

Dr. Corbin Romance

Alignment: Scrupulous **P.C.C.:** Parapsychologist

Occupation: Parapsychologist

You are Dr. Corbin Romance, oldest of two boys in a low-income single parent family from Phoenix, Arizona. Your childhood was a tough one. You've never met your father; according to your mother he ran off before you were born. She also said that you're a spitting image of him and prayed that you wouldn't grow up to be like him. He was a criminal and an illegal alien, but was also very handsome and had smitten your mom at an early age. To her credit, she raised you the best she knew how. She looked for a good "would be father" during your adolescence and along the way your half-brother was born. But again his father ran out on all of you, leaving the three of you to fend for yourselves. Scorned and hurt a second time, she never bothered looking again after that.

In spite of your poor childhood, you grew up compassionate and curious, blessed with a genius mind. You accelerated several grades in your youth, graduating high school at only fourteen years old with a full scholarship to the University of Arizona. At first you'd planned to be a scientist, but then you happened upon the world of the paranormal by accident. For you, finding this unknown fringe field was like a child stumbling into Disneyland! So many unexplained events! So many unanswered questions! There's so much to research, to learn, to understand, to explore and to discover! Before you knew it, your chosen career path was to become a fringe scientist, specifically a Parapsychologist.

This proved to be no easy task however. Even with your genius I.Q. and graduating with a Doctorate in Psychology and Zoology by the age of 20, Parapsychology is not a field most are interested in funding. Fortunately, your upbringing prepared you for the adversity, and the double edged sword of your good looks helped to pay the bills. During a fundraiser you met Helga Godfrey, an extremely wealthy widow who was taken by your good looks. An "understanding" was struck between the both of you; she would fund your career needs, and in return you became her "errand boy" (basically her 'boy toy'). This also required you to move to Seattle where she resided. While you're not proud of what you've done, your arrangement has provided you with an office, a laboratory, a few assistants, and Seattle has unexpectedly turned out to be a hotbed of paranormal activity.

One day you hope to find legitimate funding as it's bothering you that you're being admired for your looks instead of your intelligence (Helga has no interest in the paranormal). This goal is getting even harder to reach as people in your field have started to talk, figuring out your "arrangement" with Helga (turns out that you're not Helga's first 'boy toy'). They've since added a negative connotation to your last name, nicknaming you "Romeo" behind your back. With all this bad talk amongst your colleagues, you may never find legitimate funding for your work.

But above all this, you're still wildly curious about the paranormal and the supernatural, constantly creating and evolving theories about the supernatural and the methods of documenting what is said "not to exist". Your knowledge and intelligence makes you a natural leader for paranormal investigations. But you're no fool either; you know how dangerous the supernatural is, which makes you cautious and caring of your teammates in every investigation you partake in. And if you're lucky, one day "Dr. Romance" will be a name that garners respect and acceptance in the paranormal community.

Beyond the Supernatural™

Player: Pregenerated Character Sheet

Character: Dr. Corbin Romance

Nickname/Alias: "Romeo"

P.C.C.: Parapsychologist

Sex: Male Alignment: Scrupulous

Occupation: Privately funded Parapsychologist

Attributes Hand to Hand Combat

I.Q.:	24	Type: Basic (YMCA Karate classes)
M.E.:	18	Number of Attacks: 5
M.A.:	12	Initiative:+ 1
P.S.:	15	Damage:+ 0
P.P.:	11	Strike:+ 0
P.E.:	19	Parry:+ 2
P.B.:	24	Dodge:+ 2
Spd.:	15	Roll w Punch/Impact:+ 2
Perception:	+3	Pull Punch:+ 2
P.P.E.:	10	Knockout/Stun Roll: -
I.S.P.:	-	Critical Strike Roll: Natural 20
Hit Points:	38	Death Blow Roll: -
S.D.C.:	27	

Armor: Hard Armor Vest A.R.: 12 S.D.C.: 120
Level: 4 Experience Points N/A

Special Abilities/Skills

Specialized knowledge of the Paranormal

Understanding the principles of Psionics 72% / 62%

Understanding the principles of Magic 62% / 44%

Knowledge of and access to scientific equipment

Saving Throws	Base	Modifier	Roll Need
Poison: Lethal	14	2	12
Poison: Non-Lethal	16	2	14
Harmful Drugs	15	2	13
Insanity	12	2	10
Psionics	15	2	13
Magic Spell	12	4	8
Magic Ritual	16	4	12
Coma/Death	+8%	-	
Horror Factor	+4	-	
Save vs. Hypnosis	+3	-	
Save vs. Curses	+2	-	
Save vs. Possession	+2	-	
Disease	14	+3	11
Pain	14	+3	11

Skill	Base	Bonus	+%/lvl	Total %	Skill	Base	Bonus	+%/lvl	Total %
Speak English	88	6	1	97	Brewing: Medicinal	25/30	10	5	50/55
Read English	80	6	2	92	Zoology	30	10	5	55
Basic Math	72	6	2	92	Cryptozoology	30	10	5	55
Anthropology	40	15	5	70	Archaeology	40/20	10	5	65/45
Biology	40	15	5	70	Lore: American Indians	25	10	5	50
Crime Scene Investigate	35	15	5	65	Lore: UFO/ Aliens	30	10	5	55
Computer Operation	60	21	3	96	Lore: Geomancy	30	10	5	55
Technical Writing	30	12	5	57	Lore: Religion	35	10	5	60
Lore: Cults/ Secret Soc.	20	15	5	50	Swim	50	10	5	75
Lore: Demon / Monster	30	20	5	65	Streetwise: Weird	30	10	5	55
Lore: Entities / Ghost	30	20	5	65	Wardrobe & Grooming	50	10	4	72
Lore: Magic Arcane	20/40	15	5	50	Water Scooters	50	10	5	75
Lore: Mythology	30	20	5	65	Body building		+2 P.S. and +10 S.D.C.		
Lore: Paranormal/Psion.	30	25	5	70	Photography	35	10	5	60
Lore: Magic	25	15	5	55	Weapon Proficiencies: Recognize Weapon Quality (50%)				
Parapsychology	30	36	5	81	Ancient W.P. List	Strike	Parry	Throw	
Psychology	35	25	5	75	Blunt	+2	+2	-	
Research	40	15	5	70	Modern W.P. List	Strike	Aimed	Burst	
Sensory Equipment	30	20	5	65	Handguns	+2	+4	+1	

Weapons & Equipment							
Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Colt SOCOM Auto Pistol	+3	-	160 feet	single/burst	12/4 clips (48)	4 lbs.	4D6(s) / 4D6x2(b)
Crowbar (in duffle bag)	+2	+2	handheld	melee	-	5 lbs.	2D6+2
Silver Plated Athamé	+1	+2	40ft if thrown	melee	-	1 lb.	1D6
Note: Silver Athamé does double damage to creatures that are vulnerable to silver							
Kick Attack / Punch	Called shots to specific areas (nose, eyes, groin, etc.) can penalize target						1D8 / 2D4
Pocket Knife	-	-	20ft if thrown	melee	-	1 lb.	1D4

Equipment

Cell Phone, Digital Camera, 35 mm Camera & five rolls of film, 5 rolls of infrared film, Digital Audio Recorder, GPS, trench coat, shirt, jeans, steel toed boots, wristwatch, 12-inch wooden cross, silver cross on a necklace, rosary, PC laptop w/ travel case, pocket flashlight, holster for gun and ammo, personal items

Duffle bag contains: large flashlight, 20 road flares,

6 radio phones w/ headsets, Portable science lab, umbrella, pocket mirror, magnifying glass, note pad, 2 pens, and pencil

*SOCOM has both a laser sight & illuminator attached under the frame, can be visible or infrared light.

Unique items

Experimental and special equipment of note:

3-D Scanner, Gas Spectrometer, Portable UV light,

Laser Light Highlighter-Tracking Tool,

Infrared & Ultraviolet Optic System Goggles,

Kirlian Video Camera w/ USB port for laptop,

Portable EMF detector and Temp/Humidity recorder,

Digital Pocket Thermometer, Pocket Ionization sensor,

Optical Tape Measure, Carrying Case for equipment,

Thermal Imager Camera w/ 4 sixty hour video tapes,

K-II EMF meter, and a small portable tripod

"Mobile Unit" is the utility van used while investigating

Personal Information**Beyond the Supernatural™****Character History**

Age: 27 Height: 5' 11" Weight: 160 lbs. Hair: curly black
 Eyes: hazel Birth Order: first of two boys Money: \$300.00 cash on hand
 General Appearance: Tends to dress in rugged/outdoor clothing during a paranormal investigation while wearing oxford shirts, shoes and slacks in public view. While he keeps himself well groomed, he has an eternal 5-O'clock shadow.
 Disposition: An all around good and compassionate man, but tends to talk a bit nerdy.
 Family Origin: Of Hispanic & English descent w/ no known family history of psionics
 Environment: From a low income, single parent family from Phoenix, Arizona.
 Sentiment toward Mages & Psychics: Corbin is fascinated by these individuals and he vigorously verifies, documents and catalogs all the psychic phenomenon he witnesses.
 Sentiments toward Non-Humans: Spends a lot of time verifying, identifying, classifying, and cataloging any supernatural type he comes across.
 Goals in Life: To gain employment in either a Scientific foundation or through the U.S. government as opposed to being Helga's pet. He's also considered finding his father.
 Insanity: Corbin has begun to hate his good looks as they keep overshadowing his vast knowledge and potential in the Paranormal Research field.

**Miscellaneous**

Leaping Distance: Up: 2 feet / 4 feet (P) Across: 4 feet / 8 feet (P)
 Run: 10 mph (max) 19 melees 225 ft/melee 45 ft/attack
 Swim: 4 mph (max) 19 melees 90 ft/melee 18 ft/attack
 Invoke Trust/Intimidate: N/A Bonus to Charm: 70%

- You're the oldest of two boys from a low income single parent family in Phoenix, New Mexico.
- In spite of your childhood, you grew up compassionate and curious, blessed with a genius mind.
- At first you planned to be a scientist, but then you happened upon the paranormal field.
- Before you knew it, your choice career path was to become a fringe scientist, specifically a Parapsychologist.
- See Introduction page for full details.

Contacts

Name: Matt Mick Occupation: Analytical specialist Notes: Analyzes and relays information in real time to Corbin from the "Mobile Unit". Also manages storage of all data received.
 Name: Daniel Gregor Occupation: Technician Notes: Handles all aspects of the groups equipment, including maintaining, repairing, upgrading and proper storage.
 Name: Nick Hencke Occupation: Full Time student Notes: Parapsychologist in training under Corbin, assists Corbin in all aspects of Paranormal investigating.

Prototype Special Equipment

Name: 3-D scanner Type: Forensic Tool Description: Handheld digital scanner
 Abilities: Used to send 3D representation of evidence to "Home Base" for on site lab analysis.
 Acts like a camera, point squarely at the evidence desired and shoot.
 Name: Gas Spectrometer Type: Forensic Tool Description: Handheld sensory device
 Abilities: Used to detect specific odors and airborne chemicals and pinpoint their source location.
 Uses a colored bar system, as you get closer to source of odor, the bars fill up.
 Name: Laser Light Highlighter Type: Forensic Tool Description: Handheld sensory device
 Abilities: Used to locate and highlight specific evidence being searched for, light highlights the The laser creates specific lighting designed to illuminate/highlight the material being searched for.
 Name: Material Sampler Type: Forensic Tool Description: Handheld sensory device
 Abilities: Used for collecting and sending a sample of material to "Home Base" to get a real time chemical analysis of material. Typically used in conjunction with Laser Light Highlighter & UV light
 Name: "Extreme" UV Light Type: Forensic Tool Description: Handheld illuminator
 Abilities: The UV light makes blood and organic substances illuminate in a purple like color. Can be used to follow a trail of evidence. Has a lithium battery life of only two hours currently.

Notes

*The "Mobile Unit" is a utility van used by the Corbin during investigations. The van is equipped to handle his analytical needs while in the field with three lab technicians stationed in the van to help assist his work. NOTE: The members will not go into dangerous locations, they are not trained for combat and are not armed.

*Nick helps with setting up ghost hunts, research and assist in non-dangerous investigations.

*Matt Mick relays information to Corbin via radio transmissions, which sometimes gets blocked by the location they're in or by supernatural/paranormal involvement.