

Name: Jim Beavers

Alignment: Unprincipled

Occupation: Sportsman & Competitive Fisherman

P.C.C.: Psychic Healer

You are Jim Beavers, the older of two brothers in a family from a rural community in Broussard, Quebec. Some people would say that you were programmed into being an outdoorsman from an early age. Your family made it a point to make several trips yearly to various camping sites and wilderness locations all across Canada. To them, the camping, hunting, fishing, rowing, rock climbing, and other outdoor activities was only a hobby. For you however, it became a passion; the excitement and the challenges of the great outdoors thrilled you and you couldn't get enough. During your adolescence you had partaken in many junior competitions (including hunting, marksmanship, archery, fishing, etc.) and by high school graduation the awards were overcrowding the shelves and walls in your bedroom. Most of these awards were for first place achievement.

Your healing talents began to manifest themselves when you were twelve years old. Your first psychic healing experience came unknowingly when you inexplicably mended your little brother's broken leg he suffered when he fell, landing on it poorly while rock climbing. Opportunities to develop your healing talents were plentiful in the great outdoors as you and others around you suffered all sorts of injuries to practice on.

Once out of high school you began to sign up for amateur outdoorsman competitions all over Canada and even Alaska and before long you'd added up an impressive amount of trophies and awards to your name. By age 23 you moved onto the professional level and have consistently ranked in the top ten. However, fishing has proven to be your best sport and you've consistently proven that you rank amongst the best fisherman in Canada. You eventually began to expand your range of competitions into America where you now proven your talents regularly, finding a home on a lake nearby Seattle. You've made several appearances in outdoor magazines, guest spots on fishing shows and lately you've been talking to an upstart outdoor supply company that's interested in sponsoring you with a line of fishing lures and poles.

While most outdoorsman retire from the yearly *Tough Man* competition by their mid thirties, you've been competing for the last thirty years! The media and your competition have begun to call you by the nickname of "Old Man Beavers". Many of the newer competitors tell jokes about how you're old enough to be their dad. However, much to your dismay you've finally begun to show your age. You've noticed a bald spot forming, along with a potbelly, and a few more grey whiskers seem to show up daily. The aches and pains of old age are becoming more aggravating as you go, especially when added to the aches and pains you've acquire from all the competitions. It's gotten to a point where you're seriously considering retirement.

While you may retire soon, you'll never stop enjoying the great outdoors and will probably continue to compete in fishing tournaments as their not as demanding as other competitions. You also recently come to learn that a new kind of prey that's proven very interesting to you. Your career has kept you away from supernatural activity, but your slowing down has since revealed them with a vengeance. The excitement and psychic adrenaline rush of hunting the supernatural has become a great alternative to competitions in your mind and you've since joined the Lazlo Agency in Seattle, looking forward to many adventures in paranormal investigating.

Beyond the Supernatural™

Player: Pregenerated Player Character

Character: Jim Beavers

Nickname/Alias: Old Man Beavers

P.C.C.: Psychic Healer

Sex: Male Alignment: Unprincipled

Occupation: Competitive Fishing & Outdoorsman

Attributes

I.Q.: 12

Type: Expert (Tough Man training)

M.E.: 14

Number of Attacks: 5

M.A.: 17

Initiative: +2

P.S.: 20

Damage: +6

P.P.: 18

Strike: +4

P.E.: 24

Parry: +6

P.B.: 12

Dodge: +6

Spd.: 19

Roll w Punch/Impact: +4

Perception: +1

Pull Punch: +3

P.P.E.: 4

Knockout/Stun Roll: -

I.S.P.: 18

Critical Strike Roll: Natural 20

Hit Points: 55

Death Blow Roll: -

S.D.C.: 36

Armor: Point Blank Vest A.R.: 10 S.D.C.: 70

Level: 5 Experience Points N/A

Special Abilities/Skills

+4 save vs. Mind Altering Drugs:

+2 to Disarm Attacks

+2 to Perception when involving illnesses, injuries, diseases and other similar situations.

Resistance to Magic Illnesses & Curses (pg. 80)

Saving Throws

Poison: Lethal

14

+9

5

Poison: Non-Lethal

16

+9

7

Harmful Drugs

15

+9

6

Insanity

12

-

12

Psionics

10

-

10

Magic Spell

12

+6

6

Magic Ritual

16

+6

10

Coma/Death

+33%

-

Horror Factor

+2

-

Possession

+3

-

Curses

15

+3

12

Disease

14

+3

11

Skill

Speak English

88

-

+1

92

Read English

80

-

2

88

Basic Math

72

-

3

84

Automobile

60

6

3

78

Athletics

-

-

-

-

Fishing

40

30

5

90

Hunting

-

-

-

-

Land Navigation

36

20

4

68

Outdoorsmanship

-

-

-

-

Swimming

50

15

5

85

Wilderness Survival

30

15

5

65

Spelunking

35

15

5

65

Climbing

40/30

10

5

70/60

Skin & Prepare Hides

30

15

5

65

Track & Trap Animals

20/30

15

5

55/65

Kayaking/Canoeing

50

10

5

80

Physical Labor

-

-

-

-

Lore: Cattle & Animals

30

-

5

50

Astrology

25

-

5

45

Skill

First Aid

45

5

5

70

Running / Jogging

-

-

-

-

Weapon Proficiencies: Recognize Weapon Quality (45%)

Ancient W.P. List

Strike

Parry

Throw

Axe

+2

+2

+1

Targeting

+2

-

-

Archery

+3

-

-

Paired Weapons

See page 214

Modern W.P. List

Strike

Aimed

Burst

Rifles

+3

+5

+1

Weapons & Equipment

Weapon

Strike

Parry

Range/Reach

Rate of Fire

Shots/Ammo

Weight

Damage

Winchester M70 Rifle

+4

-

1800 ft

single

5/25 rounds

7.7 lbs

7D6

Compound Bow

+3

-

700 ft

4 per round

16 Arrows

6 lbs

2D6+1

Lumberjack's Axe

+2

+2

30ft if thrown

melee

-

5 lbs

2D6

Silver plated KA-BAR

+2 to Throw

40ft

melee

-

1 lbs

1D6 / 2D6 (S)

*Throwing Axes

+2/+3

+2

40ft

melee

4 Axes

1 lbs

2D4

Throwing Knives

+2 to Throw

40ft

melee

12 Knives

.5 lbs

1D4

Karate Punch

All punches add +6 to the damage rolled due to P.S. damage bonus

2D4

Karate Kick

All kicks add +6 to the damage rolled due to P.S. damage bonus

2D6

Equipment

Baseball Cap: Flannel Shirt: T-shirt: Jeans: GPS Unit

Wristwatch: Hiking Boots: Weapon Holsters:

Ammo Belt: Camouflage Poncho: Windproof Lighter

neckerchief: compass: sunglasses: wallet:

"Double Loaded" broadhead hip quiver

Large Back Pack Contents: First

