

# Charlie “Horse” Manumaleuna

P.C.C.: Psychic Diviner      Occupation: Taxi Driver

*Explanatory note: The following is a transcript from part of an audio recording taken during an interview between Dr. Edmond Smythe and Charlie.*

CHARLIE: “Aloha e ke hoa”.

SMYTHE: Hello, Charlie. Thank you for coming in to introduce yourself. Now, please speak clearly into the microphone and tell me a little about yourself.

CHARLIE: Okay, sure. Like you said, my name is Charlie and I’m from Honolulu, Hawaii. I’m one of six siblings... I guess my parents get bored easily. For those listening, I’m Samoan heritage and proud of it; big, tall, crazy strong and lots of tattoos. My parents are lifers in the Navy, so it made sense to join when I was old enough. I like to travel and go places, so my time in the Navy was spent training to drive lots of cars, trucks, boats and even helicopters. After two tours of duty (and I toured all over the place), I went back to Hawaii for a while as a tour guide. But wanderlust set in and eventually I came here, to Seattle. The abundance of monsters, paranormal phenomena, and game conventions sort of kept me here.

SMYTHE: That’s actually a good segway to my next question. What was like for you when you became a Diviner?

CHARLIE: Well, I’ve always been pretty spiritual, it’s hard not to be when you’re Hawaiian; the Hawaiian religion is everywhere, and its protected by law. So really, my abilities felt like a part of my spiritual upbringing. I started becoming psychic in my early teens, and I liked it right away. I even trained under a “kilokilo” (a sort of shaman) to hone and understand my abilities better. I trained till I went into the Navy, but I felt pretty confident in my abilities by then anyway. After the Navy and going back home for a while, the four gods (*Kū, Kāne, Lono, and Kanaloa*) seemed to be calling to me, telling me that there was more in store for me out there. Along the way I came to visit a Navy friend of mine up here, and ended up staying.

SMYTHE: And how has life been for you in Seattle?

CHARLIE: Its good. I drove deliveries and did the *Uber* thing for a bit, but and I hated that, so I found fixed up a 1985 Caprice Classic that I found and fell in love with and now I’m part of a niche Taxi service. I even rigged the steering wheel to be removable and capable of attaching a length of metal to it to work like a divining rod. Sometime I like to act like I’d driving around with the steering wheel while using it and making car sounds. When I’m not working or out tracking and hunting monsters, I get my traveling in through Warcraft.

SMYTHE: Anything else you’d like to say for this introduction file?

CHARLIE: Well, let’s see... I’m a hugger, and they say I give great bear hugs since I’m so strong and yet so gentle, or something like that. To me, “Just Hang Loose” is not just a saying, but a way of life. I like to take point during investigations, which makes sense since I do a lot of tracking and trail following. Umm... oh yeah, when it comes to Warcraft, I’m all Alliance, baby!

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## Personal Information

## Beyond the Supernatural

Age: 39 Height: 6' 7" Weight: 375 lbs. Hair: black & greying; kept long, usually in a pony tail.

Eyes: brown Birth Order: 2nd of six siblings Money: \$600.00 in cash on hand

**General Appearance:** A mountain of a man who resembles the stereotype of his Samoan heritage. Usually wears Hawaiian shirts with undershirts and shorts over a tattooed body made of muscle and surrounded by a layer or two of "comfortable living". Attire doesn't change much during paranormal investigations, at least not beyond putting on his hiking boots.

**Disposition:** Very easy going and laid back to the point of laziness; its hard to upset him.

**Family History:** Hawaiian/Samoan decent; no known history of paranormal phenomena.

**Environment:** From a military family in Honolulu, Hawaii.

**Reason for Paranormal Investigating:** Met a "kilokilo" (a Kahuna who divines and predicts future events) who trained Charlie's abilities while fanning his curiosity of the Paranormal.

**Outlook on being Psychic:** "We got some pretty cool powers, yo! They're almost as cool as my WoW character, 'Talbor the Cleric', but not quite. But that's okay. FOR THE ALLIANCE!"

**Goals in Life:** To excel at WoW with his rising character Talbor the Cleric, continue avoiding becoming an "Uber" driver, and maybe even meet a cute nerd girl who plays WoW.

**Insanity:** Charlie has a mild obsession of playing World of Warcraft which is creating a sedative lifestyle, and its showing... but who's brave enough to call the big guy out on it?

**Psionics:** Base I.S.P.: 15 Note: I.S.P. increases by 2 per level of experience

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

### Psionic Abilities

I.S.P.

**Psychic Dowsing** (33%)-pg.40: Can use a dowsing rod to sense & follow magic energy, water, earth energy / ley lines, places of power, beings (mortal and supernatural) and more.

May include bonuses and/or penalties. I.S.P. cost is for every 10 minutes of dowsing. 2

**Reading Signs**-pg.40: Reads signs, omens and portents of things to come.

**Reading Clues and the Obvious**(50%)-pg. 41: Can recognize obvious clues and trails concerning magic, monsters and the supernatural. +10% if signs are faked or forged.

**Palm Reading**-pg.41: Derives knowledge & information from reading a person's palm.

Requires physical contact, sufficient light, and close examination for one minute. 3

**Touch Conveyance**-pg.42: Derives information from reading the flow of energy in and around the person being touched. Requires 5 seconds of physical contact. 5

**See Aura of the Supernatural**-pg.42: Can see the aura of supernatural beings and recognize what they are (what kind of demon or monster) from their aura alone. Range: 300 feet. 2

**See the Aura of Magic**-pg.42: Can tell if an object contains magic energy (P.P.E.) 4

**Mind Bolt**-pg.121: Can hurl a bolt of mental force at a visible target. Range: 60 feet.

Amount of damage depends on how much I.S.P. is being used. See page 121 for the list. All bolts are +6 to strike, but adding an additional 10 I.S.P. adds a +2 bonus. varies

**Object Read**-pg.122: Receive impressions and images from reading an object. Impressions: 60%, Images 52%, Present 42% (must spend an additional 4 I.S.P.) 6

**See the Invisible**-pg.126: Can see entities, invisible creatures, energy beings, objects & creatures that can turn invisible or are naturally invisible. 4

**Commune with Spirits**-pg.119: Can "feel" the presence of spirits and can ask questions by speaking out loud. Only he hears the answers (unless using *Group Trance*). 6

### Miscellaneous

**Leaping Distance:** Up: 3 feet / 6 feet (power) Across: 6 feet / 12 feet (power)

**Run:** 7.5 mph (max) 18 melees 165 feet per round 42 feet per action

**Swim:** 6.8 mph (max) 18 minutes 150 feet per round 38 feet per action

Bonus to Trust / Intimidate: 60% Maximum carrying / lift weight: 624 lbs. / 1,240 lbs.

### Example Quotes from Charlie

"Just Hang Loose!"

"For the Alliance! Always be for the Alliance!"

"Hey, I'm not fat... I'm larger than life!"

"My Caprice Classic is a classic in every way... except for the anti-theft steering wheel... and the improved shocks and struts... and the Maui Blue paint...and..."

"Don't make me come at you like Talbor the Cleric!"

"Heavy is the hand that holds the the hook club, baby!"



### Charlie's special gear and weapons

**knee, forearm and elbow guards** Description: metal based protective sports padding

Details: Padding designed with stainless steel, EVA foam, PU Leather and Elastic Bands.

Designed for extreme sports protection, but also works for defending physical attacks.

Covers knees, shins, elbows and forearms. -5% to all physical skills due to weight and bulk.

**A.R.:**12, **S.D.C.:** 40 for each guard; adds +2 to **Roll with Impact** attempts.

**Note:** Must be targeted to take damage; can parry with arm/shin guards without taking damage.

#### "Salma"

Description: removable steering wheel and part of dowsing rod

Abilities: Salma is a removable steering wheel that's been modified to allow a length of pipe to attach to the back, creating a "Y shape" for a dowsing rod. Anti-theft device and dowsing rod in one!

#### small portable tool kit

Description: a black, hard plastic case kept in his duffel bag

Abilities: Includes a set of screwdrivers, pliers, wrenches, hammer (1D6+1 damage), scissors, ice pick/hole punch, battery operated drill, duct tape and a small selection of nails & screws.

#### Shark Tooth Hook Club

Description: homemade Hawaiian war club

Abilities: Made of koa wood and fringed with tiger shark incisors. 13" in length and 5" wide.

Does +1D6 damage to beings vulnerable to either bone (shark teeth) or wood (the flat of the club).

#### Hook Club

#### Charlie's rebuilt 1985 Caprice Classic Taxi

