

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
Weapon Proficiencies: Recognize Weapon Quality (30%)				
Ancient W.P. List	Strike	Parry	Throw	
Knife	+1	+1	+1	
Modern W.P. List	Strike	Aimed	Burst	
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)

