

Beyond the Supernatural™

Player: Shannon Winey

Character: Cassie Chadwick

Nickname/Alias: Varies, depends on the con work

P.C.C.: Lucky Psychic (Rifter #53, pages 17-24)

Sex: Female Alignment: Anarchist

Occupation: Criminal: Con Artist/Huckster

Attributes

I.Q.: 18

M.E.: 19

M.A.: 18

P.S.: 15

P.P.: 19

P.E.: 13

P.B.: 20

Spd.: 26

Perception: +2

P.P.E.: 6

I.S.P.: 10

Hit Points: 27

S.D.C.: 50

Armor: Concealable Armor A.R.: 10 S.D.C.: 50

Level: 3 Experience Points: 5,250/

Hand to Hand Combat

Type: Basic (Self Defense Class)

Number of Attacks: 4

Initiative: +3

Damage: -

Strike: +2

Parry: +4

Dodge: +5

Roll w Punch/Impact: +2

Pull Punch: +2

Knockout/Stun Roll: -

Critical Strike Roll: Natural 20

Death Blow Roll: -

Special Abilities/Skills

Lucky Dice, Crap Shoot, Tough Luck, Lucky Break,

Butterfly effect, Extra Tough

+1 save vs. Telepathic & Empathic Probes

+2 save vs. Hypnosis & Mind Control

Saving Throws

Horror Factor

Poison: Lethal

Poison: Non-Lethal

Harmful Drugs

Insanity

Psionics

Illusions

Magic Spell

Magic Ritual

Coma/Death

Possession

Curses

Disease

Pain

Base

Modifier

Roll Need

14

16

15

12

12

12

12

16

15

14

14

Skill

Speak English

Read English

Basic Math

Find Contraband

Appraise Antiques

Intelligence

Performance

Public Speaking

Seduction

Streetwise

Streetwise: Weird

Pick Locks

Pick Pockets

I.D. Undercover Agents

Palming

Socialization

Computer Operation

Lore: Superstitions

Prowl

Base

Bonus

+%/lvl

Total %

88

80

72

26

30

32

25

30

20

30

30

25

30

20

60

30

25

4

4

34

18

19

20

34

19

20

24

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25

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60

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25

1

2

3

4

5

4

5

5

3

4

5

5

5

4

4

3

5

5

5

94

88

98

52

58

60

69

59

61

52

59

59

59

82

44

80

54

54

Skill

Wardrobe & Grooming

Etiquette

Image Enhancement

Wine Tasting/Sommelier

Radio: Basic

Fishing

Pyometrics

Running / Jogging

Ballet

Sense of Balance

Back Flip

Base

Bonus

+%/lvl

Total %

50

35

50

40

60

70

14

+1 to M.E. and M.A.

+1 to P.B. and M.A.

14

4

4

+2 to P.S., P.P. and SPD

+1 to P.E., +5 S.D.C., +10 to SPD

+1 PS, PP, PE, PB & Dodge, +4 SDC

4

4

4

5

5

5

5

5

74

84

Weapon Proficiencies: Recognize Weapon Quality (35%)

Ancient W.P. List

Strike

Parry

Disarm

Archery (Expert)

+4

+4

+4

Weapons and Equipment

Weapons

Heli compound bow

Disarm via Archery

Pepper Spray

Crowbar (in backpack)

Kick Attack / Jump kick

Knee Strike

Elbow /Forearm

Power Punch

Strike

Parry

Range/Reach

Rate of Fire

Shots/Ammo

Weight

Damage

+4

+4

700ft

5 per round

16 per quiver

3.5

2D6+3

4 - 6ft

melee

20 sprays

1lb

-6 to s,p,d for 4D4 melees

melee

melee

6 lbs.

2D6

1D8 / 1D8x2

Personal Information

Age: 26 Height: 5' 5" Weight: 105 lbs. Hair: Black hair that's pampered regularly
Eyes: brown Birth Order: 2nd born of 2 Money: \$20,000 in savings
General Appearance: Has a classic ballet body; long legs, arms & neck, short torso, no curves, long stretchy tendons, and full of tone, grace, and poise. In conjunction with her natural and practiced beauty, she's the envy or all who see her.
Disposition: Hard to say as she can switch her attitudes and inflections instantly.
Family Origin: Of Cherokee and English decent with no history of psychic phenomena.
Environment: From a lower working class family (but she'll never say where from).
Reason for Paranormal Investigating: She finds it exhilarating fighting & killing monsters (no consequences in doing it) and showing off all of her talents when she can.
Outlook on being psychic: She doesn't feel "psychic" as much as she does "lucky" and feels that she deserves to feel this way as she's had a lucky streak her whole life.
Goals in Life: No real goals to speak of, Cassie enjoys doing what she wants, when she wants, and why she wants.
Insanity: Cassie has a budding obsession for the thrill of danger and narcissism issues. As her ego and obsession grows, she may throw more and more caution to the wind.

Psionics: Base I.S.P.: 10
Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 8

Psionic	I.S.P.
Lucky Dice	<u>5</u>
Crap Shoot	<u>6</u>
Tough Luck	<u>-</u>
Lucky Break	<u>2</u>
Butterfly Effect	<u>5</u>



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Character History

-Cassie grew up with a sister (Jamie; who's five years her senior) and a single mother. She never knew her dad; he was killed in a car accident a few months before she was born.
-In a single mother family, struggling to make ends meet was a way of life growing up in her family. Something Cassie always hated having to deal with (2nd hand clothing, rarely eating out or going to the movies, lived in a dangerous and rundown part of town, etc.)
-Early in high school, Cassie started hanging around with the wrong crowd, finding the dangerous lifestyle fun and exciting. Consequently, she's never quite left the "wrong crowd" since. Any real connection she may have had with people were severed after her mom & sister disowned her for her years of destructive behavior, right out of high school Cassie was on her own.
-Since then, Cassie has been all over North America, pulling con jobs and fleeing as she will.
-Cassie got involved with the Lazlo Agency in Seattle for the "fun little adventures" and the thrill of the hunt it's provided her since moving to Seattle less than a year ago.

Contacts

Name: Mason Dunham Occupation: Con-Artist Notes: Mason has worked as a *Shill* in her con games when needed, and sometimes works as his *Shill* in return.
Name: Nathan Walston Occupation: Fencing Notes: Nathan has been a fencer of her stolen goods since she first started con work. He's a scumbag, but he's reliable.
Name: Annie Ullman Occupation: Tailor Notes: Annie has a knack for creating gimmick clothing, being discreet, and works for reasonable rates.
Name: Calvin McNamm Occupation: Forgerer Notes: Calvin is a pimple faced 19 year old computer & video game nerd, but is a whiz at forging ID's and paperwork.
Name: _____ Occupation: _____ Notes: _____
Name: _____ Occupation: _____ Notes: _____
Name: _____ Occupation: _____ Notes: _____

Special Equipment and Magic Weapons & Objects

Name: Explosive Arrowheads (6) Type: weaponry Description: special arrow tips
Abilities: Does 1D4x10 per direct hit. Requires 2 melee rounds to attach an explosive arrowhead to an arrow shaft. All arrows are kept in a protective case when not in use. Costs \$60 per tip.
Name: _____ Type: _____ Description: _____
Abilities: _____

Notes

-Due to her remarkably good looks and charms coupled with her experience on the streets and several years of research and self taught discipline in high society, Cassie can potentially con anyone out of or into anything ("could sell ice to an Eskimo"). Her talents and skills are going to her head already and is inflating an already massive ego even further. In her mind, it isn't ego as much as it is a simple matter of pride and confidence in her abilities. Her streak of good luck over the years doesn't put a damper on her ego either.
-She's also proven to be a lot tougher than she looks as of late.

Miscellaneous

Leaping Distance: Up: <u>2ft / 4ft (P)</u> Across: <u>5ft / 7.5ft (P)</u>
Run: <u>17.7</u> mph (max) <u>13</u> melees <u>390</u> ft/melee <u>97.5</u> ft/attack
Swim: <u>-</u> mph (max) <u>-</u> melees <u>-</u> ft/melee <u>-</u> ft/attack
Trustworthy Bonus: <u>50%</u> Bonus to Charm: <u>50%</u> Max Carrying Weight: <u>150 lbs.</u>