

Dr. Edmond Smythe



P.C.C.: Parapsychologist

Occupation: Retired Psychologist and Docere
at the Seattle Museum of History

Alignment: Scrupulous

Beyond the Supernatural™

Player: Non Player Character

Character: Dr. Edmond Smythe

Nickname/Alias:

P.C.C.: Parapsychologist

Sex: Male Alignment: Scrupulous

Occupation: Parapsychologist & Part-Time Docere

Attributes Hand to Hand Combat

I.Q.:	15	Type: Basic (Self Defense Classes)
M.E.:	20	Number of Attacks: 6
M.A.:	20	Initiative:+ 3
P.S.:	10	Damage:+ 2
P.P.:	9	Strike:+ 1
P.E.:	17	Parry:+ 2
P.B.:	11	Dodge:+ 2
Spd.:	9	Roll w Punch/Impact:+ 4
Perception:	+7	Pull Punch:+ 4
P.P.E.:	3	Knockout/Stun Roll: -
I.S.P.:	-	Critical Strike Roll: 19-20
Hit Points:	61	Death Blow Roll: -
S.D.C.:	20	
Armor: Concealable Vest	A.R.: 10	S.D.C.: 50
Level: 10	Experience Points: N/A	

Special Abilities/Skills

Specialized knowledge of the Paranormal and Magic

Keen Perception

Understanding the Principles of Psionics

Recognize real psychic abilities vs. trickery: 87%

Recognize mind control and possession: 77%

Read Magic: 68%

Saving Throws

	Base	Modifier	Roll Need
Poison: Lethal	14	+1	13
Poison: Non-Lethal	16	+1	15
Harmful Drugs	15	+1	14
Insanity	12	+3	9
Psionics	15	+3	12
Magic Spell	12	+3	9
Magic Ritual	16	+3	13
Coma/Death		+5%	-
Horror Factor		+6	-
Possession		+2	-
Curses	15	+2	13
Disease	14	+1	13
Pain	14	+1	13

Skill	Base	Bonus	+%/lvl	Total %	Skill	Base	Bonus	+%/lvl	Total %
Speak English	88	6	1	98	Sign Language	25	10	5	80
Read English	80	6	2	98	Hobby: Wine Tasting	30	-	5	75
Basic Math	72	6	3	98	Astrology / Navigation	30	10	5	85
Anthropology	40	15	5	98	Lore: Religion	35	10	5	90
Biology	40	15	5	98	Lore: Superstitions	30	10	5	85
Crime Scene Investigate	35	15	5	95	Streetwise: Weird	30	10	5	85
Computer Operation	60	15	3	98	Wardrobe & Grooming	50	-	4	86
Technical Writing	30	12	5	87	Cooking	35	-	5	80
Lore: Cults & Societies	20	15	5	80	Memorization Skills		+1 to I.Q.		
Lore: Demons/Monsters	30	20	5	95	History / North America	60/40	10	4	96/76
Lore: Entities & Ghosts	30	20	5	95	Philosophy	40	-	5	85
Lore: Magic	25	15	5	85					
Lore: Magic Arcane	20/40	15	5	80/98					
Lore: Mythology	30	20	5	95					
Lore: Paranormal	30	25	5	98					
Parapsychology	30	30	5	98					
Psychology	35	31	5	98					
Research	40	15	5	98					
Read Sensory Equip.	30	20	5	95					

Weapon Proficiencies: Recognize Weapon Quality (70%)

Modern W.P. List	Strike	Aimed	Burst
Handguns	+5	+7	+3

Weapons & Equipment

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
9mm Beretta Model 92	+5	-	165ft	single/burst	8/32	2.5 lbs.	3D6+1 (s) / 3D6+1x2 (b)
Pocket Knife	-	-	40ft if thrown	melee	-	1 lb.	1D4+Damage
Silver Plated Dagger	-	-	40ft if thrown	melee	-	1 lb.	1D6+Damage
Judo Body Flip/Throw				Victim loses initiative and one attack			1D6+Damage
Disarm Attacks				Note: Needs a 18-20 when used as a defensive move. Gets a +2 to all offensive disarm attempts			
Kick Attack / Punch				All of Edmond's physical attacks get a +2 damage bonus to HTH training			1D8 / 1D4+Damage
Knee / Forearm / Elbow				Called shots to specific areas (nose, eyes, groin, etc) can penalize target			1D6+Damage

Equipment

dress clothing, tie, nice long coat, leather gloves, shoes, wallet, handkerchief, shoulder holster, cell phone, Swiss army knife, wristwatch, pocket flashlight, sunglasses

Business portfolio bag contents: large flashlight, maps of Seattle and surrounding counties, 6 road flares, laptop PC, 2 USB drives, 6 radio phones w/ headsets, notebook, 3 pens, conventional 35 mm camera, pocket tape recorder, binoculars, magnifying glass, pocket mirror, basic portable tool kit, six inch silver crucifix, 8 inch wooden crucifix, bottle of aspirin (for when his knees bother him)

Unique Items

Owns a one year old black Audi Q7 SUV

Owns a roomy, three bedroom, luxury house in an upscale part of town.

At home (includes his office): basic wardrobe, some dress clothes, three suits, personal items, PC tower, monitor, printer, document scanner, broadband cable, TV & DVD/Blu-ray player, TiVo, microscope, and other special gear

All prototype gear are kept in a bullet proof case until needed

Personal Information

Age: 66 Height: 5'10" Weight: 166 lbs. Hair: grey-white & thinning, kept short & neat
Eyes: blue Birth Order: only child Money: \$100.00 in cash on hand
General Appearance: His clothing is as sleek as his etiquette. Tends to carry himself very professionally and always stays well dressed, whatever the situation.
Walks with a slight limp as his knees have been steadily getting worse over the years
Disposition: A very compassionate and caring man, exudes a calm and wise attitude.
Family Origin: Of English/German ancestry with some paranormal history.
Environment: From a farming/rural community outside of Lincoln, Nebraska
Reason for Paranormal Investigating: Edmond has treated many patients who have suffered from supernatural experiences. Edmond got involved to become a better doctor.
Sentiments toward Supernatural: While he's fascinated by the supernatural, he's no fool and knows how dangerous it is and uses extreme caution when investigating.
Goals in Life: Looking forward to his thirty year anniversary with his wife. Also wants to enjoy his recent retirement as a psychologist while enjoying parapsychology work.
Insanity: Has a phobia of bats and bat-like creatures due to a near death encounter with an unknown creature early into his working in the Lazlo Agency.



Miscellaneous

Leaping Distance: Up: 1ft / 2.5ft (S) Across: 2.5ft / 5ft (S)
Run: 6.1 mph (max) 8 melees 120 ft/melee 20 ft/attack
Swim: - mph (max) - melees - ft/melee - ft/attack
Trustworthy bonus: 60% Bonus to Charm/Impress: - Max lift weight: 100 lbs.

Beyond the Supernatural™

Character History

-Grew up in an agricultural community just outside of Lincoln, Nebraska. As a grade A student, Edmond earned a scholarship to the Nebraska University at Lincoln in their psychology department.

-Edmond graduated in the top 3% of his class while acquiring his doctorate in psychology a year early. Edmond found a career immediately at a hospital that specializes in mental health and therapy in Seattle, Washington. After forty years of exemplary work, Edmond has retired.

-Strangely, while Edmond is an excellent psychologist and therapist, he developed a passion for Parapsychology, studying a variety of subjects and specialized knowledge in the field. By age forty he'd earned a doctorate in Anthropology and Biology.

-His years as a paranormal investigator have been costly; he has a pace maker and bad knees.

-While retired from psychology, he still works as a docent at the Seattle Museum of History.

Contacts

Name: Matthew Leonard Occupation: Analytical specialist Notes: Analyzes and relays information in real time to Edmond via the *Mobile Unit*. Also manages storage of all data received.

Name: Gregory Jones Occupation: Technician Notes: Handles all aspects of the group's equipment, including maintaining, repairing, upgrading and proper storage.

Name: Tammy Hineline Occupation: Full Time student Notes: Parapsychologist in training under Edmond, assists him in all aspects of paranormal investigating.

Prototype Forensic 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 Edmond 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: His team will not go into dangerous locations, they are not trained for combat and are not armed.

Edmond's wife Catherine is supportive of his work as a Parapsychologist, even though she knows how dangerous the work is. They met incidentally when she was nearly the victim of a cult killing more than thirty years ago. They've been virtually inseparable ever since.

Catherine recently retired as a nurse and enjoys spending more time with Edmond at home.

Experimental Crime Scene/Forensic Analysis Tools

These tools were designed to be used in place of fragile, expensive state-of-the-art forensic/scientific analytical equipment while not requiring a crime scene/forensic specialist (or entire team of specialists) to be on location. All tools are on loan from "Projectina Inc." and are considered to be experimental at this time. While not designed for paranormal research, the R&D department is curious about how useful they are in the paranormal field. Note: All tools fit into a padded courier briefcase (AR: 12 S.D.C.: 110) with two separate tumbler locks for safekeeping when tools are not in use.



UV light: This handheld device makes blood and various other organic substances & minerals of most animals (including human) to glow bright purple. It can also be used to help detect counterfeit documents, phosphate soaps, dyes, certain plants, flowers, seeds, newer brands of pepper spray, certain nocturnal insects and scorpions (which glows a yellow or greenish color) and can cause certain supernatural creatures to glow. Note: On occasion, normally invisible entities can be seen via a purplish-blue glow with the UV light.

S.D.C: 10

Weight: 1 lb.

Bonuses: +5% to tracking animals or humans at night (following a blood trail gives +20%) and +5% to *Crime Scene Investigation*.

Gas/Audio Spectrometer: Another handheld device used to assist in identifying (and tracking) gaseous emissions, foreign odors and airborne chemical compositions in an enclosed area (to its source when available). Using a color bar system, the closer you get to the source, the more bars that fill up. When the bars are full, the source of the gas should be close by and in view. It can also be used to help identify and track strange audio sounds. Note: This tool has incidentally picked up E.V.P.'s on occasion.

S.D.C: 20

Weight: 7 lbs.

Requires: *Sensory Equipment, Chemistry & Chemistry: Analytical* skills, and access to an online lab technician to determine and initiate a trace of a specific gas, odor, chemical compound or sound.

Bonuses: +15% to *Chemistry*, +10% to *Chemistry: Analytical*, +10% to Tracking (by following a specific gas, odor compound or sound) and +10% to *Crime Scene Investigation*.

Penalty: While underground, there's always a 15% chance of losing your lab technician's signal. If the signal is lost in this area, recognizing or tracking specific gasses, odors, chemicals, compounds or sounds are not possible.



K-9 Material Sampler: This handheld device was designed as a simple “point and shoot” tool to assist in determining the makeup of specific substances to help expedite crime scene investigating and forensics. Sampler must be used within three feet of the trace evidence desired to be analyzed. Note: Oftentimes the use of the *UV light* and/or the *Laser Light pointer tool* will be helpful in discovering trace evidence to analyze.

S.D.C: 15

Weight: 7 lbs.

Requires: *Sensory Equipment & Photography* skill, and access to an online lab technician to analyze, determine and establish the specific chemical or chemical compound.

Bonuses: +10% to *Chemistry, Chemistry: Analytical, Crime Scene Investigation and Forensics*.

Penalty: When underground, there’s always a 15% chance of losing your lab technician’s signal. If the signal is lost in this area, analysis of trace evidence is unavailable.



“Laser light” pointer tool: This handheld device was designed as a simple “point and shoot” tool that assists in locating and tracking a variety of non-organic chemical substances by altering the frequency and intensity of the laser beam, causing specified chemicals or substances to glow a bright color

(usually green). This feature also allows the user the ability to find recently made handprints, fingerprints, footprints, residues, markings, etchings, or imprints that may be invisible to the naked eye. Using this tool requires a constant signal to an online lab technician, and at times the use of the “K-9 Material Sampler” to determine the chemical trail to examine, analyze or track. Note: Has been known to pick up ectoplasm on occasion, sometimes acting as a tracker for following entities!

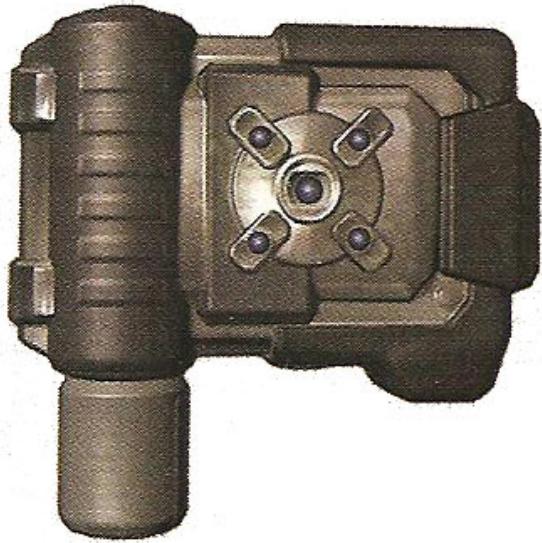
S.D.C: 15

Weight: 6 lbs.

Requires: *Sensory Equipment* skill, and access to an online lab technician to analyze, determine and establish a specific chemical or chemical compound to enhance.

Bonuses: +15% to tracking (by following a specific chemical or compound) and +10% to *Crime Scene Investigation & Forensics*.

Penalty: When underground, there’s always a 15% chance of losing your lab technician’s signal. If the signal is lost in this area, tracking specific chemicals or analyzing data is not possible.



3-D Scanner: This device creates a 3-D representation of a crime scene and transmits it to an online lab technician for examination and analysis. It acts similarly to a camera, where you point and shoot from a variety of angles and perspectives to create a 3-D image at the tech lab. At times your online lab tech will request that you use it in conjunction with the *Spectrometer*, *K-9 Material Sampler* and/or your “*Multitasker*” *Digital Camera*.

S.D.C: 20

Weight: 7 lbs.

Requires: *Sensory Equipment* and *Photography* skill, and access to an

online lab technician to examine, analyze and respond to the images.

Bonuses: +15% to *Crime Scene Investigation* and +5% to *Forensics*.

Penalty: When underground, there's always a 15% chance of losing your lab technician's signal. If the signal is lost in this area, analysis of trace evidence is unavailable. Also note that a failed *Photography* roll indicated that sections or portions of the crime scene wasn't properly documented and potential evidence may be missed.

“The Multitasker”: This device is a digital camera, communication device, and GPS all in one! The camera provides a backup to the *3-D Scanner* (or used in its place when an online signal's not available). The *communicator* acts as a direct link to your online lab technician (including a visual readout screen when needed). The GPS aspect provides an overhead map and readout of your surroundings (and at times an entire blueprint of a building or structure you're in). You can setup a custom “waypoint” to a specific area as desired via the GPS.

S.D.C: 15

Weight: 7 lbs.

Requires: *Sensory Equipment & Photography* skill, and access to an online lab technician to examine, analyze and respond to the photographs, or to directly communicate with you, and/or send you GPS coordinates, maps and blueprints as needed.

Bonuses: +5% to *Crime Scene Investigation & Forensics*, and +15% to *Navigation*.

Penalty: When underground, there's always a 15% chance of losing your lab technician's signal. If the signal is lost in this area, communications and GPS are unavailable. Also note that a failed *Photography* roll indicated that the crime scene wasn't properly documented and potential evidence may be missed.



Standard Ghost Hunting Kit

Each kit is contained within a large case, and includes the following;

-Pyle Pspl41 4 in 1 Multifunction Environment Meter with Sound Level

Level: The PSPL41 is a 4-in-1 multifunction environment meter capable of measuring sound levels, light, humidity, and temperature. It includes a K-type temperature probe to measure temperature, a detachable sensor to measure light, and a built in microphone to measure sound. As essential as an EMF reader as it can monitor a constant measurement of ambient room conditions and quickly gauge fluctuations. A 9-Volt battery is required for operation.



-Trifield 100XE EMF Meter: This is a gaussmeter, electric field meter, and a radio field strength meter in a single unit. Offers a continuous sampling analog readout, omni-directional electric and magnetic sensitivity and two separate scales for magnetic field readings. Designed to measure electromagnetic pollution to find poorly grounded wiring and leaks in microwave oven doors, dimmer switches, cellular phones, FM transmitters, automobiles, TV's and PC's and other electronics. This unit allows you establish unusual fluctuations in electrical fields as well as quickly discounting any strange readings by running it along the walls during a baseline investigation to establish sources of power (plugs, sockets, etc). A 9-Volt battery is required for operation.

-Sleuthgear Digital Recorder w/ Micro SD Expansion Slot w/ 2GB

Card: Has 1GB of internal memory to record 65 hours of audio and a 2GB Micro SD Card used in the expansion slot for an additional 130 hours of audio, for a total of 195 hours of audio recording. The SleuthGear Digital recorder is compatible with up to a 4GB card that provides up to an additional 260 hours of recording time that makes a total of 325 hours of audio recording! Can be used for collecting EVP's as well as for placing in a strategic spot to record any incorporeal sounds or voices in the area.
(Note: Malfunctions when passing through cold spots or areas with high electromagnetic fields at times.)



-Sony Hybrid Plus Handycam Camcorder with 8GB Memory & 25x Optical Zoom: Offers flexibility, professional quality Carl Zeiss Vario-Tessar lens, Super SteadyShot image stabilizing, built-in Dolby Digital 5.1-channel microphone, DVD-format recording, 2.7-inch widescreen hybrid touch-panel, and a Super NightShot Plus Infrared System (which uses a slow shutter mode to shoot video with improved color and contrast, even in total darkness. (Note: Malfunctions when passing through cold spots or areas with high electromagnetic fields at times.)

-Polaroid Z340 Instant Digital Camera with ZINK Printing

Technology: melds together the instant Polaroid ability with digital. Prints out 3 x 4" full color images with a resolution of 14Mp. The LCD on the top of the camera allows the user to see the image before printing. User can also crop and make edits before printing. Files also store to SD memory cards for archiving and in-camera editing. Allows baseline photography investigating via on-demand/on-location printing (leaving the photo at the location for observing and comparing to other photos taken throughout the investigation at that location).



- MAGLITE S4D035 Display Box Heavy-Duty 4-D Cell

Flashlight (matte black): Made of high-strength aluminum alloy casing with a rugged, machined aluminum construction with knurled design and anodized inside and out for improved corrosion resistance. Known for its durability (both shock and water resistant), and reliability. Offers a high-intensity adjustable light beam that offers 1/2 turn, cam action focus, spot-to-flood lighting.

Includes a spare lamp secured inside the tail cap. Also includes a self-cleaning rotary switch with 3 positions (On, Off, and Signal). Can be used as a weapon that does 1D6 damage, but each successful strike requires a percentage roll of 75% or lower to avoid being broken.

Other noteworthy items when ghost hunting;

-Digital watch: Should include a stopwatch feature. Used to record the time and length of a particular phenomenon or EVP recording session, etc. in notebook or voice recorder,

-Notebook and Pen: Used for taking notes, sketching maps of locations being investigated, record observations & data and jotting down any random thoughts or feelings while investigating.

-Compass: Used to provide an orientation of the surrounds, helpful when jotting maps and helps keep user from getting lost outdoors. Can also serve as a “spirit detector” in a pinch as entities have been known to interfere with magnetic sources. The needle could go haywire, refuse to work, or could point at a moving source (such as a spirit or entity).

-A one gallon Ziploc bag of flour and baking soda: Used to prevent tampering of the area being investigated as well as the equipment being used in the investigation. Typically sprinkled at the base of the equipment out to a four or five foot distance around it. Sprinkling powder in a secure area that has suspected paranormal activity can also be used as a method of observing paranormal activity.

-Spool of black thread and scotch tape: Another tool to determine that the equipment used in an investigation is not tampered with. Tape or tie thread around the area of the placed equipment; if the thread or tape is disturbed, it's more than likely that the equipment or the area was tampered with. Tampered with equipment could be the result of paranormal activity.