

## Leeza Petulengro

**Alignment:** Anarchist

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

**Occupation:** Bounty Hunter

You are Leeza Petulengro, the younger of two siblings in a family of traveling carnival gypsies. As far back as you can remember, your life has been on the move; your family traveled from town to town like nomads. They would stop to set up the carnival only to pack up and move onto the next town a few days later. You didn't mind the traveling, but you hated "carnie work", as well as the gypsy family hierarchy in general, which made you a very reluctant and disrespectful child. You're part tomboy and part bad attitude rolled into a cynical ball; naturally you were the black sheep of your family. The gypsy king of your caravan warned, threatened, and invoked curses at you daily in hopes you'd learn to mind your elders and the family traditions.

Your bad attitude, defiance and problem with authority only got worse in your teens. Finding yourself drawn to seedier lifestyles you experimented with anything you could get your hands on. Thievery, breaking and entering, destruction of private and public property, cigarettes, alcohol, drugs, men, women; you gladly indulged in anything and everything. The most responsible attribute you possess is your enjoyment of security work (although you tended to rough up the offenders a little too much). This led you to taking up physical challenges, martial arts and weapon training to keep your edge as having a bad attitude isn't always enough.

Not surprisingly you left the caravan as soon as you were old enough. Stealing a motorcycle from the family (irony is that it's a stolen bike) you took to the highway looking for something entirely different. While you want to live by the seat of your pants on the road, you needed money fast. By luck you happened upon a gang of bikers at a local dive who introduced you to the world of bounty hunting. You took to man hunting like a fish takes to water. Your exceptional strength, determination and bad attitude helped you to catch and capture men twice your size and just as dangerous.

Your travels and bounty work have since led you to Seattle, which is quickly becoming the closest thing you have to calling home. Your gypsy upbringing gave you plenty of insight about the supernatural, and opportunities to hunt down and destroy it are plenty here. Seattle seems to be crawling with demons and monsters; and since joining the *Lazlo Society* (and then the *Lazlo Agency*) you've found yourself on the frontlines combating them regularly. While man hunting is challenging and dangerous enough work, hunting down and destroying the supernatural gives you a sense of satisfaction you can't seem to find anywhere else.

Settling into a cramped and crappy house, you've got a place to lay your head at night, but the majority of your time is either man hunting or monster hunting (your two favorite pastimes). With answering to no one but yourself and loving your job and bad ass attitude, life is looking good to you.

# Beyond the Supernatural™

Player: Pregenerated Player Character  
 Character: Leeza Petulengo  
 Nickname/Alias: "Cuffs"  
 P.C.C.: Natural Athlete  
 Sex: Female Alignment: Anarchist  
 Occupation: Bounty Hunter

Attributes		Hand to Hand Combat	
I.Q.:	<u>11</u>	Type:	<u>Martial Arts</u>
M.E.:	<u>15</u>	Number of Attacks:	<u>6</u>
M.A.:	<u>14</u>	Initiative:+	<u>2</u>
P.S.:	<u>20</u>	Damage:+	<u>5</u>
P.P.:	<u>19</u>	Strike:+	<u>8</u>
P.E.:	<u>16</u>	Parry:+	<u>8</u>
P.B.:	<u>18</u>	(Automatic) Dodge:+	<u>8</u>
Spd.:	<u>29</u>	Roll w Punch/Impact:+	<u>6</u>
Perception:	<u>+2</u>	Pull Punch:+	<u>3</u>
P.P.E.:	<u>2</u>	Knockout/Stun Roll:	<u>Natural 20</u>
I.S.P.:	<u>-</u>	Critical Strike Roll:	<u>Natural 20</u>
Hit Points:	<u>37</u>	Death Blow Roll:	<u>-</u>
S.D.C.:	<u>61</u>		

Armor: External Carrier Armor A.R.: 13 S.D.C.: 150  
 Level: 4 Experience Points N/A

## Special Abilities/Skills

Automatic Dodge Ability (see page 161 for details)  
 Paired Weapons (See page 214 for details)

Saving Throws	Base	Modifier	Roll Need
Poison: Lethal	<u>14</u>	<u>+1</u>	<u>13</u>
Poison: Non-Lethal	<u>16</u>	<u>+1</u>	<u>15</u>
Harmful Drugs	<u>15</u>	<u>+1</u>	<u>14</u>
Insanity	<u>12</u>	<u>-</u>	<u>12</u>
Psionics	<u>15</u>	<u>-</u>	<u>15</u>
Magic Spell	<u>12</u>	<u>+1</u>	<u>11</u>
Magic Ritual	<u>16</u>	<u>+1</u>	<u>15</u>
Coma/Death		<u>+4%</u>	<u>-</u>
Horror Factor		<u>+2</u>	<u>-</u>
Possession		<u>-</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>+1</u>	<u>13</u>

Skill	Base	Bonus	+%/lvl	Total %
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>91</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>86</u>
Basic Math	<u>72</u>	<u>-</u>	<u>3</u>	<u>81</u>
Pilot Motorcycle	<u>60</u>	<u>10</u>	<u>4</u>	<u>82</u>
Body Building		<u>Physical Bonuses Only</u>		
Boxing		<u>Physical Bonuses Only</u>		
Escape Artist	<u>30</u>	<u>20</u>	<u>5</u>	<u>65</u>
Law (General)	<u>35</u>	<u>15</u>	<u>5</u>	<u>65</u>
Undercover Ops	<u>30</u>	<u>15</u>	<u>5</u>	<u>60</u>
Find Contraband	<u>26</u>	<u>10</u>	<u>4</u>	<u>48</u>
Safe Cracking	<u>20</u>	<u>30</u>	<u>4</u>	<u>62</u>
Pilot Automobile	<u>60</u>	<u>10</u>	<u>3</u>	<u>79</u>
Kick Boxing		<u>Physical Bonuses Only</u>		
Language: Spanish	<u>50</u>	<u>10</u>	<u>3</u>	<u>69</u>
Surveillance	<u>30</u>	<u>10</u>	<u>5</u>	<u>55</u>
Seduction	<u>20</u>	<u>30</u>	<u>3</u>	<u>59</u>
Prowl	<u>25</u>	<u>40</u>	<u>5</u>	<u>80</u>
Lore: Demons/Monsters	<u>30</u>	<u>5</u>	<u>5</u>	<u>50</u>
Basic Mechanics	<u>40</u>	<u>-</u>	<u>5</u>	<u>55</u>

Skill	Base	Bonus	+%/lvl	Total %
Gambling	<u>30</u>	<u>-</u>	<u>5</u>	<u>40</u>
Running		<u>Physical Bonuses Only</u>		
Bartending	<u>30</u>	<u>-</u>	<u>5</u>	<u>45</u>
Tracking (People)	<u>25</u>	<u>5</u>	<u>5</u>	<u>30</u>
Athletics		<u>Physical Bonuses Only</u>		
<u>Weapon Proficiencies: Recognize Weapon Quality (40%)</u>				
<u>Ancient W.P. List</u>		<u>Strike</u>	<u>Parry</u>	<u>Throw</u>
Blunt		<u>+2</u>	<u>+2</u>	<u>-</u>
Knife (Expert)		<u>+4</u>	<u>+2</u>	<u>+2</u>
Paired Weapons		<u>See page 214 for details</u>		
<u>Modern W.P. List</u>		<u>Strike</u>	<u>Aimed</u>	<u>Burst</u>
Handguns (Expert)		<u>+4</u>	<u>+6</u>	<u>+2</u>

## Weapons & Equipment

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
*Beretta Model 92 Pistol	<u>+5</u>	<u>-</u>	<u>140ft</u>	<u>single/burst</u>	<u>12/48 (4 clips)</u>	<u>4 lbs.</u>	<u>3D6 (s) / 3D6x2 (b)</u>
*Stakeout Ithaca Shotgun	<u>+1</u>	<u>-</u>	<u>150ft</u>	<u>single</u>	<u>5/15 shells</u>	<u>4.5 lbs.</u>	<u>5D6</u>
Survival Knives	<u>+4</u>	<u>+2</u>	<u>40ft if Thrown</u>	<u>melee</u>	<u>keeps two</u>	<u>1 lb. each</u>	<u>1D6+4+Damage</u>
Silver plated trench knife	<u>+4</u>	<u>+2</u>	<u>40ft if Thrown</u>	<u>melee</u>	<u>-</u>	<u>1lb</u>	<u>1D6+3+Damage</u>
<b>Kick Boxing strikes:</b>	<u>Roundhouse Kick (3D6), Axe Kick (2D8), Knee Strike (1D8), &amp; Leap kick (3D8, but counts as two actions)</u>						
Body Flip / Throw	<u>Victim is thrown to the ground, loses initiative and one attack</u>						<u>1D6+Damage</u>
Disarm Attacks	<u>Needs a natural 17-20 as a defensive move, gets a +2 to offensive disarm attempts.</u>						
Roll of quarters	<u>Adds +2 to punching damage, in addition to P.S. damage bonus.</u>						<u>2D4+2+Damage</u>

## Equipment

Leather jacket, embellished vest, t-shirt, jeans or cut off shorts, thea boots, fingerless gloves, bracelets, gold cross on a necklace, cell phone, small flashlight, pack of cigarettes, Zippo lighter, hip bag, personal items, roll of quarters, pistol and knife holsters

**Backpack Contents:** large flashlight, 4 sets of handcuffs, pocket note pad, 2 pens, 2 pencils, roll of duct tape, mallet, 6 wooden stakes, handkerchief, bottle of *Maker's Mark*, pouch of ball bearings, 1 roll of quarters, digital audio recorder, bolt cutters, wire cutters, multi-tool and some personal items.

## Unique items

Owns an red *Indian soft tail* motorcycle

Owns a beat up old Jeep to use when hunting fugitives

Lives in a two bedroom house in Silverdale, WA.

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

\*Beretta & shotgun have laser sights attached to them (+1 strike)

### Personal Information

Age: 28 Height: 6' Weight: 169 lbs. Hair: long brown hair  
 Eyes: brown Birth Order: 2nd born of two Money: \$850.00 cash on hand  
 General Appearance: Either in biker gear or comfortable but rugged clothing. She is always dressed for a brawl at a moments notice. While naturally pretty, she wears very little make up (even at most social gatherings).  
 Disposition: Sex and a tough attitude on wheels; very cynical & hard nosed about life.  
 Family Origin: Of Italian/Irish descent w/ some history of paranormal phenomena  
 Environment: From a nomadic Gypsy family & traveling carnival.  
 Sentiment toward Mages & Psychics: They all rely too much on their "mind bullets and psychic crap" for her tastes, although physical psychics are pretty damn sexy!  
 Sentiment toward Supernatural: A waste of space! Kill em all and share the war stories with the boys over brewski's.  
 Goals in Life: Make enough dough from her bounties to retire and open a bar some place better than here (maybe on the beach somewhere), and avoid her family.  
 Insanity: Leeza has a serious problem with authority and acts out against it in almost any given situation. Has a problem even following the lead in paranormal investigations. She's become a sexual enthusiast since becoming a bounty hunter, and enjoys flirting with and seducing potential partners, even in the middle of an investigation or a manhunt.



## Beyond the Supernatural™

### Character History

-Leeza grew up in a family of traveling carnival Gypsies, and her childhood was always on the move as her family traveled from town to town. She hated the life of a "carnie" and the Gypsy life in general. As soon as she was old enough, Leeza left the family, seeking odd jobs to get by until she discovered bounty hunting and realizing that she has a talent for it.  
 -While Leeza likes to be on the move, she finds Seattle interesting (and full of the supernatural).



### Contacts

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of the lead agents of the Seattle based Lazlo Society, and frequently works with Leeza.  
 Name: Zain Lomax Occupation: Bounty Hunter Notes: Has a friendly rivalry with Zain and sometimes they hunt the same bounty to see who can get him first.  
 Name: Georgia Chambers Occupation: Vice Detective Notes: Sees and hears a lot of strange stories and rumors of the supernatural when investigating the underworld of Seattle.

### Special Equipment

Name: Silver Plated Trench Knife Type: weapon Description: double edged knife  
 Abilities: Does 1D6 damage normally, but does double damage to beings that are vulnerable to silver. The knuckle grip doubles as a set of brass knuckles, which does 2D6 + P.S. damage bonus.  
 Name: Motorcycle Helmet Type: armor Description: 3/4 helmet with sun shield  
 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.  
 Name: Pocket Night Viewer Type: optics Description: nightsight viewer  
 Abilities: This is a mini-night sight, usually a monocular style, easily concealable and portable. It uses passive night vision that does not emit any light of its own. Range is 800ft.

### Miscellaneous

**Leaping Distance:** Up: 3ft / 5ft (P) Across: 5ft / 10ft (P)  
 Run: 19.7 mph (max) 16 melees 435 feet per melee 87 feet per attack  
 Swim: - mph (max) - minutes - feet per melee - feet per attack  
 Bonus to Charm: 40% Maximum carry weight: 200 lbs. Max lift weight: 400 lbs.