

# Leeza Petulengro

**Alignment:** Anarchist

**P.C.C.:** Natural Athlete

**Occupation:** Bounty Hunter, Self-Defense instructor and occasional Bartender

As far back as you can remember, your gypsy family was always on the move. The caravan would stop, set up the carnival for a week or so, then pack it up overnight and move on to the next place that had space. You didn't mind the traveling, but hated the "carnie life", and the gypsy lifestyle in general.

Growing up a stubborn and aggressive tomboy with a bad attitude and a problem with authority made life tough on you, and on everyone around you. The elders of your caravan warned, threatened, and invoked curses at you daily in the hopes you'd learn to mind the traditions.

However, growing up in a close-knit family with several psychics (both real and charlatan) and self-made monster hunters had resonated with you. Realizing your natural athleticism early, the elders began training you in the family traditions of hunting supernatural monsters on your tenth birthday

As your hunter skills increased, so did your rebelliousness. Being drawn to seedier lifestyles you experimented with anything and everything. Thievery, breaking and entering, destruction of private and public property, cigarettes, alcohol, drugs, men, women; you indulged in it all.

Still, being a natural athlete with an aggressive proclivity for fighting made you an incredible monster hunter. Earlier than most, you were already joining your family's "hunting trips" by the time you were sixteen. Having a vendetta against **Hell Hounds** in particular (a common enemy and problem in your family's caravan), you'd destroyed more than a dozen monsters before turning eighteen.

Not surprisingly, you left the family as soon as you were old enough. Stealing a motorcycle, you went looking for something entirely different. Heading North by Northwest you picked up useful skills as you went, eventually finding your way to Seattle, where the supernatural monster troubles are greater and more constant than most.

Starting with petty crimes to get by, you worked several different jobs to pay the bills, including barista work, fast food, and bartending (which you really enjoy and still do part-time) before you found jobs more fitting to your physical talents like being a security guard, a bouncer, and even a women's self-defense instructor. These jobs would hold you over until discovering your real calling as a *Bail Recovery Agent* (you prefer the title of *Bounty Hunter*). Hunting fugitives isn't all that different from hunting the supernatural in your eyes.

You're currently renting a crappy house, bartending at a crappy dive when you're not hunting crappy fugitives in an area that always raining. But its also full of supernatural monsters... so hey, its home! For now, anyway.

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**Occupation:** Bounty Hunter and part-time Self-Defense instructor & Bartender



*"It's not the size of the dog in the fight...  
it's the size of the fight in the dog."*

# Beyond the Supernatural

Player: Non-Player Character

Character: Leeza Petulengro

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

P.C.C.: Natural Athlete (pages 46-49)

Sex: Female Alignment: Anarchist

Occupation: Bounty Hunter and occasional Bartender

## Attributes

I.Q.: 11 HTH: Martial Arts

M.E.: 15 Actions per Round: 6

M.A.: 15 Initiative:+ 2

P.S.: 20 Damage:+ 5

P.P.: 19 Strike:+ 8

P.E.: 16 Parry:+ 8

P.B.: 18 (Automatic) Dodge:+ 8

Spd.: 29 Roll with punch, fall or Impact:+ 6

P.P.E.: 2 Pull Punch (11+):+ 3

I.S.P.: - Knockout/Stun Roll: Natural 20

S.D.C.: 66 Critical Strike Roll: Natural 20

Hit Points: 37 Death Blow Roll: -

Perception: +2

Armor: Armored vest and guards A.R.: 12 S.D.C.: 100

Level: 4 Experience Points: N/A

## Special Abilities/Skills

All Common Skills get a +6% Bonus

Automatic Dodge ability (see page 161 for details)

Paired Weapons (see page 214 for details)

Precise fighter (+2 bonus to strike with melee weapons)

Natural knife fighter (*Expert* added to W.P. Knife)

Stronger than she looks (+4 to P.S.)

Tougher than she looks (+15 S.D.C.)

## Saving Throws

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

## Skills

	Base	Bonus	+%/lv	Total%
<b>Language:</b> English	88	6	1	<b>97</b>
<b>Language:</b> Español	50	10	3	<b>69</b>
<b>Literacy:</b> English	80	6	2	<b>92</b>
<b>Mathematics:</b> Basic	72	6	3	<b>81</b>
<b>Pilot:</b> Automobile	60	16	3	<b>88</b>
<b>Pilot:</b> Motorcycle	60	10	4	<b>82</b>
Law (General)	35	15	5	<b>65</b>
Undercover Ops	30	15	5	<b>60</b>
Escape Artist	30	20	5	<b>65</b>
Find Contraband	26	10	4	<b>48</b>
Safe Cracking	20	30	4	<b>62</b>
Surveillance	30	10	5	<b>55</b>
Seduction	20	30	3	<b>59</b>
Pick Locks	30	20	5	<b>80</b>
Sensory Equipment	30	10	5	<b>55</b>
Tracking (people)	25	5	5	<b>45</b>
<b>Mechanics:</b> Automotive	60	-	3	<b>69</b>
<b>Lore:</b> Paranormal & Psionics	30	-	5	<b>45</b>
<b>Lore:</b> Demons / Monsters	30	15	5	<b>60</b>

## Skills

	Base	Bonus	+%/lv	Total%
Athletics				Physical & Attribute bonuses
Jogging / Running				Jog 16 miles before fatigued
Body Building				Physical & Attribute bonuses
Boxing				Physical & Attribute bonuses
Kick Boxing				Physical & Attribute bonuses
Bartending (Professional)	30	10	5	<b>55</b>
<b>Hobby:</b> Balloon animals / hats	40	10	5	<b>65</b>
<b>Weapon Proficiencies:</b> Recognize Weapon Quality (25+5%)				
<b>Ancient Weapon Proficiencies</b>	<b>Strike</b>	<b>Parry</b>	<b>Throw</b>	
Blunt Weapons	+2	+2	-	
Knife (Expert)	+4	+4	+4	
Paired Weapons	See page 214 for details			
<b>Modern Weapon Proficiencies</b>	<b>Strike</b>	<b>Aimed</b>	<b>Burst</b>	
Handguns	+2	+4	+1	

## Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
*Beretta Model 92 Pistol	+3/+5	Aimed	135 feet	single/burst	12 / 2 clips	4 lbs.	3D6; 6D6 with a burst of 3 rounds
Stakeout Ithaca Shotgun	+2	Aimed	150 feet	single	5 / 10 shells	5 lbs.	5D6 per blast
KA-BAR Military Knife	+12	+12	+12 / 40 feet	melee	carries one	1 lb.	1D6+9 per strike
Silver plated trench knife	+12	+12	+12 / 10 feet	paired	carries two	1.5 lbs.	1D6(2D6 if vulnerable to silver)+9
Karate Punch / Kick	Called shots to specific areas (nose, eyes, etc.) can penalize target						Punch: 2D4+7 / Kick: 2D6+7
Kick Boxing strikes	Roundhouse Kick (3D6+7), Axe Kick (2D8+7), & Leap kick (3D8+7, but counts as two attacks)						
Body Flip / Throw	Opponent is "thrown" to the ground; loses initiative and one action						1D6+6
Disarm Attacks	Needs a natural 17-20 as a defensive move; gets a +2 to offensive disarm attempts.						

**Note:** Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are included

## Equipment

Leather jacket, embellished vest, t-shirt, jeans or cut off shorts, thea boots, fingerless gloves, bracelets, gold cross on necklace, smartphone, pocket flashlight, pack of cigarettes, Zippo lighter, hip bag, personal items, roll of quarters, knife holsters, shoulder holster set (holds pistol & two magazines)

**Backpack Contents:** large flashlight, 3 sets of handcuffs, pocket note pad, 2 pens, 2 pencils, roll of duct tape, mallet, 6 wooden stakes, handkerchief, bottle of *Maker's Mark*, towel, pouch of ball bearings, extra roll of quarters, digital audio recorder, bolt cutters, multi-tool, 3 road flares, a bag of balloons a set of professional level lock picks and a roll of athletic tape.

## Unique Items

Owens a red *Indian soft tail* motorcycle

Drives a beat up police cruiser she bought at auction for use when hunting fugitives, finding it both ironic and humorous

Rents a small two bedroom house in Tacoma, Washington

Has a Level III (Armed) Security Officer's License

\*Beretta has an attached laser sight; adds +1 to all strike rolls, including bursts. Note: Aimed shots cost 2 actions to perform.

### Leeza's Personal Information

Age: 28 Height: 6' Weight: 169 lbs. Hair: brown, wavy and shoulder length  
 Eyes: brown Birth Order: 2nd born of two Money: \$800 in cash on hand  
**General Appearance:** Usually she's either in biker gear or comfortable but rugged clothing. She's fearless and aggressive by nature; dresses as if she's ready for a brawl at a moment's notice. While naturally pretty, Leeza wears very little make up, even at most social gatherings.

**Disposition:** Fearless, cocky and self-reliant; comes off as cynical & hard nosed about life.

**Family History:** Of Italian/Irish descent with a long history of paranormal phenomena

**Environment:** From a nomadic Gypsy family & traveling carnival.

**Reason for Paranormal Investigating:** Part of it comes from her family raising her with the responsibility to confront the supernatural, the other part is the sheer thrill and excitement of it.

**Sentiment towards Psychics & Mages:** *"They all rely too much on their "mind bullets and psychic crap for my tastes. The Night Hunters and Physical Psychics are pretty hot though!"*

**Goals in Life:** To save enough clams from her bounties to retire and open a bar somewhere with less rain (maybe on a beach down south), and to keep avoiding her family.

**Insanity:** Leeza has a serious problem with authority and acts out against it in most given situations. Has had problems following team leads during a paranormal investigation. She's getting better about this however, and makes up for her attitude by acting as security for her team lead as they're not usually fighters (the Parapsychologists in particular).



#### Example quotes from Leeza

*"Those are my best pair of handcuffs, so quit struggling; it's starting to turn me on."*

*"I know looks aren't everything, but I have them just in case."*

*"The only thing scarier than Hell Hounds in your face are the ones with an insect-like head... \*shivers\* Heebie Jeebies!"*

*"I got a 'ten-spot' here that says I can knock you out in one punch....  
 \*punches, but didn't knock you out\*  
 Okay, take it... That was worth ten bucks. Besides, that guy over there said he'd give me twenty if I punched you."*

*"I love tattoos, they make naked people far more interesting to look at."*

*"That's what she said."*

### Miscellaneous

**Leaping Distance:** Up: 3 feet / 5 feet (power) Across: 5 feet / 10 feet (power)  
**Run:** 19.7 mph (max) 16 melees 435 feet per round 87 feet per action  
**Swim:** - mph (max) - minutes - feet per round - feet per action  
 Bonus to Charm/Impress: 40% **Weight:** Maximum Carrying/Lifting limit: 320 lbs./ 640 lbs.

### Leeza's History Notes

Leeza grew up in a family of traveling carnival Gypsies, and they were always on the move, traveling from town to town. Leeza despised the "carnie" and Gypsy lifestyle in general from a young age and as soon as she was old enough, Leeza left the family, seeking odd jobs to get by until she learned about bounty hunting. Between her upbringing, her talent for tracking people (and monsters) and her general fearlessness to confront people, Leeza has proven to be really good at her job.

While Leeza likes to stay on the move, she finds Seattle to her liking. Its too far Northwest for her family to travel while supernatural and strange phenomena seem to happen here more than most places she's been to. While not a "home" per se, she's renting a little two bedroom house to keep all her stuff and sleep while in town. Its also a place to keep her bike when she's driving her jeep for her job.

As a kid she worked as a clown to entertain the children during the carnival. One of her favorite habits from those days are making balloon animals and hats, which she gives away to random children.

Leeza has a soft spot for children and is usually on her best behavior around them.

Leeza spends a lot of time training, partly due to her energy level, but also to stay in top fighting form.

#### Lazlo Society Contacts

**Dr. Edmond Smythe** O.C.C.: Parapsychologist Notes: Dr. Smythe is one of the lead agents of the Seattle branch of the Lazlo Agency, and regularly works with Leeza.

**Dr. Corbin Romance** O.C.C.: Parapsychologist Notes: Edmond's protégé and student, Corbin is starting to lead investigations on Edmond's behalf and Leeza sometimes works with him.

**Zain Lomax** O.C.C.: Psychic Diviner Notes: Has a friendly rivalry with Zain; they sometimes hunt the same bounty to see who get's them first. Also enjoys riding together.

### Leeza's Special Weapons and Equipment

**Silver Plated Trench Knives** Description: thin double-edged blade with a knuckle guard  
 Abilities: Does 1D6+1 normal stabbing damage; 2D6+1 to beings that are vulnerable to silver.  
 The knuckle grip doubles as *knuckle duster*, which does 2D6(4D6 if vulnerable to silver)+7 damage.

**Motorcycle Helmet** Description: 3/4 helmet with sun shield, painted black  
 Abilities: This is a common motorcycle helmet, designed in the Classica style. When worn, it provides an A.R. of 14 to the head, and has 50 S.D.C.

**Pocket Night Viewer** Description: mini-night sight viewer( manacled), easily portable  
 Abilities: Uses passive night vision that does not emit any light of its own. Range is 800ft.

**"Ten-Spot"** Description: a roll of quarters; reinforced in athletic tape for grip  
 Notes: When Leeza was 15, she was ambushed & assaulted inside the ticket booth she was working at that night. In the process of fending off her attacker Leeza "instinctively" grabbed a roll of quarters before punching him dead in his face, stunning him long enough to escape the booth and call for help. She genuinely believes her instinctive action and the added weight of the roll in her fist kept her from being a victim that night and now she carries that roll of quarters wherever she goes.  
**Note:** Adds +2 to punch damage when Leeza is holding the "Ten Spot" in her fist.

### Personal Notes

**Powerful Ancestry:** Leeza's Gypsy family has several psychic's (both real and charlatan) and grew up believing in the paranormal and the supernatural. Growing up a combative and a gifted fighter, her family began including her in hunting/combatting the supernatural by the age of sixteen. Naturally, Leeza was a proficient monster hunter (especially Hell Hounds) before she turned eighteen.

**Hell Hound Vendetta:** Legend has it that her family was cursed centuries ago by a forgotten noble to always be hunted by Hell Hounds. True or not, Hell Hounds are a regular problem for her family. When it comes to Hell Hounds, Leeza gets an extra 20% to *Lore: Demon/Monster* and get a +2 strike bonus when in melee combat with them. However, she gets reckless and suffers a -1 to parry and dodge attempts against them in return.