

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

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: -

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

Level: 3 Experience Points: 5,250/

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

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

Skill	Base	Bonus	+%/lvl	Total %
Speak English	88	4	1	94
Read English	80	4	2	88
Basic Math	72	34	3	98
Find Contraband	26	18	4	52
Appraise Antiques	30	19	5	58
Intelligence	32	20	4	60
Performance	25	34	5	69
Public Speaking	30	19	5	59
Seduction	20	35	3	61
Streetwise	20	24	4	52
Streetwise: Weird	30	19	5	59
Pick Locks	30	19	5	59
Pick Pockets	25	24	5	59
I.D. Undercover Agents	30	44	4	82
Palming	20	14	5	44
Socialization			+2 to M.A.	
Computer Operation	60	14	3	80
Lore: Superstitions	30	14	5	54
Prowl	25	19	5	54

Skill	Base	Bonus	+%/lvl	Total %
Wardrobe & Grooming	50	14	4	74
Etiquette		+1 to M.E. and M.A.		
Image Enhancement		+1 to P.B. and M.A.		
Wine Tasting/Sommelier	35	14	5	59
Radio: Basic	50	4	5	64
Fishing	40	4	5	54
Plyometrics		+2 to P.S., P.P. and SPD		
Running / Jogging		+1 to P.E., +5 S.D.C., +10 to SPD		
Ballet		+1 PS, PP, PE, PB & Dodge, +4 SDC		
Sense of Balance	60	4	5	74
Back Flip	70	4	5	84
Weapon Proficiencies: Recognize Weapon Quality (35%)				
Ancient W.P. List		Strike	Parry	Disarm
Archery (Expert)		+4	+4	+4

Weapons and Equipment

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
<i>Heli</i> compound bow	+4	+4	700ft	5 per round	16 per quiver	3.5	2D6+3
Disarm via Archery	Requires a natural roll of 16-20 as a defensive move, +4 to strike as an offensive move						
Pepper Spray	-	-	4 - 6ft	melee	20 sprays	1lb	-6 to s,p,d for 4D4 melees
Crowbar (in backpack)	-	-	melee	melee	-	6 lbs.	2D6
Kick Attack / Jump kick	Adds a +1 to strike with kicks due to her Ballet training						1D8 / 1D8x2
Knee Strike	Called shots to specific areas (nose, eyes, groin, etc.) can penalize target						1D6
Elbow /Forearm	Called shots cost two attacks to perform						1D6
Power Punch	Does double damage, but counts as two attacks						1D6x2

Equipment

cell phone, small flashlight, sunglasses, baseball cap, jacket,
 athletic wear, an extra ace in the sleeve of her shirt/jacket,
 deck of cards, quiver of arrows, archer's glove & forearm guard,
 Zippo lighter
Backpack contents: large flashlight, lock picking set, 3 flares,
 walkie-talkie, police radio scanner, several fake ID's, business
 cards for fake ID's, pre-paid cell phone, crowbar
 -six explosive arrowheads in a small protective case
 -small container of lighter fluid
 -rags presoaked in potassium nitrate (to make burning arrows)

Unique Items

Owens a one year old black *Pontiac Solstice*

Lives in a two bedroom flat in the "Aurora" neighborhood for \$700 a month (plus expenses).

Items worth noting at home: PC tower, monitor, printer, cable TV, broadband internet connection, DVD player & television, shoes basic wardrobe, some dress clothes, one suit, personal items, grooming/makeup supplies, antique guide & pricing books, fishing gear, and athletic wear for jogging and Ballet practice

