

## Henry Johnson

**Alignment:** Scrupulous **Occupation:** Antiquities Consultant

**O.C.C.:** Sword Bearer (see *Nightbane 2: Nightlands*, page 20)

Henry Johnson is a 62-year-old ex-commando who barely made it in to “the spook squad” & was famous in his unit as being the worst shot anyone ever saw. He was so bad that his CO took away his gun telling to never use anything but a shotgun. It was in 1962 when he was drafted into the army as his collage major (Chinese Mythology) was not qualified for deferment. After boot camp he was recruited into a unit special forces/C.I.A. for a trip to Mongolia to see what the Chinese were up to. What they discovered was a group of Chinese Huli Jing (fox spirits) trying to bring back *Zhou Xin* one of the cruelest emperors in Chinese history. His unit stopped them, but not before several Chinese soldiers discovered them. All but Private Johnson were killed as they fled the area. Johnson heard someone calling his name from a cave where he hid; as he went deeper he found a treasure trove of artifacts & a silver sarcophagus.

He was trembling as he realized that he was in the hidden tomb of *Timojin* better known as *Gengus Kahn*. What was calling him was a sword! The weapon was a scimitar that told him its name is *Shamshir* & that if he took it he would be forever young physically, but he would still be mortal and would one day die in battle. *Shamshir* promised it would protect the young private & would even allow him to take some of the treasure with him, but he can never tell another where the tomb lies; for if the world found out its secret then the Great Khan would return to finish what he started so long ago. He was also warned that things hunted for the magic sword, and he would be required to destroy them.

And so it was, the young soldier left the secret tomb armed with a magic sword, becoming well off from the treasures he'd taken, was honorably discharged from the army shortly afterwards due to suffering from “shellshock syndrome” as no one believed his story of what happened to his unit. As promised he kept the source of the tomb and the source of his wealth a secret. He returned to his schooling and studies & even went on to the Yale school of business. He has been a fighter of evil who hunts ancient relics & hides them from those who would use them for evil for the last forty years. He knows he will die in battle one day, and he hopes his death will come from something worth fighting and dying for.

# Beyond the Supernatural™

Player: Written and submitted by Troy Brock

Character: Henry Johnson

Nickname/Alias: \_\_\_\_\_

P.C.C.: Sword Bearer (from the *Nightbane* RPG)

Sex: Male Alignment: Scrupulous

Occupation: Antiquities Consultant

## Attributes

I.Q.: 22

Type: Expert

M.E.: 20

Number of Attacks: 4

M.A.: 21

Initiative: + 0 / 1

P.S.: 22 / 28

Damage: + 7 / 13

P.P.: 11

Strike: + 0 / 2

P.E.: 16

Parry: + 0 / 2

P.B.: 10

Dodge: + 0 / 0

Spd.: 11

Roll w Punch/Impact: + 2

Perception: 0

Pull Punch: + 2

P.P.E.: 4

Knockout/Stun Roll: -

I.S.P.: -

Critical Strike Roll: Natural 20

Hit Points: 39

Death Blow Roll: -

S.D.C.: 47

Armor: Uniform Armor A.R.: 12 S.D.C.: 100

Level: 1 Experience Points: N/A

## Special Abilities/Skills

When holding *Shamshir*, Henry has additional bonuses available to him (see stats on right side of bonuses)

Henry gains several abilities through *Shamshir*, see back page for details.

## Saving Throws

	Base	Modifier	Roll Need
Horror Factor		-	-
Poison: Lethal	14	+1	13
Poison: Non-Lethal	16	+1	15
Harmful Drugs	15	+1	14
Insanity	12	-	12
Psionics	15	+3	12
Possession		-	-
Magic Spell	12	+1	11
Magic Ritual	16	+1	15
Coma/Death		+4%	-
Curses	15	+1	14
Disease	14	+2	12
Pain	16	+1	15

Skill	Base	Bonus	+%/lvl	Total %
Speak English	88	-	1	88
Read English	80	-	2	80
Basic Math	72	-	3	72
Appraise Antiques	30	38	5	68
Art (Professional Quality)	35	23	5	58
Business/Finance	35	28	5	63
Computer Operation	60	18	3	78
Find Contraband	26	20	4	46
Forgery	20	23	5	43
History (Asia)	60/40	28	4	88/68
Research	40	20	5	60
Public Speaking	30	23	5	53
Speak: Greek	50	8	3	58
Read: Greek	40	8	1	48
Speak: Chinese	50	8	3	58
Read: Chinese	40	8	1	48
Lore: Demons/Monsters	30	23	5	53
Lore: Magic	25	23	5	48
Lore: Magic arcane	20/40	33	5	53/73

Skill	Base	Bonus	+%/lvl	Total %
Lore: Chinese Mythology	30	23	5	53
Fencing	+1 to Strike & Parry, +1D6 to Damage			
Lore: Religion	35	8	5	43
Lore: Paranormal	30	8	5	38
Lore: Cults/Secret Soc.	20	8	5	28
<b>Weapon Proficiencies: Recognize Weapon Quality (25%)</b>				
<b>Ancient W.P. List</b>		<b>Strike</b>	<b>Parry</b>	<b>Throw</b>
Sword		+2	+1	-
<b>Modern W.P. List</b>		<b>Strike</b>	<b>Aimed</b>	<b>Burst</b>
Shotgun		+1	-	-

## Weapons & Equipment

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
<b>"Shamshir"</b>	+2	+1	20ft if thrown	melee	-	2.13 lbs.	4D6
Stakeout Ithaca Shotgun	+1	-	150ft	single	5/15 shells	4.5 lbs.	5D6
Knee / Forearm / Elbow	Called shots to specific areas (nose, eyes, groin, etc) can penalize target						1D6
Punch / Kick Attack	All melee attacks add +7 to the damage rolled due to P.S. bonus						1D4 / 1D8
<u>Note:</u> When Henry has <i>Shamshir</i> in his possession, all of his melee attacks becomes <i>supernatural</i> , which adds +13 damage							
See <i>Notes</i> section on the back of the character sheet for <i>Supernatural Strength</i> damage listings							

## Equipment

trench coat, buttoned shirt, slacks, good quality shoes, gloves, pouch for shotgun shells, shotgun shoulder holster, sunglasses, silver cross on a necklace, cell phone, pocket flashlight, wallet, personal items

**Messenger Bag Contents:** large flashlight, notebook, 2 pens, digital camera, digital voice recorder, multi-tool, iPad 2, Latin translation pocket guide, business calculator, pocket umbrella

## Unique Items

Owns a new silver sedan

Lives in a three bedroom apartment in an upscale part of town

Items of note at home includes a PC laptop, printer, cable access, basic wardrobe, some dress clothing, three expensive suits, personal items collected over the years, and keeps a small library of books on a variety of subjects, including mythology, magic, religions, cults, secret societies, and history.

# Beyond the Supernatural™

## Personal Information

Age: 62 Height: 5' 0" Weight: 160 lbs. Hair: white, kept short and neat  
 Eyes: blue Birth Order: 1st of twins Money: \$1000 in cash on hand  
 General Appearance: Imagine "Bob Newhart" with white hair

Disposition: \_\_\_\_\_  
 Family Origin: \_\_\_\_\_  
 Environment: Originally from San Francisco, CA  
 Reason for Paranormal Investigating: Discovered "Shamshir" in the secret tomb of Ganges Khan in China.  
 Outlook on being psychic: \_\_\_\_\_

Goals in Life: \_\_\_\_\_

Insanity: \_\_\_\_\_

## Information about "Shamshir"

Shamshir is considered a "Greatest Artifact", is self-aware with an I.Q. of 22, has a "Scrupulous" Alignment, and can only be used by Henry.  
 Shamshir is bonded to Henry and can communicate with his via telepathy and empathy. Both are bound with a common goal of destroying the supernatural.  
 Looks like a man's bracelet (appears to be of Asian design), but can shape-shift into a scimitar and back at will (takes 1 action to shape-change).

### Special Powers of Shamshir

Adds +6 to Henry's P.S., and becomes supernatural as long as he remains in contact with *Shamshir*.

Henry regenerates 1D6 S.D.C./Hit Points per melee round. The healing works as long as Henry remains in contact with *Shamshir*.

Shamshir negates all magic and psionic probes that would reveal information about Henry. Henry becomes impervious to See Aura, Sense Magic, Sense Evil, Detect Psionics, Detect Magic, and Presence Sense. This "Null Aura" remains in effect as long as Henry is in contact with *Shamshir*.

Henry is impervious to Mind Control, Possession, Automatic Mind Block, and +3 to save vs. all types of psionic attacks (including mind altering drugs).

## Miscellaneous

**Leaping Distance:** Up: 3.5ft / 7ft (P) Across: 7ft / 14ft (P)  
 Run: 7.5 mph (max) 16 melees 165 ft/melee 41 ft/attack  
 Swim: - mph (max) - melees - ft/melee - ft/attack  
 Bonus to Invoke Trust: 65% Bonus to Charm/Impress: - Max lift weight: 440 lbs.



## Contacts

Name: \_\_\_\_\_ Occupation: \_\_\_\_\_ Notes: \_\_\_\_\_

Name: \_\_\_\_\_ Occupation: \_\_\_\_\_ Notes: \_\_\_\_\_

Name: \_\_\_\_\_ Occupation: \_\_\_\_\_ Notes: \_\_\_\_\_

## Special Equipment and Magic Weapons & Objects

Name: "Shamshir" Type: Magic Weapon Description: Resembles a Scimitar  
 Abilities: Shamshir is as *Greatest Artifact* that bonded to Henry, which provides him several abilities, such as Supernatural Strength, Regeneration, Magic & Psionic Resistance, and more.

Name: \_\_\_\_\_ Type: \_\_\_\_\_ Description: \_\_\_\_\_  
 Abilities: \_\_\_\_\_

Name: \_\_\_\_\_ Type: \_\_\_\_\_ Description: \_\_\_\_\_  
 Abilities: \_\_\_\_\_

Name: \_\_\_\_\_ Type: \_\_\_\_\_ Description: \_\_\_\_\_  
 Abilities: \_\_\_\_\_

Name: \_\_\_\_\_ Type: \_\_\_\_\_ Description: \_\_\_\_\_  
 Abilities: \_\_\_\_\_

## Notes

### Supernatural Strength Notes:

Does 2D6 on a Restrained Punch  
 Does 4D6 on a Full Strength Punch  
 Does 1D4x10 on a Power Punch (counts as two actions)  
 P.S. damage bonus is added to the damage (+13)

### Supernatural Leaping Distance:

Can leap a distance of up to 42ft across and reach a height of 21ft (keep in mind that falling damage might apply).

### Throwing Heavy or Awkward Objects:

Henry can hurl up to 1,400 pounds a distance of up to 28 feet!