

# Dr. Angela Jean “Ajax” Strauss

**Alignment:** Scrupulous

**P.C.C.:** Parapsychologist

**Occupation:** Parapsychologist (privately funded by a scientific research organization)

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

STRAUSS: Will this interview take long? I have other matters to tend to yet today.

SMYTHE: No, I don't think so. This is really more of a formality for me to get to know you better and get a better idea of your interest in paranormal investigating.

STRAUSS: I'm a Parapsychologist. I'm employed by a paranormal research group. My interest in magic and the supernatural is peak. What more do you need to know?

SMYTHE: I see. Alright then, let me ask you this. When did you become interested in being a Parapsychologist?

STRAUSS: \*notable sigh of frustration\* Early on. My family is full of scientists and researchers, and I have the family talent as well. The pursuit of science however, well frankly it bores me. Magic, psychic abilities and the Supernatural on the other hand is all an impossible enigma to me, and that intrigues me to no end. I wish to research and sturdy all of it, resolving the mysteries that elude me.

SMYTHE: Speaking of your family, I did some research online, and indeed your family has quite the history of scientists, as well as the military.

STRAUSS: Its true. I grew up in the Military, in one form or another. I even spent four years serving in the ARMY before I went to school full time. I wanted to see if it was for me or not. While I won't call it a mistake, I will admit that I regretted my decision to enlist. It kept me from my true purpose for four years. Still, I served my country and learned skills that now serve me well during my investigation work.

SMYTHE: About your past investigation work. I, um... have a question. Looking up some of your previous contacts, both psychics and mages, a few of them have gone missing, or at least “gone off the grid” in recent years. Do you keep in touch with your past contacts at all? Or perhaps have an idea of their current whereabouts?

STRAUSS: No, I don't really keep in touch with any of my past contacts, nor do I know have any idea about their current whereabouts. Are you suggesting that I had something to do with their disappearances?

SMYTHE: NO, not at all. Just hoping you might know something. There are families and friends who are looking for them and I was hopeful that you might be of help.

STRAUSS: Understood. Is this interview coming to a close? I really do have more important matters to deal with.

SMYTHE: \*notable pause\* Very well, we'll keep it short and end it here.

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*“I despise charlatans, especially the poorly talented ones. They are such a waste of my time and energy. Still, I do enjoy debunking their work, especially in person.”*

*“All of the information and details this sensory equipment tells me is just as important as what it’s not telling me.”*

*“Truth be told, I believe that magic energy, psychic abilities and Supernatural phenomena are all such wasted potential. If only they could be steered into something quantifiable and beneficial for everyone. That would be something.”*

*“The plagues of the past nearly destroyed humanity. The next one - and there will be a next one- it may succeed where the others failed. I hope to change that.”*

# DEPARTMENT OF CONTAINMENT

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**To:** Special Agent Linda Katz

**From:** Assistant Director Ethan Carter

**Ref:** Taking over as handler of "Agent Ajax"

**Special Agent Katz,**

**CONFIDENTIAL**

First off all, congratulations on your recent promotion to handler. Your dedication to the Department has been noted over the years. Its because of that dedication – and your impressive containment record – that I chose you as the replacement handler for "Agent Ajax".

As you know, "Agent Ajax" is one of our best undercover researchers and scientists in the field. Possibly one of the best we've ever had. Before I continue, know that what I'm about to tell you is both classified and confidential. Less than a dozen people in the Department know this information.

Agent Ajax is unaware of her real name, who her real family is, and what happened to them and all the residents of the township of Hudson. Why she was the only survivor, and why she was found completely unharmed is a mystery. Why she was swaddled in what has been recognized as a cursed sacrificial Thuggee Cult "Scarf of Kali" is also a mystery. Any hope of answering these questions died with her family. Again, she knows none of this. Keep it that way.

She was an infant when found by the Department and therefore has no memory of the incident. That's notable to me as she still discovered an interest in paranormal research on her own. The Department had no involvement with her beyond keeping tabs of her growth with her surrogate family and provided no hints of nudges into the field; the Department hadn't even considered it. And yet, she became a Parapsychologist of all things. There are those in the Department who wonder if she remembers something of the incident, but most likely it's just "in the blood".

Agent Ajax is incredibly intelligent, she's a brilliant Biomedical Scientist and Pathologist, and has proven to be an effective undercover agent for the Department. Most importantly, she understands what's at stake concerning the reported psychic predictions of a future global pandemic with the potential to decimate all life on the planet.

Currently her mission is a simple one: infiltrate the Lazlo Society and investigate the Paranormal alongside them and report her findings to the Department. Other aspects of her work involve analyzing potential "subjects" for apprehension by the Department, including psychics, mages and supernatural beings. Those psychic specializing in healing and "disease control" are the most appealing and useful to her work.

Your job is a simple one at this time: provide her with what she needs and keep her working on her disease experiments. She may very well discover the cure/treatment that saves us all...

## “Agent Ajax”

**Real Alignment:** Aberrant

**Real Occupation:** Biomedical Scientist & Researcher, Pathology Expert, and Undercover Agent in the *Department of Containment*

**P.C.C.:** Parapsychologist



Your real name is classified; *Dr Angela Jean Strauss* is your current identity. Your current assignment is to insinuate yourself into the **Lazlo Society** as a trusted member and then into its inner circle of the **Lazlo Agency**. While doing this you are to lead paranormal investigations on their behalf while reporting all the information and activity witnessed during your investigations.

While you're a **Parapsychologist**, you're also an expert in the field of **Biomedical Science**. This has put you in a unique position to research Potential Psychic Energy (P.P.E.), psychics & their abilities, and Supernatural beings and their effects on both the human body and the diseases they're vulnerable to. The reported premonition of an upcoming global pandemic - one that could devastate all life on Earth - is a terrifying one, and one you hope to stop before it begins.

Its rewarding work, but it's also dangerous and requires sacrifices. Specifically, the *Department of Containment* wants you to assess and evaluate “candidates” to be “contained” by the Department for more direct research and studying. You understand the importance of your work and truly believe that “the ends justify the means”. A few missing psychics, mages and various Supernatural beings captured alive is a small price to pay for the potential salvation of all life on planet Earth.

# Beyond the Supernatural

Player: Pregenerated Player Character

Character: Dr. Angela Jean Strauss

Nickname/Alias: "Ajax"

P.C.C.: Parapsychologist (pages 69-73)

Sex: Female Alignment: Scrupulous

Occupation: Parapsychologist

## Attributes

I.Q.: 19 HTH: Expert  
 M.E.: 12 Actions per Round: 5  
 M.A.: 25 Initiative:+ 1  
 P.S.: 13 Damage:+ -  
 P.P.: 16 Strike:+ 3  
 P.E.: 20 Parry:+ 4  
 P.B.: 15 Dodge:+ 4  
 Spd.: 20 Roll with punch, fall or impact:+ 2  
 P.P.E.: 8 Pull Punch (11+):+ 3  
 I.S.P.: - Knockout/Stun Roll: -  
 S.D.C.: 27 Critical Strike Roll: Natural 20  
 Hit Points: 36 Death Blow Roll: -  
 Perception: +4 (includes *Keen Perception* bonus)  
 Armor: External Carrier Armor A.R.: 13 S.D.C.: 150  
 Level: 4 Experience Points: N/A

## Special Abilities/Skills

Specialized Knowledge of the Paranormal and Magic

Keen Perception (+2 Perception bonus)

Understanding the Principles of Psionics 74% / 64%

Understanding the Principles of Magic 67% (page 70-71)

Read Magic: 47% (page 71)

Knowledge of and access to scientific equipment

Leads a Paranormal Research Team

## Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+4</u>	
Poison: Lethal	14	<u>+3</u>	<u>11+</u>
Poison: Non-Lethal	16	<u>+3</u>	<u>13+</u>
Harmful Drugs	15	<u>+3</u>	<u>12+</u>
Insanity	12	<u>-</u>	<u>12+</u>
Psionics	15	<u>-</u>	<u>15+</u>
Magic Spell	12	<u>+5</u>	<u>7+</u>
Magic Ritual	16	<u>+5</u>	<u>11+</u>
Coma/Death		<u>+10%</u>	
Possession		<u>-</u>	
Curses	15	<u>+2</u>	<u>13+</u>
Disease	14	<u>+3</u>	<u>11+</u>
Pain	16	<u>+5</u>	<u>11+</u>
Hypnosis		<u>+3</u>	
Possession		<u>+2</u>	

Last updated on 5/6/2021

## Skills

	Base	Bonus	+%/lvl	Total%
<b>Language:</b> English	88	11	1	<b>98</b>
<b>Literacy:</b> English	80	11	2	<b>97</b>
<b>Mathematics:</b> Basic	72	11	3	<b>92</b>
<b>Pilot:</b> Automobile	60	11	3	<b>80</b>
Anthropology	40	20	5	<b>75</b>
Biology	40	20	5	<b>75</b>
Crime Scene Investigation	35	20	5	<b>70</b>
Computer Operation	60	20	3	<b>89</b>
Technical Writing	30	17	5	<b>62</b>
Research	40	20	5	<b>75</b>
Psychology	35	35	5	<b>85</b>
Parapsychology	30	35	5	<b>80</b>
<b>Lore:</b> Magic	25	20	5	<b>60</b>
<b>Lore:</b> Paranormal & Psionics	30	30	5	<b>75</b>
<b>Lore:</b> Mythology	30	20	5	<b>65</b>
<b>Lore:</b> Magic Arcane	20/40	20	5	<b>55/75</b>
<b>Lore:</b> Entities & Ghosts	30	25	5	<b>70</b>
<b>Lore:</b> Demons & Monsters	30	25	5	<b>70</b>
<b>Lore:</b> Cults & Secret Societies	20	20	5	<b>55</b>

## Skills

	Base	Bonus	+%/lvl	Total%
Sensory Equipment	30	25	5	<b>70</b>
Chemistry	50	15	5	<b>80</b>
Forensics	35	15	5	<b>65</b>
Pathology (special interest)	40	21	5	<b>76</b>
Toxicology	40	15	5	<b>70</b>
<b>Brewing:</b> Medicinal	25/30	15	5	<b>55/60</b>
Optic Systems	30	15	5	<b>60</b>
T.V. / Video	30	20	5	<b>65</b>
Running / Jogging	physical & attribute bonuses			
First Aid	45	5	5	<b>60</b>
Performance	25	5	5	<b>55</b>
<b>Hobby:</b> Plague History	40	5	5	<b>55</b>
<b>Weapon Proficiencies:</b> Recognize Weapon Quality (45%)				
<b>Ancient Weapon Proficiencies</b>		<b>Strike</b>	<b>Parry</b>	<b>Throw</b>
Knife		+2	+2	+2
<b>Modern Weapon Proficiencies</b>		<b>Strike</b>	<b>Aimed</b>	<b>Burst</b>
Handguns (Expert)		+4	+6	+2

## Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Glock 18 (auto)*	+4 /+7	Aimed	150 feet	single/burst	18 / 2 clips	2 lbs.	3D6; a burst of 3 rounds does 6D6
shiv carved from bone	+2	+2	+2 / 10 feet	melee	carries one	1 lb.	1D6 (2D6 if vulnerable to bone)
silver plated Ka-Bar knife	+2	+2	+2 / 40 feet	melee	carries one	2 lbs.	1D6 (2D6 if vulnerable to silver)+1
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4 (punch) / 1D8 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6 (elbow) / 1D8 (knee)
Disarm Attacks	Needs a Natural 17-20 as a defensive move; has a +4 bonus to offensive disarm attempts.						
Magic Scroll: Fire Ball	When read correctly (47%) the scroll becomes a fireball and hurls towards target; 1D4x10+20 damage						
Magic Scroll: Turn Dead	When read correctly (47%) the scroll incinerates itself and turns / repels 4D6 animated dead.						
<b>Note:</b> Strike and Parry bonuses from both <i>Hand-to-Hand Combat</i> and <i>Weapon Proficiency</i> bonuses are included							

## Equipment

smartphone, black jumpsuit, tactical boots, hairband, wristwatch, GPS unit, silver cross on a necklace, knife holsters, armor, utility knife (1D4 damage), pen flashlight, pair of black gloves, pocket microscope, LED lighted magnifying glass (inside case) pocket mirror, Navy-blue long coat and some personal items shoulder holster set (holds pistol & two magazines)

### Duffel Bag contains:

first aid kit, binoculars, box of latex gloves, large flashlight digital audio recorder, digital camera, 35 MM camera & film, six radio phones w/ headsets, disposable restraint cuffs (6), towel, bottled water, energy bar, box of 12 glow sticks, can of *Dust Off*, note pad, 2 pens and a marker

## Unique Items

3-D Scanner, Gas Spectrometer, Portable UV light, Laser Light pointer tool, infrared & UV Optic System Goggles, Kirlian & Aura imaging Camera and software for PC laptop, Portable EMF detector and Temp/Humidity recorder, Digital Pocket Thermometer, Pocket Ionization sensor, Optical Tape Measure, carrying case for equipment  
 Specialized gear can be added per investigation requirements.  
 Portable science lab (petri dishes, evidence sample kit, etc.)  
 PC Laptop with sturdy with a protective carrying case

**Mobile Lab:** A utility van that transports her equipment, gear, intel gathering crew and herself to paranormal investigations.

\*Targeting laser sight attached (+1 to *aimed* and *called shots*)



## Personal Information

## Beyond the Supernatural

Age: 30 Height: 5' 10" Weight: 132 lbs. Hair: brown; wavy & long, sometimes kept in a ponytail  
Eyes: brown Birth Order: only child Money: \$400.00 in cash on hand  
General Appearance: Wears a black jumpsuit and tactical boots during an investigation.  
Her hair usually hangs loose until she gets involved with, angry or serious about something.  
"When Ajax puts her hair up in a ponytail, things just got serious" has been said about her.  
Doesn't smile, laugh, or really show much emotion in general and wears little to no makeup.  
Disposition: An authoritarian and a natural leader, which comes off as a no-nonsense type.  
Family History: Of German & Austrian ancestry w/ recent psychic family members.  
Environment: Military brat who has been all over the world with her family.  
Sentiment towards psychics and Mages: Fascinated: She logs all the data and information she can about her experiences with them. Psychic healers are the most interesting to her.  
Sentiments toward Supernatural: Takes a scientific and researching stance on them.  
Assesses and catalogs as many details as possible about them for future analysis/study.  
Goals in Life: To be ready for the next Pandemic, which a vast majority of experts predict is about due. She yearns to discover a sort of miracle cure or treatment through magic or the Supernatural.  
Insanity: Near obsessive about timeliness and efficiency. Hates being late for meetings and appointments, and especially hates falling behind on schedules and project deadlines.  
She also has a hard time relaxing and showing vulnerability or weakness.



### Miscellaneous

**Leaping Distance:** Up: 1.5 feet / 3 feet (power) Across: 3 feet / 6.5 feet (power)  
**Run:** 13.6 mph (max) 20 melees 300 feet per round 60 feet per action  
**Swim:** - mph (max) - minutes - feet per round - feet per action  
Bonus to Trust/Intimidate: 84% Maximum carrying / lift weight: 130 lbs. / 260 lbs.

### Projectina Inc Prototype Crime Scene / Forensic Analysis Equipment

**3-D scanner** Description: a handheld 3-D scanner; works like a camera  
Abilities: Used to send 3D representation of evidence to the *Mobile Lab* for on site lab analysis.  
Acts like a camera; point at the crime scene or locations desired and shoot.

**Gas Spectrometer** Description: a handheld odor/gas/chemical sensing device  
Abilities: Used to detect specific odors and airborne chemicals and track to their source location.  
Uses a colored bar system, as you get closer to source of odor, the bars fill up.

**Laser Light Highlighter** Description: a handheld "point and shoot" sensory device  
Abilities: Used to locate and highlight specific evidence being searched for. The laser creates specific lighting patterns and intensities designed to illuminate/highlight the material being sought after.

**Material Sampler** Description: a handheld "point and shoot" 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

**"Extreme" UV Light** Description: a handheld illuminator used in forensic analysis  
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 that provides two hours of use.

### The Mobile Lab Utility Van

*The Mobile Lab* is a van used by Ajax and her tech team. The van is equipped to handle her investigation needs in the field while enabling on-site repairs & modifications as well as providing access to real-time information from on-line lab technicians.

**Type:** Utility Van **Maximum # of Passengers:** 3 **A.R.:** 13 **S.D.C.:** 450 **Speed:** 100 MPH  
Note: Maximum speed and range reduced due to the extra weight of the gear and armor plating.  
Driving note: -10% piloting penalty due to weight & wind resistance.

### Mobile Lab tech team

**Paul Terry** Occupation: on-line lab technician Notes: Analyzes and relays information in real time to Ajax from the *Mobile Lab*. Also manages storage of all data/information received.

**Melanie Watton** Occupation: hardware technician Notes: Handles all aspects of the tech and equipment, including maintaining, repairing, upgrading and properly storing all of it.

Note: Her team never goes into the field; they're not trained for combat, nor are they armed  
Outside the Mobile Lab Terry and Malanie are more of a liability than of help to Ajax.

### Paranormal Investigation / Ghost Hunting Equipment

**4-in-1 Environment Meter** Description: handheld multifunctional meter reader  
Features: Capable of measuring sound levels, light, humidity, and temperature. Includes a K-type temperature probe, a detachable sensor to measure light, and a microphone to measure sound.

**EMF Meter** Description: handheld gauss/electric/radio field reader  
Features: A gaussmeter, electric field meter, and a radio field strength meter in a single unit.  
Offers continuous sampling analog readout and two separate scales for magnetic field readings.

**Digital Audio Recorder** Description: handheld digital audio recorder  
Features: Used for collecting EVP's as well as for placing in a strategic spot to record any incorporeal sounds or voices in the area. Has 1GB of internal memory to record 65 hours of audio

**HD Video Recording Camcorder** Description: handheld HD video recorder  
Features: Offers Face Detection with voice enhancement and noise reduction, low light and low control compensation, image stabilization, x27 zoom, wide angle lens in HD quality video.

**Infrared Thermal Camera** Description: handheld thermal imaging camera & thermometer  
Features: Offers high resolution imagery, 5 different color scales, 3 GB built-in memory card, lightweight and comfortable grip, and USB porting to send photos/images to PC laptop.