

Crystal Dravucz

P.C.C.: Psychic Diviner **Alignment:** Scrupulous
Occupation: Landscaper/Gardener, occasional fashion model,
and homemade whittling and jewelry crafter

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

SMYTHE: I've been meaning to ask... was becoming a Diviner difficult for you?

DRAVUCZ: No, not at all. To me, it felt natural more than anything. I've always loved being in the great outdoors and traveling & adventuring just runs in my family. I mean, my dad had already taught me about dowsing by the time I was seven. Later that year I found a new water source for a well on our farm when we really needed it. Maybe that was when I started becoming psychic. The point is that my abilities felt so natural to me that I'm not even sure when they began to manifest.

SMYTHE: You're incredibly fortunate. Only a rare few ever have it that easy. In fact, since you have such a good grasp of it, can you talk about what a Diviner does for recording purposes? It might help any budding Diviners I meet in the future that's having difficulties with it.

DRAVUCZ: Absolutely! (clears throat) There's nothing to be afraid of, nor is there any shame in becoming a Diviner. In fact, you'll begin to see the world as it truly is, maybe more so than anyone else. You will see and feel the natural flow of energy all around you, and in everything. You will start to feel the natural aura of the Earth's energy just as much as you will the energies of the supernatural. You will start to see firsthand how the supernatural taints, spoils and diseases everything they touch. And you'll be compelled to do your part in hunting them. You'll be able to track the supernatural, see & read signs, omen and portents that no one else can see, and more abilities will come to you in time. You might be having troubles with it right now, but in time I promise you'll find your abilities to be second nature to you and full of incredible experiences. Just like I have.

SMYTHE: Thank you Crystal. While were here, tell me... what have you been up to recently?

DRAVUCZ: Well, I still work for a landscaping and gardening business. Honestly, I really love it; so much that I might start my own business someday. You might recall that I used to do fashion modeling, but I haven't really done much of that since I left school. Well, except for Anita's fashion shows, but that's more of a "favor for a friend" thing in her case. It just doesn't really excite me enough to keep doing it. On the other hand, my carpentry and whittling talents are getting pretty good. I've started taking on more advanced projects like carving designs into wooden boxes and making chess pieces and knick-knacks out of resin ivory. I also started dabbling in homemade jewelry crafting.

SMYTHE: Wow, you're staying busy then. Do you still find time for hiking and backpacking?

DRAVUCZ: Oh yes, every chance I get. I've been learning how to climb, spelunk and even how to prospect during my weekend adventures up in the Cascades over this past year. In fact, I've found all sorts of precious metals and things up there, which I've started crafting into my jewelry. But don't worry Edmond, I still find time for paranormal investigating too. It's far too important to me not to. I like to stay busy, but I keep my priorities straight. It helps that I always see signs and omens whenever my talents and abilities are about to be needed.

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Beyond the Supernatural

Player: Pregenerated Player Character

Character: Crystal Dravucz

Nickname/Alias: _____

P.C.C.: Psychic Diviner (pages 38-43)

Sex: Female Alignment: Scrupulous

Occupation: Landscaper and Gardener

Attributes Hand to Hand Combat

I.Q.: 13 HTH: Basic

M.E.: 16 Actions per Round: 4

M.A.: 12 Initiative:+ 1

P.S.: 20 Damage:+ 5

P.P.: 16 Strike:+ 2

P.E.: 22 Parry:+ 3

P.B.: 20 Dodge:+ 4

Spd.: 28 Roll with Impact:+ 2

P.P.E.: 2 Pull Punch (11+):+ 3

I.S.P.: 14 Knockout/Stun Roll: -

S.D.C.: 58 Critical Strike Roll: Natural 20

Hit Points: 36 Death Blow Roll: -

Perception: +3 (+7 when looking for "signs")

Armor: Armored vest & guards A.R.: 12 S.D.C.: 100

Level: 3 Experience Points: N/A

Special Abilities/Skills

Psychic Dowsing: 31% **Divining Range:** 1.5 miles

Reading signs, omens and portents of things to come

Reading Clues and the Obvious: 50%

Palm Reading / Touch Conveyance

See the Aura of the Supernatural & Aura of Magic

+4 to Perception when looking for "signs"

Saving Throws | Base | Modifier | Roll Needed | |--------------------|-------------|-------------| | | <u>+3</u> | | | Horror Factor | <u>+4</u> | <u>10+</u> | | Poison: Lethal | <u>+4</u> | <u>12+</u> | | Poison: Non-Lethal | <u>+4</u> | <u>11+</u> | | Harmful Drugs | <u>+4</u> | <u>11+</u> | | Insanity | <u>+1</u> | <u>10+</u> | | Psionics | <u>+1</u> | <u>9+</u> | | Magic Spell | <u>+5</u> | <u>7+</u> | | Magic Ritual | <u>+5</u> | <u>11+</u> | | Coma/Death | <u>+14%</u> | | | Possession | <u>+1</u> | | | Curses | <u>-</u> | <u>15+</u> | | Disease | <u>+5</u> | <u>9+</u> | | Pain | <u>+6</u> | <u>10+</u> |

Horror Factor

Poison: Lethal

Poison: Non-Lethal

Harmful Drugs

Insanity

Psionics

Magic Spell

Magic Ritual

Coma/Death

Possession

Curses

Disease

Pain

Impervious to Negative Energy (see page 42)

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	90
Literacy: English	80	-	2	84
Mathematics: Basic	72	-	3	78
Pilot: Automobile	60	10	3	76
Pilot: Motorcycle/Snowmobile	60	-	4	68
Gardening	36	24	4	68
General Repair/Maintenance	45	10	5	65
Identify Plants & Fruits	25	35	5	70
Botany	40	10	5	60
Whittling	40	10	5	60
Rope Works	30	15	5	55
Holistic Medicine	30/20	10	5	50/40
Fishing	40	15	5	65
Wardrobe & Grooming	50	10	4	68
Spelunking	35	20	5	65
Carpentry	30	10	5	50
Prospecting	20	10	5	40
Land Navigation	36	22	4	66
Wilderness Survival	30	15	5	55

Skills	Base	Bonus	+%/lvl	Total%
Jogging / Running				Run 22 miles without fatigue
Physical Labor				Physical Attribute Bonuses
Aerobics				Physical Attribute Bonuses
Kick Boxing				Physical Attribute Bonuses
Climbing: Hobbyist	30	10	5	50
Swimming: Hobbyist	50	-	5	60
Sense of Balance	30	2	5	42
Lore: Demons / Monsters	30	-	5	40
Art: Homemade Jewelry	35	10	5	55
Hobby: Backpacking	50	-	10	60
Hobby: Hiking	50	-	10	60

Weapon Proficiencies: Recognize Weapon Quality (35%)

Ancient W.P. List	Strike	Parry	Throw
Knife	+1	+2	+2
Modern W.P. List	Strike	Aimed	Burst
Handguns	+1	+3	-

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Silver plated knife	+3	+5	+4 / 40 feet	melee	carries one	2 lbs.	1D6+6 (2D6 if vulnerable to silver)
Carved wooden knife	+3	+5	+4 / 30 feet	melee	carries one	1 lb.	1D6+6 (2D6 if vulnerable to wood)
Carved bone shiv	+3	+5	+4 / 30 feet	melee	carries one	1 lb.	1D6+6 (2D6 if vulnerable to bone)
Glock 18 (auto)*	+1 /+4 Aimed		150 feet	single/burst	18 / 2 clips	2 lbs.	3D6+3 (burst of 3 rounds does x2)
Punch / Kick Attack			Called shots (nose, eyes, groin, etc.)	can penalize target			1D4+5 (punch) / 2D4+7 (kick)
Elbow / Knee strikes			Note: Called Shots & Power Strikes cost two attacks to perform				1D6+5 (elbow) / 1D8+5 (knee)
Kick Boxing strikes			Roundhouse Kick (3D6+7), Axe Kick (2D8+7), & Leap kick (3D8+7, but counts as two actions)				
Disarm Attacks			Needs a Natural 18-20 as a defensive move; gets a +3 bonus to offensive disarm attempts.				

Note: Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are combined

Equipment

smartphone, air buds, flannel shirt, cargo pants, hiking boots, Fitbit wristwatch, fleece jacket, knit cap, homemade jewelry, gloves, silver cross on a necklace, ammo belt, weapon holsters, swiss army knife, pocket mirror, compass, altimeter, GPS device, personal locator beacon (PLB), satellite messenger, sunglasses, hand carved walking stick, and some personal items.
Backpack contents: headlamp, sunscreen, first aid kit, flashlight, topographical maps, fire-starting gear, small shovel (1D6), hand pick (1D4), whittling knife (1D4+1), 5 wooden stakes, mallet, her dowsing rods, energy bars, bottled water, knapsack, tarp, 50 feet or rope, binoculars, 6 road flares, rain cover, umbrella, 2-way radio, outdoor journal, 2 pens, 2 pencils and a field guide

Unique Items

drives an 8 year old hunter green Jeep Wrangler Rubicon
 rents a modest house in Tacoma, WA. Lives with a roommate.
 her garage is slowly becoming a work space for her budding carpentry, whittling and homemade jewelry work. Its starting to get crowded with all her backpacking, hiking and camping gear.
 owns an oak dowsing rod; fallen from a tree on her family's farm
 owns a pair of "L-shaped" copper dowsing rods
 *Targeting laser sight attached (+1 to Aimed and Called shots)

Personal Information

Beyond the Supernatural

Age: 24 Height: 5'8" Weight: 136 lbs. Hair: brown, shoulder length (usually in a ponytail)
Eyes: brown Birth Order: 1st of four Money: \$200.00 cash on hand

General Appearance: Wears hiking boots, jeans & T-shirts while working and while attending paranormal investigations. Wears "athleisure" gear while exercising, and wears trendy but comfortable clothing during modeling shoots as she still models on occasion for/with Anita. Her wardrobe is slowly converting over to more rugged, outdoor clothing.

Disposition: As self-reliant and as adventurous as she is protective/defensive of others.

Family Origin: Of Hungarian descent with no recent history of psychic phenomena.

Environment: From a farming / agricultural / rural community in northern Idaho.

Reason for Paranormal Investigating: "I enjoy the adventure and the experience of it all. Hunting the supernatural, reading invisible signs, following energy trails... what an adventure!"

Outlook on being Psychic: "I've never been afraid of my abilities; they've always been in tune with my love of traveling, hiking, adventuring, and being outdoors. They fit me".

Goals in Life: "Maybe start my own landscaping company some day, and get more involved in conservation efforts, improve my whittling and crafting talents, and definitely travel more."

Insanity: "Okay, I admit it, I'm terrified of spiders, especially giant ones! Can you blame me?" Crystal is -3 to save vs. Horror Factor against large/giant spiders.

Psionics: Base I.S.P.: 14 Increase per level of experience: +2

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

Psionic Abilities **I.S.P.**

Psychic Dowsing (31%)-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. 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

Clairvoyance-pg.117: Glean information about people, places and events beyond what the normal five senses can provide. See pages 117-118 for abilities. Base Skill: 01-64%. 6

Miscellaneous

Leaping Distance: Up: 1.5 feet / 3 feet (power) Across: 3 feet / 6 feet (power)

Run: 19 mph (max) 22 miles 420 feet per round 158 feet per action

Swim: 5.1 mph (max) 22 minutes 114 feet per round 29 feet per action

Bonus to Charm/Impress: 50% Maximum carry/lift weight: 280 lbs. / 560 lbs.

"Dowsing rods are all based off of your personal energy and intuition. To put it simply, it's not that they just magically lead you to buried treasure or tell you where something's hidden..."

Divination just brings out features and qualities you already have."

"If I'm searching for a waterfall, my dowsing rod doesn't tell me where one is. It magnifies my psychic instinct to find water. Or precious metals, or a missing person, and so on."



Contacts

Name: **Dr. Edmond Smythe** Occupation: Parapsychologist Notes: One of the lead agents of the Seattle area **Lazlo Society**, and assigns Crystal to his paranormal investigations regularly.

Name: **Richard Minnfield** Occupation: business owner Notes: Crystal's manager at the landscaping company she works for. They've been friends since she first moved to the Seattle area.

Name: **Anita Burkette** Occupation: fashion designer Notes: Met Anita through her fashion design/model work. They've been friends since before either of them joined the **Lazlo Society**.

Special Equipment and Items

Name: **Backpacking Repair Kit** Description: a small gear emergency kit of easy-to-carry supplies
Details: Includes fabric repair/duct tape, multi-tool, scissors, nylon/utility cord (50 feet), safety pins, stretch cords with hooks, sewing repair kit, extra batteries/buckles/cord locks/repair sleeves, etc.

Name: **Natural Response kit** Description: a compact BPA-free compartmentalized container.
Details: Kit includes homeopathic remedies, herbal medicines, dietary supplements and teas to treat basic first aid needs as well as minor health issues. Includes reference cards on how to use them.

Name: **knee 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: Has to be targeted to take damage directly, can parry with guards without taking damage.

Name: **pepper spray** Description: a small aerosol bottle kept in her pants pocket
Details: A stinging chemical that blinds one's opponent (much better than hair spray).
Range: 4-6 feet. Victims are -6 to strike, parry and dodge for 4D4 rounds. 20 sprays per bottle.

Notes

Has an old Harley Davidson motorcycle back home in Idaho, and enjoy cruising on it when she's back home visiting family. Also loves driving snowmobiles in the winter.

Enjoys whittling as a hobby, and has a talent for it. She particularly loves carving animals. She's been attempting more challenging projects, like flutes and small statues as well as using different mediums like bone, tagua nuts, obsidian, polyester resin ivory, antlers, and horns.

Coincidentally she carved her bone shiv, wooden knife and stakes, and has even been carving items for her homemade jewelry projects she's been getting more into lately.

Her talent for prospecting and excavating had led to her finding numerous precious stones which she has been using in her homemade jewelry projects. Has even sold a few of her crafts at a craft fair she recently attended. Has been asked to make totem necklaces by a local mage for making talisman's.