

# Roxy Rowe

**Alignment:** Unprincipled    **P.C.C.:** Night Hunter (Ghost Hunter)

**Occupation:** Part-time security guard and full-time student

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

ROWE: Okay, so, uhm... (amused giggle) sorry, so what do you want me to say?

SMYTHE: (laughs) No need to apologize. I'd like you to talk about what it was like for you becoming a **Night Hunter**, how you joined the **Lazlo Society**, and how you met **Moses**.

ROWE: Well, I've known **Moses** since I was a little girl, he's the minister at my family's church. We had a bond long before I became psychic. I've talked to several psychics who had a really hard time becoming psychic, but it wasn't like that for me, and that was because of **Moses**. I talked to him in private after church two years or so ago when strange things started happening to me. I guess I said all the right things because he asked me to follow him down to the maintenance room in the basement. It has a workbench down there that Moses put in. He wanted to work on a crafting project together. I thought it was a Bible lesson and I went along with it since I like building stuff.

SMYTHE: How did it go?

ROWE: It was awesome! It started out as a cosplay project because the anime character costume I was working on has this weird looking gun. Before I knew it though, I was building my Ghost Gun! It just kinda happened! It was like I had it all in my head and I just built it with the parts and stuff in the room! Moses explained it all to me, and it made a weird sorta sense. I've been building all my weaponry and gear down there ever since.

SMYTHE: And being a **Night Hunter** himself, that's when **Moses** started training you?

ROWE: Yeah, we practiced several times a week at first. Learning about my abilities, how to use and control them, lots of sword fighting and target practice, building, tweaking, maintaining my **Night Hunter** gear, things like that. That's also when I joined the martial arts academy in Bellevue, and the kick boxing place down the street. I even joined a fencing club. For the first several months I was pretty much training. Then we started going on investigations together.

At first it was a few simple ghost hunts, then it evolved into more physical dangers like ghouls, gremlins, hell hounds... oh yeah, one time we took on this giant Nacarant in the wildlife reserve on Bainbridge Island. Our most dangerous night was when we hunted down a Windigo in the middle of a snowstorm. We saved the guy it ambushed and took to its cave and everything.

SMYTHE: Excellent! I also heard you've started going to school to be a security specialist, and you've even got a job at **Obsidian Security**. How's that going?

ROWE: Pretty good. I spend most of my time doing security guard work at different buildings, but I've started also training and assisting with installing and maintaining security systems in homes and buildings. I'm enjoying that a lot more than I thought I would.

SMYTHE: So, what's next for you?

ROWE: Last Sunday I told Moses that I think my training's done, and I should start attending investigations without him being required to attend. He agreed with me! So... got an investigation for me?

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# Beyond the Supernatural

Player: Pregenerated Player Character  
 Character: Roxy Rowe  
 Nickname/Alias: \_\_\_\_\_  
 P.C.C.: Ghost Hunter / Night Hunter (pages 51-53)  
 Sex: Female Alignment: Unprincipled  
 Occupation: Security Specialist & full-time Student

**Attributes**

I.Q.: <u>12</u>	HTH: <u>Martial Arts</u>
M.E.: <u>15</u>	Actions per Round: <u>4</u>
M.A.: <u>13</u>	Initiative:+ <u>3</u>
P.S.: <u>20</u>	Damage:+ <u>5</u>
P.P.: <u>21</u>	Strike:+ <u>5</u>
P.E.: <u>21</u>	Parry:+ <u>7</u>
P.B.: <u>18</u>	Dodge:+ <u>7</u>
Spd.: <u>23</u>	Roll with Impact:+ <u>4</u>
P.P.E.: <u>8</u>	Pull Punch (11+):+ <u>5</u>
I.S.P.: <u>11</u>	Knockout/Stun Roll: <u>-</u>
S.D.C.: <u>31</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points: <u>30</u>	Death Blow Roll: <u>-</u>

Perception: +4 (+6 while hunting the supernatural)  
 Armor: "The Dark Ghost" Armor A.R.: 13\* S.D.C.: 24\*  
 Level: 3 Experience Points: N/A

## Special Abilities/Skills

**Mechanical Aptitude** -page 51  
+2 to Perception when hunting/seeking the supernatural  
**Intuitive Weapon Knowledge** -page 51  
Fire an empty gun -page 51  
**Spirit Fist** -page 51  
**Intuitive Combat** -page 51: +3 initiative, +1 strike & parry, +4 dodge, +4 pull punch, +2 roll with impact, +2 disarm

Saving Throws	Base	Modifier	Roll Needed
Horror Factor		<u>+3</u>	
Poison: Lethal	14	<u>+3</u>	<u>11+</u>
Poison: Non-Lethal	16	<u>+3</u>	<u>13+</u>
Harmful Drugs	15	<u>+3</u>	<u>12+</u>
Insanity	12	<u>-</u>	<u>11+</u>
Psionics	12	<u>-</u>	<u>12+</u>
Magic Spell	12	<u>+4</u>	<u>8+</u>
Magic Ritual	16	<u>+4</u>	<u>12+</u>
Coma/Death		<u>+21%</u>	
Possession		<u>+4</u>	
Curses	15	<u>-</u>	<u>15+</u>
Disease	14	<u>+3</u>	<u>11+</u>
Pain	16	<u>+5</u>	<u>11+</u>

Skills	Base	Bonus	+%/lvl	Total%
<b>Language:</b> English	88	-	1	<b>90</b>
<b>Literacy:</b> English	80	-	2	<b>84</b>
<b>Mathematics:</b> Basic	72	-	3	<b>80</b>
<b>Pilot:</b> Automobile	60	8	3	<b>74</b>
I.D. Undercover Agent	30	15	4	<b>53</b>
Surveillance	30	20	5	<b>60</b>
Optic Systems	30	15	5	<b>55</b>
T.V./Video	35	20	5	<b>65</b>
Sensory Equipment	30	10	5	<b>50</b>
<b>Computer:</b> Operation	60	10	3	<b>76</b>
<b>Radio:</b> Basic	50	15	5	<b>75</b>
Pick Locks	30	20	5	<b>60</b>
Prowl	25	20	5	<b>55</b>
Tailing	30	15	5	<b>55</b>
<b>Lore:</b> Religion	35	10	5	<b>55</b>
<b>Lore:</b> Demons & Monsters	30	20	5	<b>60</b>
Munitions Expert	40	10	5	<b>60</b>
<b>Mechanical:</b> Basic	30	10	5	<b>50</b>
<b>Electronics:</b> Basic	30	5	5	<b>50</b>

Skills	Base	Bonus	+%/lvl	Total%
Jogging / Running	Run 21 miles without fatigue			
Kick Boxing	Physical attribute bonuses			
Athletics (General)	Physical attribute bonuses			
Fencing	+1 to strike/parry with sword			
<b>Climb:</b> Hobbyist	40	15	5	<b>65</b>
Wardrobe & Grooming	50	-	4	<b>58</b>
Beautification	+2 to Physical Beauty			
<b>Hobby:</b> Anime	40	-	5	<b>50</b>
<b>Hobby:</b> Cosplaying	40	-	5	<b>50</b>
<b>Weapon Proficiencies:</b> Recognize Weapon Quality (35%)				
<b>Ancient W.P. List</b>				
Sword	Strike	Parry	Throw	
	+3	+2	-	
<b>Modern W.P. List</b>				
Handguns	Strike	Aimed	Burst	
	+1	+3	-	

## Weapons and Hand-to-Hand Attacks

Weapon / Attack	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Devil Sword	+9	+10	- / 40 feet	melee	2 ISP p/ hour	5 lbs.	4D6+11 to supernatural beings
Ghost Gun:**Energy bolt	+2/+5 Aimed		140 feet	single/burst	24 bolts	4 lbs.	2D6 to entities & energy beings
Ghost Gun:**TeleK bolt	+2/+5 Aimed		240 feet	single/burst	24 bolts	4 lbs.	5D6 to supernatural beings
Ecto-Slayer Shotgun	- / -		150 feet	single	2 I.S.P.	7 lbs.	3D6+3 to supernatural beings
Spirit Fist (costs 6 I.S.P.)	Damages vampires, entities, ghosts, spirits, astral beings, etc.						2D6+5 for any physical attack
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4+5 (punch) / 2D6+7 (kick)
<i>Kick Boxing</i> strikes	Roundhouse Kick (3D6+7), Axe Kick (2D8+7), & Leap kick (3D8+7, but counts as two actions)						
Body Flip / Throw	Victim is "thrown" to the ground; loses initiative and one action						1D6+5 per successful attack

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

## Equipment

smartphone, black jump suit, leather long coat, weapon holsters, steel toed boots, gloves, sunglasses, jewelry, pullover knit cap, silver cross on a necklace, pocket flashlight, walkie-talkie, lock picking set, multi-tool, some personal items.  
**Duffle Bag Contents:** large flashlight, binoculars, 50 feet of rope, grappling hook, holy bible, 12" wooden cross, 3 smoke grenades, 4 phosphorous grenades, 6 wooden stakes & a mallet, compact gun cleaning kit and weapon repair kit, whetstone,  
**A small metal tool box** that contains the following: key blanks, a set of screwdrivers, pliers, wrenches, scissors, ice pick, roll of duct tape, battery powered drill and nails/screws.

## Unique Items and Notes

drives a 8-year-old, 2-door grey *Ford Fiesta*  
 lives with parents in a three bedroom house in Redmond, WA.  
 uses *Moses'* workshop to build/repair/maintain her gear.  
 \* When activated, Ghost Armor A.R. raises to **17** and the S.D.C. raises to **68**. Costs 4 I.S.P. to activate her armor for one hour  
 \*\*Targeting laser attached to gun (+1 to Aimed & Called shots)

**Roxy's Personal Information**

**Beyond the Supernatural**

Age: 19 Height: 5' 8" Weight: 127 lbs. Hair: black with purple streaks, shoulder length  
 Eyes: steel blue Birth Order: 2nd of two Money: \$100.00 cash on hand  
**General Appearance:** Likes wearing jeans or leggings with T-shirts, sneakers & jackets with a "nerd" or "anime" flair to them. Like to cosplay at conventions. While investigating she wears a black jump suit, boots, leather long coat and her ghost armor.  
**Disposition:** Energetic; has a hard time sitting down. Gets impatient; easily excitable.  
**Family Origin:** Of Irish & Russian descent w/ no known history of psychic phenomena  
**Environment:** From a white collar family in Bellevue, Washington.  
**Reason for Paranormal Investigating:** Genuinely enjoys hunting the supernatural, but the fact that she protects people is a nice bonus; being protective is in her nature.  
**Outlook on being Psychic:** She was embarrassed about her abilities at first, but has since learned to appreciate and even admire what she's capable of.  
**Goals in Life:** Wants to finish school and become a bonded security specialist. At present she does more security guard work at "Obsidian Security" than anything else.  
**Insanity:** Finds it incredibly hard dealing with dead bodies, corpses and skeletons. Will need to make saves vs. Horror Factor rolls when confronting/dealing with them.  
**Psionics:** Base I.S.P.: 11 Increase per level of experience: +1  
**Multipliers:** Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10  
**Psionic Abilities** **I.S.P.**

**Mechanical Aptitude**-pg. 51: Can use any device made by another *Ghost Hunter* or *Psi-Mechanic* and can assist *Psi-Mechanics*, but lack their full range of Abilities.  
**Intuitive Weapon Knowledge**-pg. 51: Knows how to build all of her gear intuitively.  
**Fire an Empty Gun**-pg. 51: The weapon fires a TK bullet without the sound of gunfire (a soft, poof-poof sound is made) or residue of sulfur and gunpowder left behind. TK bullets will work on mortals, magical and supernatural creatures, including entities. Creates up to 6 bullets that lasts up to 15 minutes. A bullet does 4D6 Damage. 7  
**Spirit Fist**-pg. 51: Punches that do damage to supernatural beings that are otherwise impervious to ordinary weapons and punches, including vampires, Astral beings, Entities, spirits, Astral Beings, and the Undead. Lasts 1 full melee round. 6  
**Intuitive Combat**-pg. 51: A form of telepathy geared to give her an advantage in combat. Lasts 10 rounds and is unable to use any other psychic power while this is in use.  
**Bonuses:** +3 initiative, +1 strike & parry, +4 dodge, +4 to pull punch, +2 to roll with impact, +2 to disarm, Cannot be caught by surprise, even by attacks from behind or from long-range. Unable to use any other power while in use, but can cancel this ability with a thought. 10  
**Open Lock**-pg. 105: Considered a Psychic-Enhanced *Pick Lock* Skill. 4  
**Telemechanics**-pg. 105: The ability to mentally communicate with machines. 10  
**Stop Bleeding**(self)-pg. 114: A form of mind over matter to stop bleeding. 4  
**Telekinetic Push**-pg.116: TK force that pushes target with a P.S. of 8 like a body block. Does 1D4 damage, knocks ordinary people back 6 feet, has 1-60% chance of knocking opponent off their feet. Objects under 50 lbs. slides 12 feet away. **Range:** 3 feet. 4  
**Telekinetic Leap**-pg.115: Leaps +2 ft up & 3 ft across; can be used with *leap kick*. 8  
**Impervious to Fire**-pg. 111: Can endure intense heat, fire, burning coals, etc. 4

**Miscellaneous**

**Leaping Distance:** Up: 2ft /4.5ft (Power) Across: 4.5ft /9ft (Power)  
**Run:** 15.6 mph (max) 19 melees 345 feet per round 86 feet per action  
**Swim:** - mph (max) - minutes - feet per round - feet per action  
 Bonus to Charm/Impress 40% Maximum carry/lift weight: 280 lbs. / 560 lbs.



The above photo was taken for an "Obsidian Security" calendar fundraiser  
 Calendar tagline: "Obsidian Security: Our security is just more appealing"

**Roxy's Night Hunter equipment and weapons**

Name: **Roxy's Devil Sword** Description: an augmented short sword with added hilt guard  
 Abilities: Three crystals are built into the handle, holy symbols are carved into the blade, and two I.S.P. powers the weapon for one hour. Only does 2D6+5 damage to humans/mortals.  
 Name: **Ecto-Slayer Shotgun** Description: an augmented, anime inspired shotgun  
 Abilities: A sawed off shotgun with extra tubing and wires. When activated with two I.S.P., each blast fires a bolt of flaming energy. Only does 1D6 damage to humans/mortals.  
 Name: **"The Dark Ghost" Armor** Description: a stylized home-made suit of fiberglass armor  
 Abilities: A lightweight chest plate molded from fiberglass. Its reminiscent of the armored chest plates worn by ancient Romans. Color is black & grey ("*like Batman*") and trimmed with real silver.  
 Name: **"Cosplayer" Ghost Gun** Description: an oversized, anime inspired handgun  
 Abilities: Her handgun is oversized, of an unusual design and configuration, and looks more like a cosplay prop than it does a weapon. Has laser targeting and an infrared scope built into it.  
 Name: **Ghost Vision Goggles** Description: a pair of augmented night-vision goggles  
 Abilities: Can see the invisible as well as provide the equivalent of conventional passive night-vision goggles. Can also see *Ectoplasmic Disguises*. **I.S.P.** : 1 point to activate for 30 minutes.

**Training Notes**

-Roxy and her family attend the "Ashburn Baptist Church" located in Downtown Seattle, WA.  
**Minister Moses Magnum** (a fellow *Night Hunter*) is the current Minister of the church.  
 -Roxy & Moses found each other through the **Lazlo Society**. Moses has since begun training her. They currently train/practice in the privacy of the church's indoor basketball court. Her parents think she's attending bible studies with Moses, which is half true as a lot of spirituality, parables and the Bible goes into his methods of teaching.  
 -While Roxy's not as spiritually motivated as Moses, she does feel a calling with her new abilities. Roxy has begun attending paranormal investigations with and without Moses being present.