

## Nerymar Barrera

**Alignment:** Unprincipled **P.C.C.:** Psychic Healer

**Occupation:** Aspiring stage comedian, fashion model, actress, musician, composer, singer, and whatever else sounds like fun; anything but going back to nursing school.

*Why do I look so familiar to you? You probably saw me in the latest 'Fall Sale' ad for Shopko. I was sporting a grey softshell Jacket and fashion jeans in that one. Or more likely you recognize me wearing the vest you can wear three different ways? It was able to work as a scarf, a vest or a long cardigan. I've been in a few of their weekly ads as well. Oh, you don't shop there?*

*Well, maybe you've seen me at the "Laughing Stock Comedy Club"? I waitress there some nights, but I also open a few nights a week for the guest comedians. I love making people laugh. Hmm? Oh, you've never been there huh?*

*Maybe you've seen me in some local commercials? I was in a commercial for a dentist office that I think still shows up on one of the news channels at night. No?*

*Hey! Maybe you saw me on stage with a local band last week? I just started a band called "Slip Stream Beams" and we had our first gig the other day at "The Barnacle". We sound pretty good! I play the keyboard and I sing. I even wrote an original song called "Two Roads"; it's modeled after the Robert Frost poem. It got this great hook and a good message, that's gotta be where you've seen me. Nothing? Really?!*

*Maybe I just have that kind of face then. The modeling agency that reps me advertises that one of my special characteristics is being "racially ambiguous", and that's supposedly kind of a big deal. All the photographers say that I've got a "girl next door" kind of look that plays nice with the camera.*

*What? Oh... yeah, I did help that woman at the college game a few weeks ago. She was having a heart attack right there in the stands; I had to do something. Oh yeah, I recognize you now. That was your mom right? How's she doing? That's great, I'm glad she's doing well!*

*Me? Yeah, I was going to school to be a nurse at the time, but I'm taking a break from all that. I'm glad you think I'd make a great nurse, but I really needed a break. I dunno, maybe I'll go back someday, but right now I really want to spend some time just being me. Or discover who I really am and what I want to be. I love helping people, but my whole family is in the medical field in some way, I want to do my own thing ya know?*

*Oh! Hey, I gotta go... I just got a text with an offer to join a paranormal investigation tonight. Yeah, I like doing that too. I can't seem to help myself and they always seem to need my help. Tell your mom I said hi and I'm glad she's well. Later!*

# Beyond the Supernatural™

Player: Pregenerated Player Character

Character: Nerymar Barrera

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

P.C.C.: Psychic Healer (pages 80-82)

Sex: Female Alignment: Unprincipled

Occupation: Entertainer: model, comedian, singer, etc.

## Attributes

I.Q.: 11

Type: Expert (favoring aggression)

M.E.: 13

Number of Attacks: 4

M.A.: 22

Initiative: +1

P.S.: 20

Damage: +5

P.P.: 15

Strike: +2

P.E.: 20

Parry: +3

P.B.: 19

Dodge: +3

Spd.: 20

Roll w Punch/Impact: +2

Perception: +1 / +3

Pull Punch: +4

P.P.E.: 4

Knockout/Stun Roll: -

I.S.P.: 13

Critical Strike Roll: Natural 20

Hit Points: 33

Death Blow Roll: -

S.D.C.: 28

Armor: Bulletproof Vest A.R.: 10 S.D.C.: 70

Level: 3 Experience Points: N / A

## Special Abilities/Skills

Resistance to Magic Illnesses & Curses (pg. 80)

Miraculous Healing Trance (pg. 80)

+2 to Perception when involving illnesses, injuries, diseases and other similar situations.

+4 save vs. mind altering drugs

+1 to Maintain Balance

## Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+1</u>	<u>-</u>
Poison: Lethal	<u>14</u>	<u>+7</u>	<u>7</u>
Poison: Non-Lethal	<u>16</u>	<u>+7</u>	<u>9</u>
Harmful Drugs	<u>15</u>	<u>+7</u>	<u>8</u>
Insanity	<u>12</u>	<u>-</u>	<u>12</u>
Psionics	<u>10</u>	<u>-</u>	<u>10</u>
Possession		<u>+8</u>	<u>-</u>
Magic Spell	<u>12</u>	<u>+3</u>	<u>9</u>
Magic Ritual	<u>16</u>	<u>+3</u>	<u>13</u>
Coma/Death		<u>+25%</u>	<u>-</u>
Curses	<u>15</u>	<u>+3</u>	<u>12</u>
Disease	<u>14</u>	<u>+3</u>	<u>11</u>
Pain	<u>14</u>	<u>+3</u>	<u>11</u>
Magical Disease		<u>+3</u>	<u>-</u>

Last updated on 10/16/15

Skill	Base	Bonus	+%/lvl	Total %
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>90</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>82</u>
Basic Math	<u>72</u>	<u>-</u>	<u>3</u>	<u>78</u>
Aerobic Athletics	Physical & Combat bonuses			
Dance	<u>30</u>	<u>15</u>	<u>5</u>	<u>55</u>
Impersonation	<u>30/16</u>	<u>20</u>	<u>4</u>	<u>58/44</u>
Impersonate Voices	<u>42/36</u>	<u>15</u>	<u>4</u>	<u>65/59</u>
Play Piano	<u>35</u>	<u>20</u>	<u>5</u>	<u>65</u>
Performance	<u>25</u>	<u>20</u>	<u>5</u>	<u>55</u>
Public Speaking	<u>30</u>	<u>15</u>	<u>5</u>	<u>55</u>
Seduction	<u>20</u>	<u>14</u>	<u>3</u>	<u>40</u>
Sing	<u>35</u>	<u>20</u>	<u>5</u>	<u>65</u>
Wardrobe & Grooming	<u>50</u>	<u>20</u>	<u>4</u>	<u>78</u>
Musical Composition	<u>30</u>	<u>5</u>	<u>5</u>	<u>45</u>
Speak Spanish	<u>50</u>	<u>15</u>	<u>3</u>	<u>71</u>
Read Spanish	<u>40</u>	<u>15</u>	<u>5</u>	<u>65</u>
Waitressing	<u>35</u>	<u>5</u>	<u>5</u>	<u>50</u>
Pilot Automobile	<u>60</u>	<u>5</u>	<u>3</u>	<u>71</u>
Wilderness Survival	<u>30</u>	<u>5</u>	<u>5</u>	<u>45</u>

Skill	Base	Bonus	+%/lvl	Total %
First Aid	<u>45</u>	<u>10</u>	<u>5</u>	<u>65</u>
<b>Lore: Demon / Monster</b>	<u>30</u>	<u>5</u>	<u>5</u>	<u>45</u>
Jogging / Running	Can run 20 miles before fatigue			
Yoga	+2 I.S.P., +1 P.P., M.A. & Balance			
Beautification	+2 to P.B.			
Image Enhancement	+1 to P.B. & M.A.			
Kick Boxing	Physical & Combat bonuses			
Sense of Balance	<u>30</u>	<u>-</u>	<u>5</u>	<u>40</u>
<b>Weapon Proficiencies: Recognize Weapon Quality (35%)</b>				
<b>Ancient W.P. List</b>		<b>Strike</b>	<b>Parry</b>	<b>Throw</b>
Chain: Expert & Paired Weapons)		<u>+4</u>	<u>-</u>	<u>-3</u>
Knife: Paired Weapons		<u>+2</u>	<u>+2</u>	<u>+2</u>

## Hand-to-Hand Attacks & Weapons

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Punch / Kick Attack	Called shots to specific areas (nose, eyes, groin, etc.) can penalize target						<u>2D4+5 / 1D8+7</u>
Elbow / Forearm / Knee	<u>Note: Called Shots &amp; Power Strikes cost two attacks to perform</u>						<u>1D6+5</u>
Kick Boxing attacks	Roundhouse Kick (3D6+7), Axe Kick (2D8+7), & Leap kick (3D8+7, but counts as two actions)						
Disarm Attacks	Needs a Natural 16-20 as a defensive move; gets a +3 to offensive disarm attempts.						
Pair of Nunchaku	<u>+4 / -3</u>	<u>-</u>	<u>20ft if thrown</u>	<u>melee</u>	<u>keeps two</u>	<u>1 lb. each</u>	<u>2D4+9</u>
2 Silver Plated Knives	<u>+2 / +2</u>	<u>+2</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>keeps two</u>	<u>1 lb. each</u>	<u>1D6+7 / 2D6+7 (s)</u>
"Mace" Pepper Spray	Victims are -6 to strike, parry & dodge for 4D4 melee's. 20 sprays before empty. <b>Range:</b> 4-6 feet.						

## Equipment

athletic clothing, running shoes, leather gloves, jacket, cellphone, pocket flashlight, pocket knife, sunglasses, softshell jacket, gum, purse & some personal items.

**Trauma Bag Contents:** first aid kit, 2 extra rolls of bandages, 3 rolls of Ace bandages, large flashlight, lighter, 2 solar blankets, roll of duct tape, Israeli 6" bandage, Celox products(x3), sutures, Sof-T professional grade tourniquet, instruments, sutures, burn jels, gauze material, steri strips, 20 nitrile gloves, tweezers, 60 cc Irrigation syringe, super glue, cayenne pepper powder, silver first aid antimicrobial gel, and RAW unprocessed honey.

## Unique Items

-Drives a Candy White VW Jetta

-Lives in a two bedroom apartment near downtown Seattle with a roommate (who has no idea that she's psychic or an investigator)

-Items of note in apartment include fashionably trendy wardrobe, beautification products, treadmill, portable digital keyboard, PC laptop, printer, TV/DVD combo, WIFI, trendy dress clothing, several pairs of sunglasses, several trendy jackets, and some personal items.

This pregenerated character sheet is available for download on [houseofbts.net](http://houseofbts.net)

**Nerymar's Personal Information**

Age: 22 Height: 5' 6" Weight: 120 lbs. Hair: brown; below the shoulder  
 Eyes: Hazel Birth Order: last born of three Money: \$100 cash on hand  
 General Appearance: Comes off as a tanned Caucasian or a light skinned Hispanic female in her early 20's with a "girl next door" look. Wears trendy, fashionable clothing in public while favoring comfortable athletic clothing during paranormal investigations.  
 Disposition: Surprisingly approachable and fun, but can also be a spit fire when angry.  
 Family Origin: Of Hispanic & English ancestry with no known history of the Paranormal.  
 Environment: From the wealthier suburbs of northern Seattle.  
 Reason for Paranormal Investigating: Nerymar has always been a fan and a student of the paranormal and supernatural and enjoys the thrill of the investigations.

Outlook on being Psychic: While she seems to accept them begrudgingly at present, she secretly loves being a healer and once her rebellion's over she'll be a great nurse.  
 Goals in Life: Currently to discover who she really is and is doing all sorts of new and different things. Eventually she'll be a nurse, but she'll have chosen to do so on her own.  
 Insanity: Part of Nerymar's rebellion comes from her need for attention. Loves to model, be in the spotlight, and show off her skills; especially her talent for nunchaku twirling.

**Psionics:** Base I.S.P.: 13  
 Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

<b>Psionic Abilities</b>	<b>I.S.P.</b>
Miraculous Healing-pg. 80	(S)
Psychic Diagnosis-pg. 101	4
Stop Bleeding: others-pg. 102	4
Exorcism-pg. 99	10
Resist Fatigue-pg. 112	4
Attack Disease-pg. 98	12
Bio-Regeneration (self)-pg. 98	6
Cure Insanity-pg. 99	15
Deaden Pain-pg.99	4
Detect Psionics-pg.99	6
Healing Touch-pg. 99	6
Mind Block-pg. 101	4
Psychic Surgery-pg. 101	varies
Suppress Fear-pg. 102	8



**Beyond the Supernatural™**

**Nerymar's Character History**

-Nerymar is the offspring of a Combat Medic and an Army Nurse who met and fell in love during "Operation Desert Storm". After their tours of duty ended her parents married and began their careers together at Seattle General Hospital.  
 -Her mom named her "Nerymar" after one of her trainers she respected and really liked her name. But she's admitted to Nerymar that she has no idea what her name means to this day.  
 -Nerymar grew up an athletic tomboy and loves sports, her karate classes, and honing her nunchaku skills after her favorite ninja turtle "Michelangelo". She's also a quasi-pop culture geek.  
 -Nerymar's older brother and sister followed the family footsteps and are pursuing medical careers Nerymar had been reluctantly following until a modelling rep discovered her at a college game. She'd never considered modeling before, but loved the idea. This kicked off a late blooming rebellion and she has since become an aspiring actress, a stand up comedian, a song writer, and now sings and plays keyboard in a band. All of this has been within the last eight months.

**Contacts**

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of the lead agents of the Seattle based Lazlo Agency and has worked with Nerymar in the past.  
 Name: Anita Burkette Occupation: Clothing Designer Notes: Nerymar and Anita met as a runway show when Nerymar was hired as a runway model for the afternoon.  
 Name: Brian DuChamp Occupation: Horror & Mystery writer Notes: Love's Brian's work. Impressed that he goes on paranormal investigations for material. She also has a crush on him.

**Special Medical Equipment and Items**

Name: Cayenne Powder Packets Type: medicinal herbs Description: packets of powder  
 Abilities: For external use: pour onto bleeding vessels.  
For internal use: 1 pinch in a hot tea with honey and lemon for colds/sore throat.  
 Name: 3.3oz of RAW Honey Type: medicinal herbs Description: seals plastic container  
 Abilities: External uses: for wound care to prevent or treat infection, burn treatment and rashes.  
Internal uses: Low Blood Sugar, may be used to treat infections and sore throat  
 Name: 60 cc Irrigation Syringe Type: medical gear Description: clear plastic syringe  
 Abilities: Perfect for wound cleaning and irrigation; be aggressive with the jet of water/antiseptic for better cleaning and removal of contaminants.  
 Name: 9 BZK Wipes Type: medicinal items Description: small packets with wipes  
 Abilities: 9 Benzalkonium Chloride (BZK) wipes: used to clean instruments or a wound.  
 NOTE: May reduce transmission of rabies after an animal bite.  
 Name: Instrument Kit Type: medical equip. Description: small kit of instruments  
 Abilities: Includes tweezers, 1 kelly/hemostat clamp (can be used as a needle holder), a pair of bandage scissors, and a pair of Iris Scissors.



**Miscellaneous**

**Leaping Distance:** Up: 2.5ft / 5ft (Power) Across: 5ft / 10ft (Power)  
 Run: 13.6 mph (max) 20 melees 100 feet per melee 25 feet per attack  
 Swim: - mph (max) - minutes - feet per melee - feet per attack  
 Bonus to Trust: 70% Bonus to Charm: 45% Maximum Carrying weight: 200 lbs.