

**Name:** Lacey Sullivan

**Alignment:** Scrupulous

**Occupation:** Customer Service Rep and Full Time Student

**P.C.C.:** Psychic Medium

You are Lacey Sullivan, third born of four siblings in a working class family from a rural community just outside of Pierre, South Dakota. Your family has owned and operated a *Pioneer, Wild West and Dinosaur Fossil* tourist attraction for over forty years. Of course this meant that you've spent the majority of your life at this attraction with your family, which was interesting to you to say the least. You found it so interesting in fact you had developed an imaginary friend name Alexander who loved to tell you stories about the pioneers that used to settle the land. Your family thought that the tales you told about Alexander were both amusing and historically accurate (but not too surprising considering your upbringing).

However you never outgrew your friend like most children do. In time Alexander explained that he is actually the spirit of a long dead pioneer, and your great, great grand uncle! He also educated you about your budding psychic abilities and why you're starting to see other spirits who frequent the acres of the family business. While your family was concerned about your insistence on Alexander's existence at first (and eventually you stopped bringing him up to end their concerns), they eventually saw your tales as a blessing in disguise for the business. Acquiring a work permit at 14 you became a tour guide for the attraction and proved to be incredibly good at it. Between the accurate descriptions from Alexander and the other spirits who roamed the area, people were captivated by the detail and accuracy of your information and stories.

However, in time you realized that your heart wasn't in the family business. Middle school had introduced you to biology and revealed an exciting world you became eager to discover. Your intelligence and devotion led the way to being an honor student all through high school and eventually a full scholarship to college. Weighing your options you found Seattle University to have a very appealing Science and Biology program.

Life in Seattle had an unexpected surprise, an overwhelming number of wandering spirits and supernatural monsters that lurk in the darkness. While you feel that school is extremely important, you also feel compelled to help confront the supernatural, something Alexander encourages and helps guide you through. To handle your living expenses you've taken up a job as a phone rep at a payment processing center.

You're an extremely inquisitive and curious woman who's always asking questions about everything. One question answered always raises a dozen more for you. Many who know find you to be a very good natured and hospitable woman, if not a bit nerdy in conversation at times. Most also see you as brave from your decision to help others simply because you can rather than any sense of duty. You are in the minority in that you're spirit guide and psychic abilities have never frightened you; in fact you found them interesting and make you feel unique. With your spirit guide, your high intelligence and your concern for others you make a very adept support personnel in any paranormal investigation you're involved with.

# Beyond the Supernatural™

Player: Pregenerated Player Character

Character: Lacey Sullivan

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

P.C.C.: Psychic Medium

Sex: Female Alignment: Scrupulous

Occupation: Full-time student & a part-time phone rep

## Attributes

I.Q.: 17

Type: Basic (Self Defense Classes)

M.E.: 21

Number of Attacks: 4

M.A.: 20

Initiative: +1

P.S.: 14

Damage: -

P.P.: 12

Strike: -

P.E.: 14

Parry: +2

P.B.: 16

Dodge: +2

Spd.: 15

Roll w Punch/Impact: +2

Perception: +2

Pull Punch: +2

P.P.E.: 3

Knockout/Stun Roll: -

I.S.P.: 14

Critical Strike Roll: Natural 20

Hit Points: 22

Death Blow Roll: -

S.D.C.: 21

Armor: Concealable Armor A.R.: 10 S.D.C.: 50

Level: 2 Experience Points: N/A

## Special Abilities/Skills

Impervious to Possession

+6 to save vs. Horror Factor against ghosts/spirits

+1 save vs. mind control

+3% skill bonus due to high I.Q.

## Saving Throws

|                    | Base | Modifier | Roll Need |
|--------------------|------|----------|-----------|
| Poison: Lethal     | 14   | -        | 14        |
| Poison: Non-Lethal | 16   | -        | 16        |
| Harmful Drugs      | 15   | -        | 15        |
| Insanity           | 12   | 4        | 8         |
| Psionics           | 10   | 4        | 6         |
| Magic Spell        | 12   | -        | 12        |
| Magic Ritual       | 16   | -        | 16        |
| Coma/Death         |      | -        | -         |
| Horror Factor      |      | +2       | -         |
| Illusions          |      | +3       | -         |
| Curses             | 15   | -        | 15        |
| Disease            | 14   | -        | 14        |
| Pain               | 16   | -        | 16        |

| Skill                  | Base  | Bonus | +%/lvl | Total % |
|------------------------|-------|-------|--------|---------|
| Speak English          | 88    | 3     | 1      | 92      |
| Read English           | 80    | 3     | 2      | 85      |
| Basic Math             | 72    | 3     | 3      | 78      |
| Computer Operation     | 60    | 23    | 3      | 86      |
| Technical Writing      | 30    | 23    | 5      | 58      |
| Cryptography           | 25    | 23    | 5      | 56      |
| History: North America | 60    | 18    | 4      | 82      |
| Speak: Spanish         | 50    | 18    | 3      | 71      |
| Read Spanish           | 40    | 18    | 5      | 63      |
| Research               | 40    | 28    | 5      | 73      |
| Public Speaking        | 30    | 18    | 5      | 53      |
| Wardrobe & Grooming    | 50    | 13    | 4      | 67      |
| Archaeology            | 40/20 | 23    | 5      | 68/48   |
| Biology                | 40    | 23    | 5      | 68      |
| Botany                 | 40    | 23    | 5      | 68      |
| Genetics               | 30    | 23    | 3      | 56      |
| Sing                   | 35    | 13    | 5      | 53      |
| Sensory Equipment      | 30    | 13    | 5      | 48      |
| Pilot Automobile       | 60    | 13    | 3      | 76      |

| Skill   | Base          | Bonus        | +%/lvl       | Total % |
|---|---------------|--------------|--------------|---------|
| Zoology   | 30            | 13           | 5            | 48      |
| Basic Mechanics   | 40            | 13           | 5            | 58      |
| Basic Electronics   | 30            | 13           | 5            | 48      |
| Lore: Ghosts/Entities                                       | 30            | 13           | 5            | 48      |
| Lore: Paranormal/psionics                                   | 30            | 8            | 5            | 43      |
| Lore: American Indian                                       | 25            | 8            | 5            | 38      |
| <b>Weapon Proficiencies: Recognize Weapon Quality (30%)</b> |               |              |              |         |
| <b>Ancient W.P. List</b>                                    | <b>Strike</b> | <b>Parry</b> | <b>Throw</b> |         |
| Knife   | +1            | +1           | +1           |         |
| <b>Modern W.P. List</b>                                     | <b>Strike</b> | <b>Aimed</b> | <b>Burst</b> |         |
| Handguns  | +1            | +2           | +1           |         |

## Weapons & Equipment

| Weapons                 | Strike   | Parry | Range/Reach      | Rate of Fire | Shots/Ammo     | Weight | Damage              |
|-------------------------|--|-------|------------------|--------------|----------------|--------|---------------------|
| Beretta M92 Auto Pistol | +2/+1  | -     | 135ft            | single/burst | 12/48(4 clips) | 3 lbs. | 3D6(s) / 3D6x3(b)   |
| Crowbar                 | +1   | +1    | 40ft if thrown   | melee        | -              | 3 lbs. | 2D6                 |
| Pocket Knife            | +1   | +1    | 40ft if thrown   | melee        | -              | 1 lb.  | 1D4                 |
| Silver Plated Dagger    | +1   | +1    | 40ft if thrown   | melee        | -              | 1 lb.  | 1D6 / 2D6 (S)       |
| Spirit Strike (pg. 87)  | -  | -     | touch/30ft range | melee/single | lasts 2 rounds | -      | 2D6+2 to Hit Points |
| Knee Strike             | Called shots to specific areas (nose, eyes, groin, etc) do more damage |       |                  |              |                |        | 1D6                 |
| Elbow /Forearm          | Called shots cost two attacks to perform                               |       |                  |              |                |        | 1D6                 |
| Power Punch             | Does double damage, but counts as two attacks                          |       |                  |              |                |        | 1D6x2               |

## Equipment

*BlackBerry Storm* cell phone, wristwatch, iPod, jewelry, iPod, jeans, sweat shirt, hiking boots, rain coat, umbrella, sunglasses, purse, small flashlight, shoulder holster, pocket compass

**Backpack Contents:** large flashlight, first aid kit, map of Seattle, notebook, 2 pens & 2 pencils, digital audio recorder, digital camera, audio tape recorder w/ 5 cassette tapes, bright orange marker tape, box of chalk (multiple colors), bottle of Talcum powder,

## Unique Items

4 year old light blue Ford Focus

Dormitory located on Seattle University grounds, but she keeps her paranormal investigation gear in a locker off campus when not in use.

Her Beretta has a laser sight attached (+1 to strike)

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## Personal Information

Age: 18 Height: 5'6 Weight: 124 lbs Hair: long, dark brown, and kept in a ponytail

Eyes: brown Birth Order: third of four Money: \$125.00 on hand

General Appearance: Tends to dress conservatively wherever she goes. At best she's a "jeans and sweatshirts" sort of girl. Uses very little makeup, and seems to have no idea of how pretty she is. Most suspect she grew up a tomboy (and they're right).

Disposition: Extremely Inquisitive, curious, and charismatic.

Family Origin: Of English & Native American ancestry with no known history of psychics.

Environment: From an country community in the middle of South Dakota.

Reason for Paranormal Investigating: Lacey had an imaginary friend in her youth, who became her Spirit Guide as she grew older and developed psychic abilities.

Outlook on being psychic: Her natural sense of curiosity finds the paranormal and the supernatural fascinating. Never seems to grow tired of it all.

Goals in Life: She wants to graduate college and then grad school. Eventually she wants to be a biologist, hopefully in the field of genetics one day.

Insanity: Lacey has a near obsession of timeliness, absolutely hates being late to an appointment or engagement. Has been known to show up hours early for something.

Psionics: Base I.S.P.: 14

Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 8

| Psionic                          | I.S.P. | Psionic | I.S.P. |
|----------------------------------|--------|---------|--------|
| See other spirit guides (pg. 85) | -      |         |        |
| See & communicate w/ spirits     | -      |         |        |
| Spirit channeling/Séance         | 5      |         |        |
| Auditory Reading (pg. 86)        | 4      |         |        |
| Olfactory Symbols/Omens          | 3      |         |        |
| Omens of the Supernatural        | -      |         |        |
| Spirit Strike (pg. 87)           | 10     |         |        |
| Hear Death Rattle (pg. 87)*      | -      |         |        |
| Object read the Dead (pg. 87)    | 5      |         |        |
|                                  |        |         |        |
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|                                  |        |         |        |

## Miscellaneous

Leaping Distance: Up: 1.5ft / 3ft (P) Across: 3.5ft / 7ft (P)

Run: 10.2 mph (max) 14 melees 225 ft/melee 56 ft/attack

Swim: - mph (max) - melees - ft/melee - ft/attack

Trust/Intimidate bonus: 60% Bonus to Charm/Impress: 30% Max lift weight: 140 lbs.



## Notes

**Lacey's Spirit Guide:** Alexander "The Unsinkable" Sullivan

**P.P.E.** 10. **Sex:** Male. In life, Alexander was Lacey's great, great grand uncle.

**Personality Trait:** Alexander is a stern mentor, but also fair. He's not bossy or mean per se, but he's not afraid to voice his frustrations or his disapproval of Lacey's actions and reactions. Alex was a pioneer in his day who earned his nickname by surviving several different sinking boats in his lifetime. After he settled in South Dakota, he met an married a woman from a Ponca Indian tribe. before he died, Alex had amassed quite a bit of knowledge about Native American history and of the life and times of him and his neighbors (which he now shares with Lacey). A bad illness and poor nourishment due to an a harsh winter would eventually take his life.

\*A *death rattle* is a medical term that describes the sound produced by someone who is near death when saliva accumulates in the throat.