

# Roslyn “Roz” Goldsmith

**P.C.C.:** Ordinary Person      **Alignment:** Scrupulous  
**Occupation:** Barista and singer/pianist at *Lazlo's Café*

*Umm... hi. I've not done one of these before, but Dr. Smythe thinks it might help me.*

*My name is Roslyn, and I'm nineteen years old. I have a lot of something called "Potential Psychic Energy", or "P.P.E." as Dr. Smythe calls it... but since I'm not a psychic, it's pretty much useless to me. But ghosts and stuff love it, and can feed on it, so I began experiencing "paranormal phenomena" a couple of years ago.*

*Before that I was a regular teenager, I guess. I was in high school, I was good in stuff like glee club, chorus, track and field and archery club. Oh, and I love music. I mean, I really love music, so much that I want to be a songwriter and sing professionally. I was doing so good in track and field (I broke a sprinting record even) that there was talk of me going to college on a scholarship. I would've gone for a degree in music production and everything.*

*Then, after I turned sixteen, I became what Dr. Smythe calls an "Epicenter". This means that I attract ghosts, I guess. But again, I'm not psychic... like at all, so they started haunting me... like, all the time, and I couldn't do anything about them like a psychic can.*

*I had no idea what to do about it either. I mean, I didn't know there were people like Dr. Smythe and the volunteers in the Lazlo Society. The hauntings made me and my whole family's life hell for about a year. I thought I was going crazy, my family was nearly torn apart over all the chaos, and I was almost sent to a mental health hospital when a "possessing entity" took over my body one night. That part was the scariest to me... not being in control of my own body and stuff, and what it made me do.*

*Then we got lucky when my mom finally confided in her friend Prentice about what was happening. We didn't know it at the time, but Prentice is part of the Lazlo Society, and she understood what we were going through. She made arrangements for Dr. Smythe, herself, a few psychics and other investigators to come and help. They cleared out all the ghosts, or 'haunting entities' as they call them, I guess, and other kinds of spirits that were haunting me. After that, they told me all about the supernatural, and that entities are only like the tip of the iceberg. They also taught me how to deal with being an Epicenter, and how to survive it.*

*After high school I decided to take a year off before college and get a grip on all this. I also started attending paranormal investigations with Dr. Smythe and Prentice. I think it helps me come to terms with what I am, and it lets me reach out to others who are going through similar stuff. Talking about my experiences with them seems to help...both them and me.*

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# Beyond the Supernatural

Player: Pregenerated Player Character  
 Character: Roslyn Goldsmith  
 Nickname/Alias: "Roz"  
 P.C.C.: Ordinary People (pages 64-67)  
 Sex: Female Alignment: Scrupulous  
 Occupation: Barista, Singer & Pianist at Lazlo's Café

<b>Attributes</b>	<b>Hand to Hand Combat</b>
I.Q.: <u>11</u>	Type: <u>Basic (Self-Defense Classes)</u>
M.E.: <u>10</u>	Attacks per Round: <u>4</u>
M.A.: <u>18</u>	Initiative:+ <u>1</u>
P.S.: <u>14</u>	Damage:+ <u>-</u>
P.P.: <u>20</u>	Strike:+ <u>4</u>
P.E.: <u>16</u>	Parry:+ <u>5</u>
P.B.: <u>17</u>	Dodge:+ <u>5</u>
Spd.: <u>30</u>	Roll w Punch/Impact:+ <u>4</u>
Perception: <u>+2</u>	Pull Punch:+ <u>3</u>
P.P.E.: <u>13</u>	Knockout/Stun Roll: <u>-</u>
I.S.P.: <u>-</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points: <u>28</u>	Death Blow Roll: <u>-</u>
S.D.C.: <u>28</u>	Maintain Balance: <u>+1</u>
Armor: <u>Uniform Armor</u>	A.R.: <u>12</u> S.D.C.: <u>100</u>
Level: <u>3</u>	Experience Points: <u>N/A</u>

## Special Abilities/Skills

+1 Perception involving children, cleaning & organizing  
Back Flip 73% / Pole Vault 63% (11 feet high)  
Sense of Balance 48%  
+25% distance to throwing weapons  
Nimble (+3 to P.P.)  
Track Star (+5 to SPD.)

## Saving Throws

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

## Skills

	Base	Bonus	+%/lvl	Total %
<b>Language:</b> English	88	-	3	<b>93</b>
<b>Literacy:</b> English	80	-	1	<b>82</b>
<b>Mathematics:</b> Basic	72	-	1	<b>74</b>
<b>Pilot:</b> Automobile	60	6	3	<b>69</b>
General Repair/Maintenance	45	5	5	<b>60</b>
Computer Operation	60	10	3	<b>76</b>
Brewing (professional)	25/30	15	5	<b>50/55</b>
Cook (professional)	35	20	5	<b>65</b>
Sing (professional)	35	20	5	<b>65</b>
Play Piano (professional)	35	15	5	<b>60</b>
Musical Composition	30	5	5	<b>45</b>
Housekeeping	35	10	5	<b>55</b>
Performance	25	5	5	<b>40</b>
Recycling	30	15	5	<b>55</b>
First Aid	45	10	5	<b>65</b>
Research	40	5	5	<b>55</b>
<b> Lore: Demons &amp; Monsters</b>	30	20	5	<b>60</b>
<b> Lore: Entities &amp; Ghosts</b>	30	10	5	<b>50</b>
<b> Lore: Mythology</b>	30	10	5	<b>50</b>

## Skills

	Base	Bonus	+%/lvl	Total %
Wardrobe & Grooming	50	15	4	<b>73</b>
Image Enhancement	Attribute Bonuses			
Aerobic Athletics	Physical Attribute Bonuses			
Track & Field	Skills & Physical Bonuses			
Running/ Jogging	Physical Attribute Bonuses			
Sprinting	Physical Attribute Bonuses			
Yoga	Attribute & P.P.E. Bonuses			
<b>Hobby:</b> Popular Music	50	-	5	<b>60</b>
<b>Weapon Proficiencies:</b> Recognize Weapon Quality (35%)				
<b>Ancient W.P. List</b>	<b>Strike</b>	<b>Parry</b>	<b>Throw</b>	
Knife	+1	+2	+2	
Targeting	-	-	+2	
<b>Modern W.P. List</b>	<b>Strike</b>	<b>Aimed</b>	<b>Burst</b>	
Archery	+2	+4	-	
Three arrows per melee round	-	-	-	

## Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Compound Bow*	+6/+8	Aimed	700 feet	3 / round	16 arrows	5 lbs.	2D6+2 per hit (reduce A.R. by 2)
Silver tipped arrows	+6/+8	Aimed	700 feet	3 / round	8 arrows	-	4D6+2 if vulnerable to silver
Throwing Knives	+5	+7	+8 / 60 feet	melee	12 knives	.5 lb.	1D6+1 per knife thrown
Silver plated dagger	+5	+7	+6 / 40 feet	melee	1 knife	.5 lb.	2D6+1 if vulnerable to silver
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						1D4 / 1D6+2 per strike
Elbow / Forearm / Knee	<b>Note:</b> Called Shots & Power Strikes cost two attacks to perform						1D6 per strike
Disarm Attacks	Needs a Natural 18-20 as a defensive move; gets a +1 bonus to offensive disarm attempts.						

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

## Equipment

shirt, jeans, sneakers, windbreaker, smartphone, baseball cap, purse, pocket flashlight, gum, hand sanitizer, sunglasses, *Air Pods* headphones, pocket mirror, silver cross on a necklace, quiver, archer's gloves, custom knife belt, and some personal items.

**Gym Bag contents:** notebook, 2 pens, pencil, digital recorder, large flashlight, pack of glow sticks, roll of athletic tape, gloves, good quality first-aid kit, towel, bottle of water, extra track gear, energy bar, handi-wipes and a mini umbrella.

## Unique Items

ten-year-old grey Honda CR-V

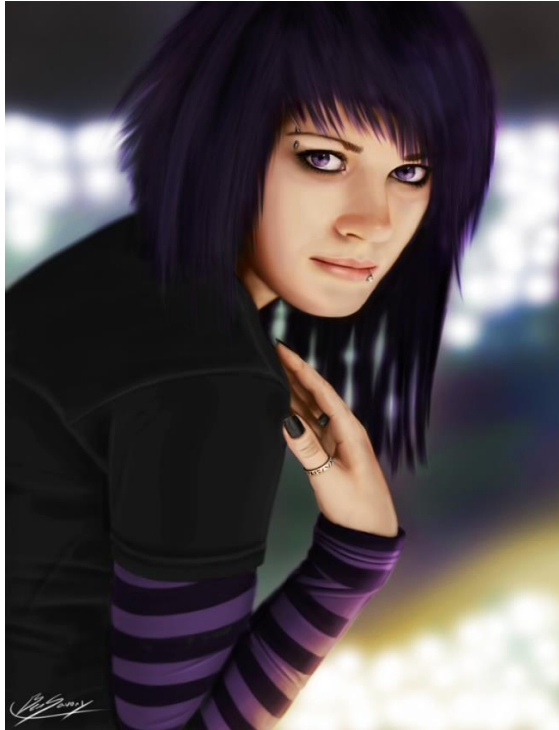
Lives in a four bedroom house with her parents:

home items her laptop PC, Wi-Fi, printer, letterman jacket, trendy wardrobe, dress clothing, one good "suit", jewelry, extensive make-up collection, collection of research materials and track & field awards.

\* See *Archery Notes* on back of character sheet for more details.

## Roslyn's Personal Information

Age: 19 Height: 5' 5" Weight: 110 lbs. Hair: black; shoulder length with purple highlights  
 Eyes: brown Birth Order: first born of two Money: \$200 in cash tips on hand  
 General Appearance: Athletic build; wears trendy, dark clothing with purple or violet colors.  
 Wears contacts that makes her eyes look "violet". Always wears dark nail polish and simple jewelry and body piercings. Comes off as a mix of "hipster" and "tomboy".  
 Disposition: **Peacemaker**: hates discord between people and likes to help mend fences.  
 Family Origin: Of English & Scottish ancestry with no known history psychic phenomena.  
 Environment: **Suburbia**: Grew up and still lives with parents in Kingston, Washington.  
 Reason for Paranormal Investigating: **Personal Experience**: "I became an 'Epicenter' when I turned sixteen and I know the pain and terror that comes with these experiences. Like the people in the Lazlo Society who helped me, I want to reach out to others going through similar experiences, to help them accept their new reality, and how to survive it."  
 Goals in Life: While she's lost her way in the last few years due to being involved with the Lazlo Society, Roslyn yearns to become a singer and songwriter one day.  
 Insanity: Her experience with a *Possession Entity* has scarred her for life; she's terrified of having to confront one again. Or worse, becoming possessed by one again.



## Miscellaneous

**Leaping Distance:** Up: 1 foot/ 3.5 feet (power) Across: 3.5 feet/ 7 feet (power)  
**Run:** 20.4 mph (max) 16 miles 450 feet per round 112 feet per action  
**Swim:** - mph (max) - minutes - feet per round - feet per action  
 Bonus to Trust / Charm: 50%/ 35% Maximum carry/lifting weight: 140 lbs./ 280 lbs.

## Beyond the Supernatural

## Roslyn's History Notes

-Roslyn is a typical girl who's really into music and athletics. She was a Track & Field star in high school and likely would've gotten a scholarship to pursue a degree in music production if the reality of the Supernatural hadn't gotten in her way.  
 -Just after turning sixteen, Roslyn became an "Epicenter"; a sort of living focal point that attracts entities, ghosts, astral beings and the like. Life was hell on her and her family for nearly a year. This went on until a friend of the family (Prentice) heard their stories. A part of the *Lazlo Society* herself, Prentice recognized the signs of an active haunting, and made arranged an investigation.  
 -A paranormal investigation team, led by Dr. Edmond Smythe and involving several *Lazlo Society* members like Justin Van Buskirk, Minister Moses Magnum, Carlton Gude and Prentice Tetreault, cleaned her home of the troublesome entities and spirits, educated her about the reality of her situation and how to survive it as her high P.P.E. base will make her a focal point all her life.  
 -Roslyn is discovering her place in "the real world" and finds solace in Paranormal Investigating.

## Contacts

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: One of the lead agents of the Seattle area *Lazlo Society*, and has been working with Roslyn for a few years now.  
 Name: Richard "Rick" Dailey Occupation: Small Business Owner Notes: Richard is the owner of *Lazlo's Café*, where she works. He's a Physical Psychic and a member of the *Lazlo Society*.  
 Name: Prentice Tetreault Occupation: Metal Fabricator Notes: Friend of the family and member of the Lazlo Society. Helps Roslyn with her silver arrow tips and weaponry.

## 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.  
 Name: **Lucky Thumb Ring** Type: jewelry Description: simple gold ring  
 Abilities: Once per "adventure", refer to this ring to change a failed parry, dodge, skill check, or saving throw into a successful one.  
 Name: **Track & Field equipment** Type: decathlon gear Description: various athletic items  
 Abilities: Keeps all her old high school track & field gear in her trunk to access as needed. Includes a discus, flexible pole, javelin, throwing hammer, running shoes, extra clothing and more.  
 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 melees. 20 sprays per bottle.

## Archery Notes

-Arrows reduce her target's Armor Rating by 2, making them easier to inflict damage on her target.  
 -Victims not only suffer damage, but suffers a -1 to all combat related rolls for each hit location (main body, arm, leg, hand, foot etc.) that has an arrow lodged in it until it has been removed.  
 Takes one action to pull an arrow out of itself (if its capable of doing so).  
 -Note that beings with "Supernatural Endurance" or are "impervious to pain" in some way do not suffer these penalties.