

Douglas Ferguson

Alignment: Unprincipled **Occupation:** Assistant Coach & Athletic Wear Model
P.C.C.: Natural Athlete

You are Doug Ferguson, the only child in an upper class Jewish family from Portland, Oregon. Like many young boys, you found your heroes early through sports; baseball in particular. Your parents were good about letting you play little league baseball and other sporting related events growing up. While the awards lined the shelves and walls of your room, your parents never expected you to pursue a career in sports; they hoped for you to become part of the family business. They didn't want you chasing a dream you might not achieve.

For a while you were proving them wrong. You are a natural athlete and baseball player, receiving a baseball scholarship to the University of Seattle while still in high school. You weren't interested in the school however; you were there for the sports, showing off your talent, and meeting girls. Waiting for the major leagues to call upon you was murder. Recruiters and scouts were coming from all over to watch you play. Plans were going smoothly and the future looked bright. But an unexpected event changed everything.

One late night you and your teammates went out to celebrate a big win with lots of underage drinking. As you all stumbled towards the bus to head for home, through your liquor haze you had witnessed something... something monstrous and hideous came slithering out of the darkness to snatch up Andy (the team's star pitcher) only to disappear back into the dark as quick as it came. Andy was missing for days before the authorities found him in the middle of the woods (miles from where he was taken), and per the news report he looked to have been mauled by wolves, or even a bear.

You kept what you witnessed to yourself; no one would ever believe you. But that moment sparked a journey to discover what had really happened to Andy that night. That journey led you to the scary truth about the supernatural. What you've seen and learned since has changed you. Sports seem less important when the supernatural exists in secrecy. You had to do something about it, but being a star baseball player wouldn't allow you the time to deal find and fight monsters. You changed your major to physical education. After college you used the remaining clout you had as a "star" to get a job as an assistant coach for the *Tacoma Rainiers*, a minor league baseball team.

Tips for playing Doug:

-You are more than physically capable of dealing with the supernatural. You are strong. You are agile. You possess a mean swing with a baseball bat and can throw a fastball with deadly accuracy. You're also a trained martial artist and archer.

-You have a serious thing for the ladies. Your physique and ruggedly handsome features makes you a chick magnet, which is something you've exploited since you first discovered girls. Female characters are likely to catch Doug's eye and attention.

-You have the "Magic Bat" with you; your lucky bat. This is the bat you used all through high school and college. It has never let you down when you needed it. Feel free to brag about having this bat with you and swing away on the supernatural! Also know that if something was to happen to your bat, it would affect you severely (see the back of character sheet for details).

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Player: Pregenerated Player Character

Character: Douglas Ferguson

Nickname/Alias: _____

P.C.C.: Natural Athlete

Sex: Male Alignment: Unprincipled

Occupation: Assistant Coach and Athletic Wear Model

Attributes **Hand to Hand Combat**

I.Q.: 11 Type: Marital Arts Academy

M.E.: 13 Number of Attacks: 6

M.A.: 15 Initiative:+ 3

P.S.: 22 Damage:+ 7

P.P.: 19 Strike:+ 6

P.E.: 22 Parry:+ 7

P.B.: 20 Dodge:+ 6

Spd.: 30 Roll w Punch/Impact:+ 6

Perception: +1 Pull Punch:+ 3

P.P.E.: 2 Knockout/Stun Roll: Natural 20

I.S.P.: - Critical Strike Roll: Natural 20

Hit Points: 47 Death Blow Roll: -

S.D.C.: 79

Armor: *Sports Gear A.R.: 14 S.D.C.: 130

Level: 4 Experience Points N/A

Special Abilities/Skills

Body Block/Tackle: 1D4+loss of 1 action & initiative

All thrown objects are critical strikes on Natural 19-20

Immobilize/Pin opponent on a Natural 18-20

Crush/Squeeze attacks does 1D4+Damage

Saving Throws	Base	Modifier	Roll Need
Poison: Lethal	14	4	10
Poison: Non-Lethal	16	4	12
Harmful Drugs	15	4	11
Insanity	12	-	12
Psionics	15	-	15
Magic Spell	12	4	8
Magic Ritual	16	4	12
Coma/Death		+14%	-
Horror Factor		+3	-
Illusions		+2	-
Curses	15	-	15
Disease	14	4	10
Pain	14	4	10

Skill	Base	Bonus	+%/lvl	Total %
Speak English	88	6	1	96
Read English	80	6	2	92
Basic Math	72	6	3	87
Pilot Automobile	60	6	3	75
Running / Jogging	Can run 22 miles without fatigue			
Athletics	Physical and Combat bonuses only			
Climbing (Professional)	50	25	5	90
First Aid	45	10	5	70
Bicycling	60	13	3	82
Dance	30	10	5	55
Wrestling	Physical and Combat bonuses only			
Boxing	Physical and Combat bonuses only			
Wardrobe & Grooming	50	5	4	69
Rope Works	30	5	5	50
Kick Boxing	Physical and Combat bonuses only			
Juggling	35	5	5	55
Swimming	50	5	5	70
Body Building	Physical bonuses only			

Skill	Base	Bonus	+%/lvl	Total %
Lore: Demons/Monsters	30	10	5	55
Lore: Judaism	40	10	5	65

Weapon Proficiencies: Recognize Weapon Quality (40%)

Ancient W.P. List	Strike	Parry	Throw
Targeting (Expert)	-	-	+4
Archery	+3	+2	-
Knife	+2	+2	+2
Blunt (Expert)	+4	+4	-

Weapons & Hand-to-Hand Attacks

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Baseball Bat (Wood)	+4	+4	melee	melee	-	5 lbs.	1D12+2+Damage
Baseball	+4 to Throw		60ft	single	6 balls	1.5 lbs.	1D6+4 (Critical on 19-20)
Silver-plated knife	+2/+4	+2	40ft if thrown	melee	2 knives	1 lb.	1D6+3+Damage
Compound Bow (-2 A.R.)	+3	+2	700 ft	4 per round	16 arrows	3 lbs.	2D6+3
Karate Punch / Kick	Called shots to specific areas (nose, eyes, groin, etc.) can penalize target						2D4 / 2D6+Damage
Kick Boxing strikes:	Roundhouse Kick (3D6), Axe Kick (2D8), Knee Strike (1D8), & Leap kick (3D8; counts as two actions)						
Body Flip/Throw	Victim is knocked down, loses the initiative and one action/attack						1D6+Damage
Disarm Attacks	Needs a natural 17-20 as a defensive move, gets a +2 to offensive disarm attempts.						

Equipment

windbreaker, gym wear, running shoes, baseball cap, sunglasses, coach whistle, silver *Star of David* on a necklace, laser pen, smartphone, pack of chewing gum, quiver for arrows, pocket flashlight, wallet, and some personal items

Gym Bag Contents: large flashlight, first aid kit, notebook, pen, binoculars, Power Bars (2), baseballs (6), athletic tape, towel, extra set of gym clothes, parachute cord (200ft), bug repellent, small utility knife(1D4), a bottle of cologne and a bottle of water.

Unique Items

Owns a two year old silver *Chrysler Seabreeze Convertible*

Owns a steel blue Santa Cruz LT2 Mountain Bike, which he uses mostly for exercise and/or bicycling to and from work.

Has a two bedroom apartment in downtown Seattle. Owns a Bowflex and a treadmill which he uses in his apartment.

**Medium Protective Sports Gear* includes catchers gear & helmet, leather gloves, knee and elbow pads, and forearms and shin guards. -10% to physical skills while wearing.

Personal Information

Age: 30 Height: 6' 2" Weight: 193 lbs. Hair: light brown
 Eyes: blue Birth Order: only child Money: \$600.00 cash on hand
 General Appearance: Tends to dress in comfortable athletic gear while working out or bicycling, wears baseball apparel while working, and wears jeans and casual clothing in this leisure (which isn't very often as Doug stays pretty active.)
 Disposition: A very self-reliant and competitive attitude, gets pretty cocky sometimes.
 Family Origin: Of Jewish ethnicity w/ no known family history of psychic phenomena.
 Environment: From an active working class family in Portland, Oregon.
 Sentiment toward Mages & Psychics: Doug finds them interesting, but he's impressed the most with *physical psychics*; loves to compete in physical challenges with them.
 Sentiments toward Supernatural: Doesn't know much about it as a whole, but he knows knows that supernatural monsters present good physical challenges for him.
 Goals in Life: To work his way up the coaching ladder in the league and eventually make the Seattle Mariners coaching staff, perhaps even head coach some day.
 Insanity: Doug is near obsessed with love and sex. Has a really bad habit of looking for love in all the wrong places and takes heartbreak and rejection personally and harsh.

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Contacts

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of the lead agents of the Seattle based Lazlo Society, and frequently works with Doug.
 Name: Jim Beavers Occupation: Competitive Fisherman Notes: Doug has known Jim since his team began to sponsor local Outdoorsmanship competitions.
 Name: Zain Lomax Occupation: Bounty Hunter Notes: Zain's a big baseball fan; he and Doug have bonded and become friends through an appreciation of the sport.

Special Equipment and Magic Weapons & Objects

Name: "Doug's Magic Bat" Type: sports equipment Description: wooden Louisville Slugger
 Abilities: Doug has a Psycho-Reliance on this bat (he's had it for years). Kisses it after a particularly good swing/hit. If ever lost or broken, Doug suffers penalties as described on page 154.
 Name: The "Griffey Ball" Type: sports equipment Description: ordinary baseball
 Abilities: Ken Griffey Jr. hit this ball out of the park during a ball game, and Doug went after it and caught it after only one bounce. Its been one of his favorite possessions ever since.

Occupation Notes

Doug is an assistant coach of the **Tacoma Rainiers**, a minor league baseball team.

To help supplement his income, Doug is also a model and poses in lots of athletic gear and baseball related paraphernalia. Has been contact by *Playgirl* magazine to pose; he's considering it. He's appeared in several fitness magazines and store catalogue advertisements.

On occasion Doug has worn a "Rhubarb the Reindeer" suit, which is the Tacoma Rainier's mascot. He's worn it several times for public appearances (local children's activities especially) and at a few of the games when needed.

Miscellaneous

Leaping Distance: Up: 3ft / 5.5ft (P) Across: 5.5ft / 11ft (P)
 Run: 20.4 mph (max) 22 melees 450 feet per mele 75 feet per attack
 Swim: 9 mph (max) 22 minutes 198 feet per mele 33 feet per attack
 Bonus to Impress: 45% Maximum carry weight: 440 lbs. Max lift weight: 880 lbs.