

Claire de Veilmond

Alignment: Unprincipled (leaning towards Scrupulous)

P.C.C.: Psi-Mechanic **Occupation:** Computer Technician

You are Clair de Veilmond, 1st born of two in a white collar family, born and raised in Seattle. As a child you had plenty going for you; a family that lived well and happy, was well liked at school, and even had an incredible imaginary friend who helped you realize your potential at an unusually early age when you exhibited signs of being psychic. You were even involved in local projects like the “Go Green” society, and being involved in the local farmers market and community gardens. Then at age eleven, everything changed.

Your father was a prominent accountant at a large firm, but was eventually caught for being part of an embezzlement ring, and is now serving 15-20 years. Overnight your life was turned upside down; after your father was incarcerated, your mother was forced to move your family in with an aunt in a bad neighborhood, the new school saw you and your brother as the “new white trash on the block” and a social pariah. Suddenly you had to learn to defend yourself and your brother constantly. With your will of iron and issue with never backing down from a fight, you brought home a lot of bumps, bruises and black eyes. Fearing for your safety, your mother eventually put you and your brother in self defense classes. In time you were giving more black eyes than receiving and the bullies eventually learned to leave you and your brother alone. As you got older, you became something of an odd mix of a computer nerd and athlete.

After high school and a few years of college, you were working for an investment company as one of their “hardware people”, but hated the hours and the corporate life (wearing a polo shirt and slacks sucks big time). A year later you became a self employed computer technician. In a tech based city like Seattle, this proved to be a fruitful move, allowing you to finally move out on your own. You’ve since paid off your student loans, gotten a nice hybrid car, and you’ve earned a sense of self reliance and self respect.

But while all of this was happening, you still took the time to discover more about your psychic abilities and natural talents with mechanical and electronic items. While still in college you got involved with a local ghost hunting group, which led you to eventually discovering the *Lazlo Society*. Finding the society to be accepting, understanding and even encouraging of your abilities, you became more and more involved to where you’re now a part of the Seattle based *Lazlo Agency*.

And while your heart truly lies in ghost hunting, you’ve come to understand how dangerous the supernatural is as a whole and enjoy the challenges of being involved in paranormal investigating. Your psychic abilities, skills and natural athletics have made you a capable member of any investigation you’ve been involved with.

Beyond the Supernatural™

Player: Pregenerated Player Character
 Character: Claire de Vielmond
 Nickname/Alias: "That Hardware Gal"
 P.C.C.: Psi-Mechanic (pages 77-80)
 Sex: Female Alignment: Unprincipled
 Occupation: Computer Technician

Attributes		Hand to Hand Combat	
I.Q.:	<u>11</u>	Type:	<u>Expert (emphasizes kicking)</u>
M.E.:	<u>20</u>	Number of Attacks:	<u>5</u>
M.A.:	<u>12</u>	Initiative:+	<u>1</u>
P.S.:	<u>17</u>	Damage:+	<u>2</u>
P.P.:	<u>12</u>	Strike:+	<u>2</u>
P.E.:	<u>16</u>	Parry:+	<u>3</u>
P.B.:	<u>16</u>	Dodge:+	<u>3</u>
Spd.:	<u>25</u>	Roll w Punch/Impact:+	<u>2</u>
Perception:	<u>+3</u>	Pull Punch:+	<u>4</u>
P.P.E.:	<u>4</u>	Knockout/Stun Roll:	<u>-</u>
I.S.P.:	<u>17</u>	Critical Strike Roll:	<u>Natural 20</u>
Hit Points:	<u>45</u>	Death Blow Roll:	<u>-</u>
S.D.C.:	<u>42</u>		

Armor: Riot Jacket A.R.: 10 S.D.C.: 60
 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>+3</u>	<u>9</u>
Psionics	<u>12</u>	<u>+3</u>	<u>9</u>
Magic Spell	<u>12</u>	<u>+1</u>	<u>11</u>
Magic Ritual	<u>16</u>	<u>+1</u>	<u>15</u>
Coma/Death		<u>+4%</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>
Basic Electronics	<u>30</u>	<u>10</u>	<u>5</u>	<u>60</u>
Computer Operation	<u>60</u>	<u>15</u>	<u>3</u>	<u>87</u>
Computer Repair	<u>30</u>	<u>30</u>	<u>5</u>	<u>80</u>
Elect. Countermeasures	<u>30</u>	<u>15</u>	<u>5</u>	<u>65</u>
General Repair & Maint.	<u>45</u>	<u>25</u>	<u>5</u>	<u>90</u>
Jury-Rig	<u>25</u>	<u>15</u>	<u>5</u>	<u>60</u>
Sensory Equipment	<u>30</u>	<u>10</u>	<u>5</u>	<u>60</u>
Technical Writing	<u>30</u>	<u>10</u>	<u>5</u>	<u>60</u>
Cryptography	<u>25</u>	<u>15</u>	<u>5</u>	<u>60</u>
Sign Language	<u>25</u>	<u>15</u>	<u>5</u>	<u>60</u>
Basic Mechanics	<u>30</u>	<u>5</u>	<u>5</u>	<u>55</u>
Munitions Expert	<u>40</u>	<u>5</u>	<u>5</u>	<u>65</u>
Salvage	<u>35</u>	<u>15</u>	<u>5</u>	<u>70</u>
Pilot Automobile	<u>60</u>	<u>-</u>	<u>3</u>	<u>72</u>
Kick Boxing		<u>+1 P.E., +1 P.S., +8 S.D.C.</u>		
Aerobic Athletics		<u>+1 to Disarm & Pull Punch, +6 S.D.C.</u>		

Skill	Base	Bonus	+%/lvl	Total %
Jogging / Running		<u>+1 P.E., +10 SPD, +5 S.D.C.</u>		
Swimming	<u>50</u>	<u>-</u>	<u>5</u>	<u>70</u>
Sense of Balance	<u>30</u>	<u>-</u>	<u>5</u>	<u>50</u>
Recycling	<u>30</u>	<u>-</u>	<u>5</u>	<u>50</u>
Hobby: UFC Fighting	<u>35</u>	<u>-</u>	<u>5</u>	<u>55</u>
Lore: Entities & Ghosts	<u>30</u>	<u>-</u>	<u>5</u>	<u>50</u>
Weapon Proficiencies: Recognize Weapon Quality (45%)				
Ancient W.P. List		Strike	Parry	Throw
Knife		<u>+2</u>	<u>+2</u>	<u>+2</u>
Modern W.P. List		Strike	Aimed	Burst
Handguns		<u>+2</u>	<u>+4</u>	<u>+1</u>
Submachine Guns		<u>+2</u>	<u>bursts only</u>	

Weapons & Hand-to-Hand Attacks

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
9mm Uzi**	<u>+2</u>	<u>-</u>	<u>500ft</u>	<u>bursts only</u>	<u>30/60 (2 clips)</u>	<u>7.72 lbs.</u>	<u>5D6(5) / 5D6X3(15)</u>
9mm Beretta M92 Pistol*	<u>+3/1</u>	<u>-</u>	<u>135 ft</u>	<u>single/burst</u>	<u>12/36 (clips)</u>	<u>3 lbs.</u>	<u>3D6+1(S) / 3D6+1x2(B)</u>
Silver Plated Knife	<u>+2</u>	<u>+2</u>	<u>handheld</u>	<u>melee</u>	<u>one knife</u>	<u>1 lb.</u>	<u>1D6+3 / 2D6+6(S)</u>
Boot Knife	<u>+2/2</u>	<u>+2</u>	<u>40ft if Thrown</u>	<u>melee</u>	<u>one knife</u>	<u>1 lb.</u>	<u>1D4+3+Damage</u>
Sap Gloves	<u>Six ounces of powdered lead is built into each glove just above the knuckle, adds +2 to Punch Damage</u>						
Karate Punch / Kick	<u>Called shots to specific areas (nose, eyes, groin, etc.) can penalize target 2D4 / 2D6+Damage</u>						
Kick Boxing strikes:	<u>Roundhouse Kick (3D6), Axe Kick (2D8), Knee Strike (1D8), & Leap kick (3D8, but counts as two actions)</u>						
Disarm Attacks	<u>Needs a natural 17-20 as a defensive move, gets a +2 to offensive disarm attempts.</u>						

Equipment

glasses, coveralls, steel toed boots, gloves, baseball cap,
 iPod, iPhone, iPad, Kindle Fire, pen, pencil, pocket flashlight,
 handkerchief, goggles, tool belt w/ weapon holster combined,
 boot knife sheath, anti-static wrist wrap, and some personal items.
Laptop Bag: Holds her *Alienware* laptop PC
Leather case holds 90 piece computer tool kit:
 All tools are demagnetized to prevent systems and magnetic
 media from damage: reversible ratchet driver w/ 3 way handle
 50-Piece bit and socket set / long nose pliers / crimping tool
 socket adapter / 6 Precision screwdriver set / spare parts box
 4 Electronic combination wrenches / 9 hex key set / wire cutter

Unique Items

2 year old *Nissan Leaf* (Ocean Blue color)
 Lives in a studio apartment in central Seattle
 Self employed computer tech, runs her business in her studio
 Has a membership in the "Green Seattle " society
 Has tickets to an upcoming UFC outing (front row seats!)

Weapon notes

*Beretta has laser sight attached to it (+1 to strike)
****9MM Uzi Damage:**
 A **short** burst of 5 does 5D6, a **long** burst of 15 does 5D6x3
 A burst of the **entire magazine** does long burst damage x2

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Personal Information

Age: 25 Height: 5'8 Weight: 135 lbs. Hair: long; strawberry blond
 Eyes: blue Birth Order: 1st born of two Money: \$900.00 in cash on hand
 General Appearance: Claire's style is very "tomboyish", with baggy t-shirts, boots, ill-fitting jeans and usually throws her back into a ponytail. Tends to wear very little makeup. Wears coveralls when working or when paranormal investigating.
 Disposition: Comes off as tomboyish; confident, even tough and cocky at times.
 Family Origin: French/English ancestry with no known history of psychic phenomena
 Environment: Grew up in a white collar family in a suburban Seattle area.
 Reason for Paranormal Investigating: Had an imaginary friend growing up who told her stories about psychic abilities, what being psychic means and that she can help people.
 Outlook on being psychic: Pleased with having her particular abilities as they've helped her find focus, a successful job that pays well, and allows her to be self reliant.
 Goals in Life: To stay self sufficient, make lots of coin, keep building cool psi-devices, and maybe go and visit her dad in prison some day.
 Insanity: Perhaps as a spoke of her childhood, Clair is near obsessive-compulsive about her safety. Always checks her locks, keeps her guns loaded, has her iPhone, etc.

Psionics: Base I.S.P.: 17 Current I.S.P.:
 Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Psionic	I.S.P.
Charge Battery (pg. 103)	6
Energy Conduit (pg. 103)	10
Living Battery (pg. 103)	V
Machine Activation (pg. 104)	5
Open Lock 88% / 15% (pg. 105)	6
Mental Electronic Message (pg. 104)	8

Psi-Device Abilities of note:

Burst of Light (pg. 93): -10 to strike, parry and dodge for one round	4
Fire Bolt (pg. 95): 5D6 to Supernatural beings, 2 points to mortals	10
Steam Blast (pg. 98): 2D6, lose initiative and 1 attack, can also blind opponent	5

Miscellaneous

Leaping Distance: Up: 2ft / 4ft (P) Across: 4ft / 8ft (P)
 Run: 17 mph (max) 16 melees 375 feet per melee 75 feet per attack
 Swim: 6.9 mph (max) 16 minutes 153 feet per melee 30 feet per attack
 Bonus to Impress: 30% Maximum carry weight: 170 lbs. Max lift weight: 340 lbs.



Special Equipment & Objects

Name: Trifield Meter Type: sensory tool Description: handheld meter reader
 Abilities: Gaussmeter, electric & radio field strength reader, 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: Investigator Coveralls Type: clothing Description: mechanic's coveralls
 Abilities: By pressing a button that's been sewn into the left breast pocket, she can cast "Impervious-to Cold" (pg. 111, 2 ISP), "Resist Fatigue" (pg. 112, 4 ISP), or "Levitation" (pg.112, ISP by weight)
 Name: TASER X26C Type: self defense tool Description: see description for image
 Abilities: Same as description, but Claire can also cast "Burst of Light" (pg. 93, 4 ISP), or a +1 "Steam Blast" (pg. 98, 5 ISP) or a +4 to strike "Fire Bolt" (pg. 95, 10 ISP) when aiming it as normal.
 Name: Claire's iPhone Type: accessory Description: smart phone
 Abilities: While it works as a normal smart phone, she 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

Claire is left handed
 Claire is a big fan of the *Ultimate Fighting Championship*. She attends when they're in town, and knows a lot about many of the fighters, their fighting styles and statistics.
 As an avid jogger and runner, Claire can run 16 miles without undue fatigue, and 32 miles before collapsing.
 Claire has been "Pro-Green" since she was child and still does what she can to keep up the good work, like recycling and driving a hybrid car (and running instead of driving when she can.)