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.

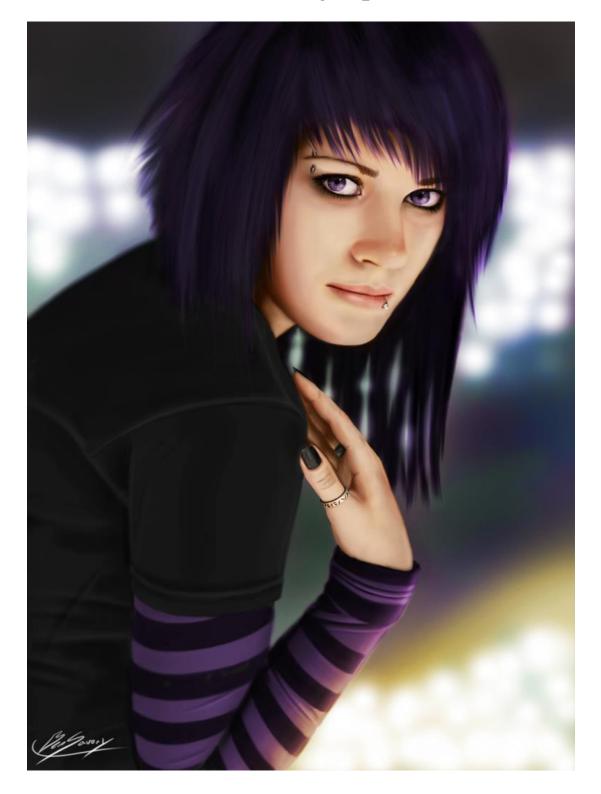
Then, after I turned sixteen, I became what Dr. Smythe calls an "Epicenter". This means that I attract ghosts, I guess. But again, I'm not psychic... like at all, so they started haunting me... like, all the time, and I couldn't do anything about them like a psychic can.

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 comes 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 Supernatur	al Skills	Base	Bonus	+%/lvl	Total %	Skills	Base Bo	nus +%/lv	/I Total %
beyond the supernatur	Language: English	88	-	3	93	Wardrobe & Grooming	50 1	5 4	73
Player: Pregenerated Player Character	Literacy: English	80	-	1	82	Image Enhancement	Attri	bute Bonus	ses
Character: Roslyn Goldsmith	Mathematics: Basic	72	-	1	74	Aerobic Athletics	Physical Attribute Bonuses		
Nickname/Alias: " Roz "	Pilot: Automobile			69	,		ills & Physical Bonuses		
P.C.C.: Ordinary People (pages 64-67)	General Repair/Maintenanc	General Repair/Maintenance 45 5 5 60		60	Running/ Jogging Physical Attrib		Attribute B	onuses	
Sex: Female Alignment: Scrupulous	Computer Operation			76	Sprinting Physical Attribute		Attribute B	onuses	
Occupation: Barista, Singer & Pianist at Lazlo's Café	Brewing (professional)	Brewing (professional) 25/30 15 5 50/55		50/55	Yoga Attribute & P.P.E.		& P.P.E. B	onuses	
Attributes Hand to Hand Combat	Cook (professional)	35	20	5	65	Hobby: Popular Music	50	- 5	60
I.Q.: 11 Type: Basic (Self-Defense Classe	s) Sing (professional)	35	20	5	65				
M.E.: 10 Attacks per Round: 4	Play Piano (professional)	35	15	5	60				
M.A. 18 Initiative:+ 1	Musical Composition	30	5	5	45				
P.S.: 14 Damage:+ -	Housekeeping	35	10	5	55				_
P.P.: 20 Strike:+ 4	Performance	25	5	5	40	Weapon Proficiencies: Rec	ognize Wear	on Quality	(35%)
P.E.: 16 Parry:+ 5	Recycling	30	15	5	55	Ancient W.P. List	Strike	Parry	Throw
P.B.: 17 Dodge:+ 5	First Aid	45	10	5	65	Knife	+1	+2	+2
Spd.: 30 Roll w Punch/Impact:+ 4	Research	40	5	5	55	Targeting		· <u> </u>	+2
Perception: +2 Pull Punch:+ 3	Lore: Demons & Monsters		20	5	60	Modern W.P. List	Strike	Aimed	Burst
P.P.E.: 13 Knockout/Stun Roll: -	Lore: Entities & Ghosts	30	10	5	50	Archery	+2	+4	
I.S.P.: - Critical Strike Roll: Natural 2		30	10	5	50	Three arrows per melee round		<u> </u>	
Hit Points: 28 Death Blow Roll: -				<u> </u>					
S.D.C.: 28 Maintain Balance: +1									
Armor: Uniform Armor A.R.: 12 S.D.C.: 1	00								
Level: 3 Experience Points: N/A	<u> </u>		Wea	apons	& Hand	-to-Hand Attacks			
					a mana				
	Weapons & Attacks	Strike Parry		-			mage		
	· · · ·	Strike Parry	<u>/</u> Throw	· /Range	Rate of I	Fire Shots/Ammo Weight Da		educe A.R.	by 2)
Special Abilities/Skills	Compound Bow*	+6/+8 Aimed	y Throw 1 700	/Range feet	Rate of I 3 / rour	FireShots/AmmoWeightDatend16 arrows5 lbs.2D6	6+2 per hit (re		
Special Abilities/Skills	Compound Bow* Silver tipped arrows	+6/+8 Aimed +6/+8 Aimed	y Throw 1 700 1 700	/ Range) feet) feet	Rate of I 3 / rour 3 / rour	FireShots/AmmoWeightDatend16 arrows5 lbs.2D6nd8 arrows-4D6	6+2 per hit (re 6+2 if vulnera	ble to silver	
Special Abilities/Skills +1 Perception involving children, cleaning & organizing Back Flip 73% / Pole Vault 63% (11 feet high)	Compound Bow* Silver tipped arrows Throwing Knives	+6/+8 Aimed +6/+8 Aimed +5 +7	Y Throw 1 700 1 700 1 700 +8 / 6	/ Range) feet) feet 60 feet	Rate of I 3 / rour 3 / rour melee	FireShots/AmmoWeightDatend16 arrows5 lbs.2D6nd8 arrows-4D6ad12 knives.5 lb.1D6	6+2 per hit (re 6+2 if vulnera 6+1 per knife	ble to silver thrown	r
Special Abilities/Skills +1 Perception involving children, cleaning & organizing Back Flip 73% / Pole Vault 63% (11 feet high) Sense of Balance 48%	Compound Bow* Silver tipped arrows	+6/+8 Aimed +6/+8 Aimed	Y Throw 1 700 1 700 1 700 +8 / 6	/ Range) feet) feet	Rate of I 3 / rour 3 / rour	FireShots/AmmoWeightDatend16 arrows5 lbs.2D6nd8 arrows-4D6ad12 knives.5 lb.1D6	6+2 per hit (re 6+2 if vulnera	ble to silver thrown	r
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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.)	Compound Bow* Silver tipped arrows Throwing Knives Silver plated dagger Karate Punch / Kick	+6/+8 Aimed +6/+8 Aimed +5 +7 +5 +7 +7 Called	Throw 700 700 4 700 +8/6 +6/2 shots (not)	/Range) feet) feet 60 feet 40 feet	Rate of I 3 / rour 3 / rour melee s, groin, et	FireShots/AmmoWeightDarnd16 arrows5 lbs.2D6nd8 arrows-4D6a12 knives.5 lb.1D6a1 knife.5 lb.2D6cc.) can penalize target	6+2 per hit (re 6+2 if vulnera 6+1 per knife 6+1 if vulnera 1D4 / 1D6	ble to silver thrown	r r
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Special Abilities/Skills1 Perception involving children, cleaning & organizingBack Flip 73% / Pole Vault 63% (11 feet high)Bense of Balance 48%25% distance to throwing weaponslimble (+3 to P.P.)Track Star (+5 to SPD.)Saving ThrowsBaseModifierHolifierPoison: Lethal1414+115154armful Drugs1515-15-20ionics1515-16+210Magic Ritual1616+214	Compound Bow* Silver tipped arrows Throwing Knives Silver plated dagger Karate Punch / Kick Elbow / Forearm / Knee Disarm Attacks Ied Shirt, jeans, sneakers, wind purse, pocket flashlight, gui Air Pods headphones, poci quiver, archer's gloves, cus and some personal items.	+6/+8 Aimed +6/+8 Aimed +5 +7 +5 +7 Called <u>Note</u> : Call Need ke bonuses fro dbreaker, sma im, hand sanit ket mirror, silv stom knife belt	y Throw 700 700 +8/6 +6/2 shots (no ed Shots is a Natur pm both <i>F</i> rtphone, I rizer, sung rer cross	//Range //R	Rate of I 3 / rour 3 / rour melee melee s, groin, et r Strikes co as a defe Hand Com cap, cklace,	Fire Shots/Ammo Weight Date Ind 16 arrows 5 lbs. 2D6 Ind 8 arrows - 4D6 a 12 knives .5 lb. 1D6 a 12 knives .5 lb. 2D6 a 12 knives .5 lb. 1D6 a 1 knife .5 lb. 2D6 a 12 knives .5 lb. 2D6 a 12 knives .5 lb. 2D6 ba 1 knife .5 lb. 2D6 basis ensive move; gets a +1 bonus to off 1D6 and Weapon Proficiency bonu bonu bonu Unique Items ten-year-old grey Honda CR-V Lives in a four bedroom house wi home items her laptop PC, Wi-F trendy wardrobe, dress clothing, extensive make-up collection, collection	3+2 per hit (re 3+2 if vulnera 3+1 per knife 3+1 if vulnera 1D4 / 1D6 3 per strike fensive disarr uses are com ith her parent ith her parent ith ner parent one good "si	ble to silver thrown ble to silver i+2 per strik m attempts bined ts: erman jack uit", jewelry	r ke
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This pregenerated character sheet is available for download in the houseofbts.net

Roslyn's Personal Information

Beyond the Supernatural

Roslyn's History Notes

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	0%/ 35% Maxi	mum carry/lifting weight	t: 140 lbs./ 280 lbs.	

-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 entitles 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

metal based protective sports padding
EVA foam, PU Leather and Elastic Bands.
works for defending physical attacks.
to all physical skills due to weight and bulk.
oll with fall/impact attempts.

Name:	Lucky Thumb Ring	Type:	jewelry	Description:	simple gold ring
Abilities:	Once per "adventure", re	efer to this	s ring to change a	failed parry, doo	dge, skill check, or
saving t	hrow into a successful or	ne.			
Name:	Track & Field equipmer	nt Type:	decathlon gear	Description:	various athletic items
Abilities:	Keeps all her old high so	chool tracl	k & field gear in h	er trunk to acces	ss as needed.
Includes	a discus, flexible pole, j	avelin, thr	owing hammer, ru	unning shoes, ex	tra 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 t	o strike, p	arry and dodge for	or 4D4 melee's. 2	20 sprays per bottle.
		1	Archery Notes		
-Arrows	reduce her target's Armo	r Rating b	y 2, making them	easier to inflict o	damage on her target.
-Victims	not only suffer damage,	but suffers	s a -1 to all comb	at related rolls fo	r 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	at beings with "Supernatu	ural Endur	ance" or are "imp	ervious to pain" i	in some way do not

suffer these penalties.