>

Psi-Device Abilities of note:

Burst of Light (pg. 93)	<u>4</u>	<u>-10 to Strike, Parry and Dodge for one round</u>
Fire Bolt (pg. 95)	<u>10</u>	<u>5D6 to supernatural beings, 2 points to mortals</u>
Steam Blast (pg. 98)	<u>5</u>	<u>2D6, lose initiative and 1 attack, can also blind</u>

Miscellaneous

Leaping Distance- Up: 2.5ft / 5ft (P) Across: 5ft / 10ft (P)
 Run: 7.5 mph (max) 17 melees 165 feet per melee 27.5 feet per attack
 Swim: 8.18 mph (max) 17 minutes 180 feet per melee 30 feet per attack
 Bonus to Intimidate: - Maximum carry weight: 400 lbs. Max lift weight: 800 lbs.



Carl's Psionic Devices

Name: Carl's favorite Zippo Type: accessory Description: refillable metal lighter
 Abilities: While it works as a normal Zippo, Carl can also cast "Burst of Light" (pg. 93, 4 ISP), "Steam Blast" (pg. 98, 5 ISP) or "Fire Bolt" (pg. 95, 10 ISP) by spinning the thumbwheel
 Name: Investigator Coveralls Type: clothing Description: mechanic's coveralls
 Abilities: By pressing a button that's been sewn into the left breast pocket, Carl can cast "Impervious-to Cold" (pg. 111, 2 ISP), "Resist Fatigue" (pg. 112, 4 ISP), or "Levitation" (pg.112, ISP by weight)
 Name: Mechanic's Scan Tool Type: electronic tool Description: a hand held code reader
 Abilities: Reads on-board computer systems as normal, but can also "Detect Psionics" (pg. 99, 6 ISP) "Sense Evil" (pg. 126, 2 ISP), "Sense Magic" (pg. 126, 3 ISP) or "Presence Sense" (pg. 124, 4 ISP)
 Name: Carl's Smart Phone Type: accessory Description: Android smart phone
 Abilities: While it works as a normal smart phone, Carl can also "See Aura" (pg. 125, 6 ISP) and "See the Invisible" (pg. 126, 4 ISP) and "Empathy" (pg. 119, 4 ISP) via the camera function
 Name: Bluetooth Headset Type: phone accessory Description: wireless headset
 Abilities: While it functions as normal, it can also cast "Empathy" (pg. 119, 4 ISP), "Mind Block" (pg. 121, 4 ISP), "Telepathy" (pg 124, 4 ISP), and "Telekinesis" (pg. 114)

Notes

-Your birth name is Carlton, but only your mother is allowed to call you that; to everyone else your name is Carl.