

Prentice Tetreault

P.C.C.: Ordinary Person **Alignment:** Scrupulous
Occupation: Whale Watching tour guide & boat pilot

Explanatory note: The following is a transcript from part of an audio recording taken during an interview between Dr. Edmond Smythe and Prentice Tetreault.

PRENTICE: I was seven when it happened, it's still hard to talk about it.

SMYTHE: You're in a safe place here Prentice. Please, tell me.

PRENTICE: As you know, my family owns a whale watching tour boat company. We own several boats of various sizes for various uses. That night my family took our catamaran, the *Saratoga* out with some friends to Elliot Bay to watch a firework show that night. Everyone was watching from the front end of the boat, and just after it started, I realized I'd left Emma, my doll, laying on the deck in the back of the boat. I wanted her to watch the show with me and I ran to get her. Only when I reached down to pick her up, a monster jumped out of the water and clung to the side of the boat with one hand while grabbing my wrist with the other. It tried to pull me off the boat, but miraculously its grip had slipped. I left Emma and ran screaming for my parents. When my dad raced to the back to look, it was gone.

SMYTHE: I take it they didn't believe you?

PRENTICE: No, they didn't. The family and friends who I told about it made jokes and teased me. There's a family joke that comes up to this day that a "sea lion tried to eat me when I was a kid". But I know what I saw, and I never forgot it. I couldn't. Years later I learned that it was a Dimma.

SMYTHE: I'm sorry, that must have been hard for you.

PRENTICE: It was. That moment has haunted and shaped me in one way or another all my life. I became athletic, I took self-defense and kick boxing classes long before I joined the Coast Guard. I trained just as hard to be a munitions expert as I did to be a boat pilot while I was serving. I've been on a mission to learn all there is to know about Dimma's. And since leaving the Guard and coming back, I've hunted and destroyed every Dimma I find. As far as I'm concerned, the Puget Sound has never been safer. No little girl will have to go through what I did; not if I can help it. And if it does, then I'll be there to listen to them, and tell them I believe them.

SMYTHE: Prentice, I must tell you that you've recovered as well as anyone can. Most people in your situation try to forget that it ever happened and get on with their lives. You however accepted the truth, even when everyone you loved and trusted as a child told you otherwise. You refused to let it rule or break you. You turned that experience into a frame, used it to mold you into a strong and capable woman who goes out of her way to protect others from suffering a similar, or an even worse fate. You should take a great deal of pride in what you have accomplished.

PRENTICE: I do.

SMYTHE: Very good. I'm proud of you as well.

PRENTICE: It's funny, after all these years, it feels so good being able to talk about this without feeling judged or ridiculed. Thank you for that.

Smythe: You're most welcome. And now I thank you, for becoming a member of the Lazlo Society. You are a credit to any paranormal investigation you attend.

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Beyond the Supernatural

Player: Pregenerated Player Character
 Character: Prentice Tetreault
 Nickname/Alias: _____
 P.C.C.: Ordinary Person (pages 64-67)
 Sex: Female Alignment: Scrupulous
 Occupation: Whale Watching tour guide & boat pilot

Attributes

I.Q.:	<u>11</u>	Type:	<u>Expert (military training)</u>
M.E.:	<u>13</u>	Actions per Round:	<u>4</u>
M.A.:	<u>12</u>	Initiative:+	<u>1</u>
P.S.:	<u>16</u>	Damage:+	<u>1</u>
P.P.:	<u>18</u>	Strike:+	<u>2</u>
P.E.:	<u>20</u>	Parry:+	<u>5</u>
P.B.:	<u>15</u>	Dodge:+	<u>5</u>
Spd.:	<u>20</u>	Roll w Punch/Impact:+	<u>2</u>
Perception:	<u>+2</u>	Pull Punch:+	<u>4</u>
P.P.E.:	<u>3</u>	Knockout/Stun Roll:	<u>-</u>
I.S.P.:	<u>-</u>	Critical Strike Roll:	<u>Natural 20</u>
Hit Points:	<u>32</u>	Death Blow Roll:	<u>-</u>
S.D.C.:	<u>41</u>		

Armor: Uniform Armor A.R.: 12 S.D.C.: 100
 Level: 3 Experience Points: N/A

Special Abilities/Skills

Flexible: +2 to Physical Prowess attribute
Resilient: +2 to Physical Endurance attribute
Courageous: +1 to Save vs. Horror Factor
Sense of Balance: 40%

Saving Throws	Base	Modifier	Roll Needed
Horror Factor		+3	
Poison: Lethal	14	+3	11
Poison: Non-Lethal	16	+3	13
Harmful Drugs	15	+3	12
Insanity	12	-	12
Psionics	15	-	15
Magic Spell	12	+2	10
Magic Ritual	16	+2	14
Coma/Death		+10%	
Possession		-	
Curses	15	-	15
Disease	14	+3	11
Pain	16	+5	11

Skills	Base	Bonus	+%/lvl	Total %
Language: English	88	-	3	94
Literacy: English	80	-	1	82
Mathematics: Basic	72	-	1	74
Pilot: Automobile/Small Trucks	60	14	3	80
Boat: Hydrofoil, Race, Motor	55	14	5	79
Boat: Sail Types	60	14	5	84
Boat: Ships/Seamanship	35/20	14	5	59/44
Pilot: Truck (Cargo/Transport)	56	16	4	80
Combat Driving	See page 213 for details			
Roadwise	26	14	4	48
Mechanics: Automotive	60	10	3	76
Mechanics: Basic	30	5	5	45
Munitions Expert	40	5	5	55
Lore: Demons/Monsters	30	10	5	50
Biology: Baleen Whales	40	10	5	60
Navigation	40	10	5	60
Radio: Basic	50	10	5	70
Swimming: Professional	50	30	5	90
Swimming: Scuba	50	20	5	80

Skills	Base	Bonus	+%/lvl	Total %
Physical Labor	Physical Attribute Bonuses			
Running / Jogging	Physical Attribute Bonuses			
Aerobic Athletics	Physical Attribute Bonuses			
Kick Boxing	Physical Attribute Bonuses			
Rope Works	30	10	5	50
Climbing: Hobbyist	30	15	5	45
Weapon Proficiencies: Recognize Weapon Quality (35%)				
Ancient W.P. List				
	Strike	Parry	Throw	
Blunt	+2	+2	-	
Modern W.P. List				
	Strike	Aimed	Burst	
Handguns (Expert)	+2	+4	+1	
Trick Shooting: Pistols Akimbo	fire 2 pistols without penalty			

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
pair of Glock 18's (auto)*	+2 /+5 Aimed		150 feet	single/burst	18 / 4 clips	2 lbs.	3D6+3 (burst of 3 rounds does x2)
silver bullets for Glocks	+2 /+5 Aimed		150 feet	single/burst	18 / 2 clips	2 lbs.	4D6 to beings vulnerable to silver
Steel Baton (retractable)	+4	+7	30 feet	melee	carries one	1 lb.	1D6+2 per strike
KA-BAR Military Knife	+2	+5	40 feet	melee	carries one	1 lb.	1D6+2 per strike (blood loss rules)
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						1D4+1 (punch) / 1D8+3 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6+1 (elbow) / 1D8+3 (knee)
Kick Boxing strikes	Roundhouse Kick (3D6+3), Axe Kick (2D8+3), & Leap kick (3D8+3, but counts as two attacks)						
Disarm Attacks	Need a Natural 16-20 as a defensive move; gets a +3 bonus to offensive disarm attempts.						

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

Equipment

grey jump suit, boots, smartphone, watch, driving gloves, wallet, sunglasses, battle harness (suspenders & belt), pistol holsters, sheath for knife and baton, elbow and knee guards, pocket knife, silver cross on a necklace, small flashlight, compass, and some personal items

Duffle Bag contents: large flashlight, field gun cleaning kit, gun repair kit, rope weaving kit (raw fibers and natural oils), climbing protection & gear, 100 foot rope, grappling hook, snorkel, swimming gear, towel, bottle of water, energy bar, mini-umbrella

Unique Items

Owens a six-year-old dark green Subaru Outback SUV

Lives in a three bedroom apartment near the family business along the Kingston shoreline. Lives with a roommate.

Has access to several boats of various sizes due to her family.

*default load is hollow point bullets (adds +3 to damage), but only 2D6 damage to hard structures (walls, doors, cars, etc.) will need to load silver ammo to use it (takes 2 actions).
 The laser sight grips adds +1 to aimed and called shots.

Personal Information

Age: 31 Height: 5' 10" Weight: 140 lbs. Hair: brunette, kept shoulder length
 Eyes: Brown Birth Order: last born of three Money: \$300 in cash on hand
 General Appearance: Wears fleece hoodies & jackets, flannel shirts, jeans, gloves and similar wind protection while working on tour boats. Enjoys comfortable athletic wear and warm clothing at home. Wears jump suits and combat ready gear during investigations.
 Disposition: Classic "blabber-mouth"; she's a nice person, but always active and talking.
 Family Origin: French/ English ancestry with no known history of psychic phenomena.
 Environment: Grew up in Edmonds, Washington (and currently resides there).
 Reason for Paranormal Investigating: "I was nearly pulled off a boat by a Dimma when I was little, and no one believed me, even as other people were disappearing all along the Puget Sound. The Lazlo Society got involved, hunted the Dimma down, and destroyed it. I got involved to protect people, and help keep the Puget Sound a safe place."
 Goals in Life: Plans to stay in the family's whale watching tour business as she loves it. Considering getting involved in boat racing and the local regatta's.
 Insanity: Prentice has a near phobia about being alone, which goes back to her almost getting pulled into the water by a Dimma when no one was looking. She's in therapy for this, but has a long road ahead of her. Never wanders off by herself if possible.



Miscellaneous

Leaping Distance: Up: 2 feet / 4 feet (power) Across: 4 feet / 8 feet (power)
Run: 13.6 mph (max) 20 melees 300 feet per round 75 feet per action
Swim: 6.5 mph (max) 20 minutes 144 feet per round 36 feet per action
 Bonus to Charm / Impress 25% Maximum carry/lift weight: 160 lbs. / 320 lbs.

Beyond the Supernatural

Character History

-Prentice was born into a third generation family of "Whale Watching tour guides" and knew she would go into the family business at a young age; she loves the whales and the boats.
 - When Prentice was seven, her family was on a tour boat for a family get together. She wandered to the back end of the boat by herself. Distracted while admiring the scenery, a Dimma climbed up out of the water, grabbed her coat and tried to pull her back in the water with it. It was pure luck that its fingers slipped and lost it's grip as Prentice wouldn't have had the strength to fight back.
 -This terrified and affected her deeply, especially as no one believed her. She learned to cope with this truth early, read and researched monster stories & legends and years later came across the Lazlo Society website. Reading stories similar to hers struck a chord and she became a member.
 -Prentice joined the Coast Guard right out of High School. Through the Guard she acquired the licensing needed to pilot various boats along with various related skills. Once She was done with the Guard, she joined the family business and started hunting the supernatural with the Society.

Contacts

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: One of the lead agents of the Seattle area Lazlo Society, and has been working with Prentice for several years.
 Name: Roslyn Goldsmith Occupation: Café Barista & Singer Notes: Has been a friend of Roslyn's family for several years. Helped Roslyn out when she became an "epicenter".
 Name: Carlton Gude Occupation: Boat Mechanic Notes: Carlton has worked on and maintained the Tetreault family tour boats for years. Introduced her to the Lazlo Society.

Special Equipment and Magic Weapons & Objects

Name: Knee and Elbow Guards Description: metal based protective sports padding
 Abilities: Padding designed with stainless steel, EVA foam, PU Leather and Elastic Bands. Designed for extreme sports protection, but also works for defending physical attacks. Covers knees, shins, elbows and forearms. -5% to all physical skills due to weight and bulk.
A.R.:12, **S.D.C.:**40 for each guard; adds +2 to Roll with fall/impact attempts.
 Note: Has to be targeted to take damage directly, can parry with guards without taking damage.
 Name: Night Vision Goggles Description: military grade, weather resistant, hi-tech googles
 Abilities: An passive optics system that intensifies the images by amplifying the available light in the area. Includes a battery that lasts up to eight hours. Range: 1600 feet
 Name: Pepper Spray Type: gear Description: small aerosol bottle
 Abilities: A stinging chemical that blinds one's opponent (much better than hair spray). Range: 4-6 feet. Victims are -6 to strike, parry and dodge for 4D4 melee's. 20 sprays per bottle.
 Name: Lucky Wooden Nickel Type: jewelry Description: simple gift store token
 Abilities: Once per "adventure", refer to this nickel to change a failed parry, dodge, skill check, or saving throw into a successful one. Always has this in her pocket while investigating/hunting.
 Name: Small Portable Tool Kit Type: field equipment Description: hard plastic case (black)
 Abilities: Includes a set of screwdrivers, pliers, wrenches, hammer (1D6+1) damage, scissors, ice pick/hole punch, battery operated drill, duct tape and a small selection of nails & screws.

Vendetta Bonus

Has a vendetta against Dimma: they're a common problem in and around the Puget Sound, not to mention she was nearly pulled underwater by one as a child. When it comes to the Dimma, Prentice gets an extra 25% when rolling *Lore: Demon/Monster* for them and gets a +2 to Strike when combating them. However, she gets angry and reckless, suffering a -1 to Parry and Dodge against them in return.