

Kyna Brennan

Alignment: Scrupulous **P.C.C.:** Sorceress

Occupation: Runner for an Antique Book Dealer

Kyna Brennan was born in Detroit, Michigan. Her mother was a school teacher, and her father worked for the Detroit History Museum. With academics for parents it was no surprise that she was instilled with a love of knowledge from a young age. In college Kyna majored in ancient languages, focusing mainly on Latin. After the death of her great aunt Doreen, Kyna discovered a leather covered book written in Latin while helping her parents clear out her aunt's old house. Her parents, seeing her interest, allowed her to keep the ugly book. Once home, Kyna began reading through it in earnest. The book was very old, and she quickly discovered that it appeared to a book of arcane knowledge. Raised in a strict Protestant household, she felt an instant distrust of what she was seeing. She soon discovered, however, that she couldn't keep her mind off of it. Eventually, through considerable guilt and fear, Kyna began to study the magic knowledge within her book.

By the time she graduated from college, Kyna had a job as a runner for a rare book dealer, and had learned quite a few spells as her eyes become more and more open to a whole new world, one that stayed invisible to her family and friends. Her original distrust of magic had been replaced with cautious respect. While still in school Kyna spent a lot of time, both online and in libraries and bookstores, searching for other spell books. She grew frustrated as what she found all turned out to be theory and guesswork by people who only pretended to understand magic. She wanted to find other people who could actually cast and create real magic, like her aunt, but at the same time the idea horrified her. Many of the spells in her aunt's book were dark and dangerous. While they didn't call upon demons for power (at least from what she could tell) she still believed they crossed a line she didn't dare. Spells that caused maggots to infest a living person and tear through their skin, spells that caused insanity, spells that caused sickness and pain, spells that animated parts of the dead... Kyna is concerned that if she ever succeeds and finds other sorcerers, or real witches, or mystics, they might be just as "evil" as some of the spells in her aunt's spell book.

Beyond the Supernatural™

Player: Non-Player Character

Character: Kyna Brennan

Nickname/Alias: _____

P.C.C.: Sorceress

Sex: Female Alignment: Scrupulous

Occupation: Runner for an antique book dealer

Attributes

I.Q.: 15

Type: Basic

M.E.: 13

Number of Attacks: 5

M.A.: 11

Initiative: + 1

P.S.: 10

Damage: + -

P.P.: 12

Strike: + -

P.E.: 12

Parry: + 2

P.B.: 15

Dodge: + 2

Spd.: 15

Roll w Punch/Impact: + 2

Perception: +1

Pull Punch: + 2

P.P.E.: 79

Knockout/Stun Roll: -

I.S.P.: -

Critical Strike Roll: Natural 20

Hit Points: 27

Death Blow Roll: -

S.D.C.: 8

Armor: _____ A.R.: _____ S.D.C.: _____

Level: 4 Experience Points: _____ N/A

Special Abilities/Skills

Understand the Principles of Magic: 78%

Sense Ley Lines & Nexus Points: Line of sight or within 1 n

Saving Throws

| | Base | Modifier | Roll Need |
|--------------------|-----------|----------|-----------|
| Horror Factor | | <u>4</u> | <u>-</u> |
| Poison: Lethal | <u>14</u> | <u>-</u> | <u>14</u> |
| Poison: Non-Lethal | <u>16</u> | <u>-</u> | <u>16</u> |
| Harmful Drugs | <u>15</u> | <u>-</u> | <u>15</u> |
| Insanity | <u>12</u> | <u>-</u> | <u>12</u> |
| Psionics | <u>15</u> | <u>-</u> | <u>15</u> |
| Possession | | <u>4</u> | <u>-</u> |
| Magic Spell | <u>12</u> | <u>4</u> | <u>8</u> |
| Magic Ritual | <u>16</u> | <u>4</u> | <u>12</u> |
| Mind Control | | <u>2</u> | <u>-</u> |
| Curses | <u>15</u> | <u>-</u> | <u>15</u> |
| Disease | <u>14</u> | <u>-</u> | <u>14</u> |
| Pain | <u>14</u> | <u>-</u> | <u>14</u> |

Skill

| | Base | Bonus | +%/lvl | Total % |
|------------------------|--------------|-----------|----------|--------------|
| Speak English | <u>88</u> | <u>11</u> | <u>1</u> | <u>98</u> |
| Read English | <u>80</u> | <u>18</u> | <u>2</u> | <u>98</u> |
| Basic Math | <u>72</u> | <u>25</u> | <u>3</u> | <u>98</u> |
| Speak Latin | <u>50</u> | <u>15</u> | <u>3</u> | <u>74</u> |
| Read Latin | <u>40</u> | <u>15</u> | <u>5</u> | <u>70</u> |
| Speak Greek | <u>50</u> | <u>15</u> | <u>3</u> | <u>74</u> |
| Read Greek | <u>40</u> | <u>-</u> | <u>5</u> | <u>55</u> |
| Speak Aramaic (Hebrew) | <u>50</u> | <u>-</u> | <u>3</u> | <u>59</u> |
| Read Aramaic (Hebrew) | <u>40</u> | <u>-</u> | <u>5</u> | <u>55</u> |
| Lore: Cults & Sects | <u>20</u> | <u>10</u> | <u>5</u> | <u>45</u> |
| Lore: Magic Arcane | <u>20/40</u> | <u>20</u> | <u>5</u> | <u>55/75</u> |
| Lore: Magic | <u>25</u> | <u>20</u> | <u>5</u> | <u>60</u> |
| Recognize Runes etc. | <u>15</u> | <u>20</u> | <u>5</u> | <u>50</u> |
| Recognize Enchantment | <u>10</u> | <u>20</u> | <u>5</u> | <u>45</u> |
| Computer Operations | <u>60</u> | <u>15</u> | <u>3</u> | <u>84</u> |
| Research | <u>40</u> | <u>25</u> | <u>5</u> | <u>80</u> |
| Appraise Antiques | <u>30</u> | <u>-</u> | <u>5</u> | <u>45</u> |
| Automobile | <u>60</u> | <u>5</u> | <u>3</u> | <u>74</u> |
| Bicycling | <u>60</u> | <u>5</u> | <u>3</u> | <u>74</u> |

Skill

| | Base | Bonus | +%/lvl | Total % |
|-------------------|--------------|-----------|----------|--------------|
| First Aid | <u>45</u> | <u>5</u> | <u>5</u> | <u>65</u> |
| Botany | <u>40</u> | <u>10</u> | <u>5</u> | <u>65</u> |
| Chemistry | <u>50</u> | <u>10</u> | <u>5</u> | <u>75</u> |
| Brewing Medicinal | <u>25/30</u> | <u>10</u> | <u>5</u> | <u>50/55</u> |
| Archaeology | <u>40/20</u> | <u>-</u> | <u>5</u> | <u>55/35</u> |
| Gardening | <u>36</u> | <u>-</u> | <u>4</u> | <u>48</u> |
| Sewing | <u>40</u> | <u>-</u> | <u>5</u> | <u>55</u> |
| Cooking | <u>35</u> | <u>-</u> | <u>5</u> | <u>50</u> |

Weapon Proficiencies: Recognize Weapon Quality (40%)

| Ancient W.P. List | Strike | Parry | Throw |
|-------------------|----------|----------|----------|
| Knife | <u>2</u> | <u>2</u> | <u>2</u> |
| Modern W.P. List | Strike | Aimed | Burst |
| Handguns | <u>2</u> | <u>3</u> | <u>-</u> |

Weapons & Equipment

| Weapons | Strike | Parry | Range/Reach | Rate of Fire | Shots/Ammo | Weight | Damage |
|----------------------|---|----------|------------------------|---------------|---------------------|---------------|----------------------|
| Silver Dagger | <u>2</u> | <u>2</u> | <u>12 ft if thrown</u> | <u>melee</u> | <u>1 dagger</u> | <u>1 lb.</u> | <u>1D6 / 2D6 (S)</u> |
| .45 Colt Auto Pistol | <u>2</u> | <u>-</u> | <u>165 ft</u> | <u>single</u> | <u>6 round mag.</u> | <u>3 lbs.</u> | <u>4D6</u> |
| Punch / Kick Attack | <u>Called shots to specific areas (nose, eyes, groin, etc.) can penalize target</u> | | | | | | <u>1D4 / 1D8</u> |

Equipment

Personal laptop computer, cell phone, silver knife, 3 oak stakes
black dress, knee height black leather boots, choker necklace-
with key, 5 antique rings (1 with Gaelic Runes), 1 antique Hebrew
protective anklet, 2 boxes of 50 bullets each, 50 silver bullets

1999 yellow *Jeep Wrangler*

Grey backpack contents: Magnifying Glass, note pad, pencils
[permanent ink pens, various small pouches with herbs and some-
bones, a makeup kit and some personal items.

Unique Items

Great Aunt Doreen's Spell Book

Small collection of books dealing with magic and the occult.
None are particularly rare.

Beyond the Supernatural™

Personal Information

Age: 24 Height: 5'6 Weight: 128 lbs. Hair: Blond, originally dark brown
 Eyes: brown Birth Order: only child Money: \$800 cash on hand
 General Appearance: Often wears dresses that are fairly tight on top but loose and flowing from the waist down. She prefers simple blacks and whites, and rarely wears other colors. Enjoys wearing a variety of rings, necklaces, and earrings.
 Disposition: Normally nice/friendly. Skeptical of others who claiming arcane knowledge.
 Family Origin: Of Celtic ancestry; her family has been in America for over 6 generations.
 Environment: From a white collar family of academics in Detroit, Michigan.
 Reason for Paranormal Investigating: Her ongoing search for arcane knowledge and "real" magic.
 Sentiment towards Psychics: Believes that such abilities would be a gift from God and wonderful, but has some difficulty believing psychic abilities are more than cons and tricks.
 Goals in Life: Hopes to find others like herself who understand and respect "real" magic. One day she hopes to take over the rare book dealership when the elderly owner dies.
 Insanity: None. However, she privately fears that dabbling with the more grotesque and dangerous spells could push her mind past its limits.

Magic Spells: Base P.P.E.: 79

| Spells | P.P.E. | Spells | P.P.E. |
|-----------------------------------|--------|---------------------------------|--------|
| See Aura - NB pg. 128 | 6 | * Maggots Curse - TtGD pg. 63 | 500 |
| See the Invisible - NB pg. 128 | 4 | * Agony - NG pg. 138 | 20 |
| Sense Evil - NB pg. 128 | 2 | * Sickness - NB pg. 141 | 50 |
| Mystic Alarm - NB pg. 130 | 5 | * Curse: Paranoia - NB pg. 145 | 70 |
| Life Plant - TtGD pg. 56 | 8 | * Reanimate Flesh - TtGD pg. 56 | 4 |
| Levitation - NB pg. 130 | 5 | | |
| Bloodward - TtGD pg. 57 | 5 | | |
| Invisibility: Simple - NB pg. 131 | 6 | | |
| Energy Bolt - NG pg. 130 | 5 | | |
| Traitorous Hand - TtGD pg. 57 | 10 | | |
| Shadow Meld - NB pg. 133 | 7 | | |
| Nightvision - NB pg. 133 | 6 | | |
| Befuddle - NB pg. 129 | 6 | | |
| Magic Armor - NB pg. 131 | 10 | | |
| Energy Field - NB pg. 132 | 7 | | |
| Escape - NB pg. 134 | 8 | | |
| Repel Animals - NB pg. 133 | 7 | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |



Special Equipment and Magic Weapons & Objects

Name: Ancient Gaelic Ring Type: Equipment Description: green ring made of bronze
 Abilities: Acts as a sort of P.P.E. battery. Ring is capable of holding an extra 20 P.P.E. It recharges naturally at a rate of 1 P.P.E. an hour.
 Name: Hebrew Protective Anklet Type: Equipment Description: silver anklet w/ writing
 Abilities: Provides +1 to Save vs. Magic of any kind.

Name: _____ Type: _____ Description: _____
 Abilities: _____

Name: _____ Type: _____ Description: _____
 Abilities: _____

Name: _____ Type: _____ Description: _____
 Abilities: _____

Notes

Spells marked with a (*) are spells that Kyna is not comfortable using and would have preferred never to have learned them. She will not use them unless something drastically changes within her.
 -Spells are found within the core *Nightbane* RPG book or *Through the Glass Darkly* sourcebook.

During her search for more "real" mages Kyna discovered the Lazlo Society, but she doesn't know what to make of it or the people who regularly visit the website. Afraid that the Lazlo Society is likely filled with phonies or crazy people, Kyna has yet to say anything about her own abilities.
 She does, however, find herself silently reading a lot of what others post in search of truth.

Miscellaneous

Leaping Distance: Up: 1ft / 2.5ft (P) Across: 2.5ft / 5ft (P)
 Run: 10.2 mph (max) 12 melees 225 ft/melee 45 ft/attack
 Swim: N/A mph (max) - melees - ft/melee - ft/attack
 Maximum carry weight: 100 lbs. Max lift weight: 200 lbs.