

# Maren Michelle O'Connell



**P.C.C.:** Psychic Diviner

**Occupation:** Forest Ranger

**Alignment:** Principled

## **Maren's Norwegian Buhun "Freyja"**



## **Maren's restored 1955 Ford pickup**



# Beyond the Supernatural™

Player: \_\_\_\_\_  
 Character: Maren Michelle O'Connell  
 Nickname/Alias: \_\_\_\_\_  
 P.C.C.: Psychic Diviner  
 Sex: Female Alignment: Principled  
 Occupation: Ranger at Ghostwood National Forest

Attributes		Hand to Hand Combat	
I.Q.:	16	Type:	Basic (Self Defense Classes)
M.E.:	25	Number of Attacks:	5
M.A.:	13	Initiative:+	2
P.S.:	13	Damage:+	-
P.P.:	13	Strike:+	-
P.E.:	16	Parry:+	2
P.B.:	16	Dodge:+	3
Spd.:	15	Roll w Punch/Impact:+	1
Perception:	+3	Pull Punch:+	1
P.P.E.:	3	Knockout/Stun Roll:	-
I.S.P.:	16	Critical Strike Roll:	Natural 20
Hit Points:	33	Death Blow Roll:	-
S.D.C.:	25		
Armor:	Point Blank Vest	A.R.:	10
Level:	4	S.D.C.:	70
	Experience Points:		9,500/

## Special Abilities/Skills

**Psychic Dowsing:** 45% **Divining Range:** 2 miles  
 Reading signs, omens and portents of things to come  
 Reading Clues and the Obvious: 55%  
 Palm Reading / Touch Conveyance  
 See the Aura of the Supernatural & Aura of Magic  
 +4 to Perception when looking for "signs"

Saving Throws	Base	Modifier	Roll Need
Horror Factor		+2	-
Poison: Lethal	14	+1	13
Poison: Non-Lethal	16	+1	15
Harmful Drugs	15	+1	14
Insanity	12	-	12
Psionics	10	-	10
Possession		+1	-
Magic Spell	12	+2	10
Magic Ritual	16	+2	14
Coma/Death		+4%	-
Curses	15	+1	14
Disease	14	+2	12
Pain	14	+1	13

Impervious to Negative Energy

Skill	Base	Bonus	+%/lvl	Total %
Speak English	88	2	1	93
Read English	80	2	2	88
Basic Math	72	2	3	83
Land Navigation	36	24	4	70
Pilot Automobile	60	12	3	81
Botany	40	12	5	67
Gardening	36	16	4	64
General Repair/Maint.	45	12	5	73
Identify Plants & Fruit	25	37	5	77
Whittling & Sculpting	30	12	5	57
Climbing	40/30	12	5	68/58
Rope Works	30	17	5	62
Play Mandolin	35	12	5	62
First Aid	45	12	5	62
Spelunking	35	12	5	62
Wilderness Survival	30	17	5	62
Kayaking & Canoeing	50	12	5	77
Outdoorsmanship	+1 to P.E., +10 S.D.C., skill bonuses			
Riddles & Logic Puzzles	+1 to I.Q., +5% to Cryptography			

Skill	Base	Bonus	+%/lvl	Total %
Literary Studies		+2 to I.Q.		
Fishing	40	2	5	57
Cooking	35	2	5	52
History (Pacific NWest.)	60/40	2	4	74/54
Photography	35	2	5	53
Astronomy/Navigation	30	2	5	47
<b>Weapon Proficiencies:</b> Recognize Weapon Quality (40%)				
<b>Ancient W.P. List</b>	<b>Strike</b>	<b>Parry</b>	<b>Throw</b>	
<b>Modern W.P. List</b>	<b>Strike</b>	<b>Aimed</b>	<b>Burst</b>	
Handguns (2nd)	+2	+4	+1	
Shotgun (2nd)	+1	+3	-	

## Weapons & Equipment

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Kick Attack / Punch			Called shots to specific areas (nose, eyes, groin, etc.) can penalize target				1D8 / 1D4
Bowie Knife	-	-	30ft if thrown	melee	-	1.5 lbs.	1D6+1
Hatchet	-	-	40ft if thrown	melee	-	2 lbs.	2D4 blade/1D4 blunt end
Whittling Knife	-	-	20ft if thrown	melee	-	1lb.	1D4
12 Gauge Shotgun	+1	-	150ft	single	5 / 15 shells	7 lbs.	4D6 (buckshot)
9mm Beretta M92 Pistol	+2 / +1	-	135 ft	single / burst	12 / 36 (3 clips)	3 lbs.	3D6+1(s) / 3D6+1x2(b)

## Equipment

street clothes, satellite phone, walkie-talkie, pocket flashlight, compass, wristwatch, *Leatherman* multi-tool, pocket notebook, 3 pens, 3 pencils, sunglasses, jacket, cap, hiking boots, pocket sized cross, gun holster and some personal items.

**Backpack Contents:** binoculars, small handpick (1D6 damage), *M48 Kommando Tactical Shovel*, large flashlight, digital camera, tape recorder with 8 tapes, maps of Seattle and Washington, 100feet of rope, climbing gear, and mini-survival kit.

**Survival Kit:** Butane lighter, LED micro light, small mirror, 30ft fishing line w/ hooks, jigsaw blade, glucose tablets, etc.

## Unique Items

-Owns a restored 1955 Chevy pickup. Has a large tool box in the back to hold items like a shovel, tire chains, etc.  
 -Has a Norwegian Buhund named *Freyja*.  
 -Owns an antique Mandolin  
 -Has a "Concealed Weapon" permit.  
 -Lives in her family's cabin on an acreage near Ghostwood Forrest. Items of note includes a PC laptop, printer/scanner, basic wardrobe, some dress clothes, one suit, a library of books on a variety of subjects, puzzle books, and personal items.

Personal Information

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Character History

Age: 25 Height: 5' 10" Weight: 160 lbs. Hair: Keeps her natural red and keeps it long
Eyes: green Birth Order: 1st born of 2 Money: \$4,700 available
General Appearance: A slim Caucasian female in her early 20's. She has heterochromia,
her left eye is green while her right eye is brown. Tends to wear jeans, shirts, vibrans
or hiking boots, and usually has her hair in a French braid or a messy ponytail.
Disposition:
Family Origin: Of Irish / Norwegian descent with some history of the Paranormal.
Environment: Grew up in a blue collar neighborhood in Metro Seattle.
Reason for Paranormal Investigating: Her strong sense of curiosity and her budding
talents for sensing the natural flow of the world.
Outlook on being psychic: Uncertain at this time; she just taking her first steps into a
much larger (and more dangerous) world.
Goals in Life: To eventually become Chief Ranger of Ghostwood National Forest.
Has plans to improve the family hunting cabin she 's living in.
Insanity:

Table with columns: Psionics, Base I.S.P., Multipliers, Scrutiny, Investigation, Lesser, Greater, Ancient, Psionic, I.S.P. Rows include Psychic Dowsing, Reading Signs, Reading Clues, Palm Reading, Touch Conveyance, See Aura of the Supernatural, See the Aura of Magic, Empathy, Object Read, Impressions, Images, Present, Hypnotic Suggestion.

-Her father and younger brother are mechanics and her mother is a nurse.
-Family owns a plot of 160 acres of forest land near Ghostwood Forrest/ town of Mystic Falls.
The acreage has a good fishing stream, kayaks, canoes, and a hunting cabin, which Maren is living
in and remodeling.

Contacts

Name: Jeff Lovett Occupation: Chief Ranger Notes: The Chief Ranger of
Ghostwood National Forest. He's Maren's supervisor, mentor, trainer and friend.
Name: Clayton Manning Occupation: Criminal Attorney Notes: Has offered legal help
to Maren in the future if she ever needs it after she rescued his daughter (Emily).
Name: Occupation: Notes:

Special Equipment and Magic Weapons & Objects

Name: Ornately sculpted staff Type: tool Description: sculpted oak walking stick
Abilities: No special abilities, but is made of oak, and has been whittled and polished into an
intricately carved walking stick that could serve as a weapon if needed, doing 2D4+1 damage.
Name: Slingshot Type: sporting good Description: An old fashioned slingshot
Abilities: This is a classic slingshot that Maren had whittled down from a Douglas Fir branch.
Does 1D4 damage with a small rock/pebble with a reach of 100 feet. Good for vermin control.
Name: Dowsing Rod Type: tool Description: Y shaped rod
Abilities: Made of natural Chestnut root, this serves as Maren's Dowsing Rod during Paranormal
investigations. Also works for finding underground minerals, water, precious metals and stones, etc.
Name: Surefire X300 Type: Weapon Light Description: Attachable Flashlight
Abilities: SureFire X300 "White Light": Reduces Perception challenges in darkness to "Moderate",
and can be used to attempt "blinding attacks". Has one on both her handgun and shotgun.
Name: M48 Kommando Shovel Type: Tactical Shovel Description: See Description page
Abilities: Shovel point edge is sharpened, with a partially serrated edge on one side, and a concave
chopping edge on the other. 2D4 with bladed tip, 1D6+2 when cutting , and 1D6 when chopping.

Notes

The charm on her gold necklace is a gold wishbone, given to her by her eccentric great-aunt Sadie.
Her favorite food is sushi and she loves rockabilly, bluegrass, alt-country & indie music.

Attended Skagit Valley College in Mount Vernon, Washington to become a Forest Ranger.

Her Point-Blank Vest has a Prowl & Movement penalty of -5%.

Miscellaneous

Table with columns: Leaping Distance, Run, Swim, Bonus to Charm, Maximum carrying weight, Max lifting weight. Values include 1.5ft / 3ft (P), 3ft / 6.5ft (P), 10.2 mph, 15 melees, 225 ft/melee, 56 ft/attack, 30%, 130 lbs., 260 lbs.

# Ghostwood National Forest



Located about 30-45 minutes South by Southwest of Seattle Washington, ***Ghostwood National Forrest*** sits adjacent to ***Wenatchee National Forest***. The various acres that are now Ghostwood were not included with Wenatchee due to original land claims by industrialist Avery Timmon's and pioneer Topher Anderson. Topher Anderson willed his portion to the state after his mysterious death on his land in 1922, while Daniel Anderson (Topher's son) gave a large portion of his father's land claim to the 1936. Therefore it's a relative newcomer as a National forest, only being declared as such in 1951.

Ghostwood's name officially came from the two Ghost towns located within it (*Gushing Rock Gorge* and *Southeast Cliffs*). But many of the locals claim it's due to its strange past and unusual events that take place inside it to this day, and that it's always misty and "ghostly looking" when it's not raining. While the fog ranges between barely noticeable to nearly overwhelming, the closer you are to *Cauldron Lake*, the denser it tends to be.

The majority of Ghostwood rests along the eastern slopes of the Cascade Mountains Range. As such its terrain is varied, including plains (that are great for farming), hills, gorges, valleys, cliffs, caldera lakes, slopes and more.

## ***Ghostwood Park Visitor Center and Ranger Office***



Ghostwood Park is located along the eastern edge of Ghostwood Forest proper. The park is a bounty of gushing rock waterfalls, stunning gorge rivers, dense temperate rainforests and alpine wilderness. The park is also a part of the “Better than We Left It” conservation treaty. The visitor center offers park information, a café and gift shop, cabin and campsite rentals, and nature trails. The visitor’s center’s mascot is *Buck-Toothed Charlie*, one of the finest preserved skeletons of the Columbian Mammoth ever found, and is located just inside the entrance. The ranger station is located at the other end of the visitor center parking lot.

Notable stops in the forest trails include ampgrounds, picnic areas, *Moonshine Cave*, *Lover’s Leap*, *Old Timmons’ Mill*, “The Great Old One”, an old plane crash site, and more.

Other activities include

horseback riding, off-road bicycling, *Pioneer Day* events, and *Nature Day* outings are scheduled regularly for local grade school students and retirement center communities.



## M48 Kommando Tactical Shovel

The M48 Kommando Tactical is the ultimate tactical shovel that also doubles as a defensive weapon! Features virtually indestructible, injection-molded nylon handle with 30% fiberglass & nylon reinforcement. The shovel head is made of tempered 2Cr13 stainless tool steel with a hard, black oxide coating. The shovel point edge is sharpened, with a partially serrated edge on one side, and a concave chopping edge on the other. Perfect for camping and outdoors use, light chopping, or for use as a defensive weapon in an emergency situation. Includes a reinforced nylon belt pouch. Length: 16 1/4".

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### Game Notes

**Damage:** 2D4 with bladed tip, 1D6+2 per action as a cutting tool, and 1D6 as chopping weapon. Edges of shovel can be coated with silver if desired/needed. Can use either *W.P. Blunt* or *W.P. Gimmick/Improvise* for potential bonuses.

**Cost:** \$75.00

**Supernatural Damage Note:** Due to the materials and design used in making this tool, it can deliver up to (or parry an amount of up to) 50 points of damage before breaking!

**Character note:** Diviners, Fire Walkers, Physical Psychics, Psi-Mechanics, Psychic Mediums, and anyone with an occupation or a hobby that involves being in the outdoors would find this item to be particularly useful at times.