

## **Roxy Rowe**

**Alignment:** Unprincipled     **P.C.C.:** Ghost Hunter / Night Hunter

**Occupation:** Part-Time Security Guard and Full-Time Student

You are Roxy Rowe, the youngest of two in a white collar family from Bellevue, Washington. As a child you were anti-social, coming off as shy and timid to others. But to be honest, you simply enjoyed your own company and council. Your books, notepads, drawing boards and your creative mind was more than enough to keep you occupied. Your anti-social behavior only increased when you began to exhibit strange abilities. At first, these abilities scared and embarrassed you, making you feel like a freak. To keep people from learning about them, you wore dark, moody “goth” and “punk” fashions and a bad attitude, which worked well at keeping most others away well into high school

About two years, everything changed. Shopping at a **Home Depot** with your father to pick up supplies for a new deck in the backyard, you were struck with an unexpected flash of insight while looking at all the building materials; getting crazy ideas of building strange items out of it all. Before you knew it, you’d spent your entire allowance on raw materials that day. Using your dad’s tools, you built strange contraptions for purposes that were yet unknown to you.

In time you learned that you were building equipment that defied logic, and yet in your hands these items were dangerous weapons! A few weeks later a chance occurrence had you using your strange equipment to destroy a supernatural stalker in your neighborhood. What was once your crutch had overnight become your coolest talent! Soon after that you got a part time job at the Home Depot, spending most of your paychecks on building materials to build even more of your strange equipment. Your understanding of your abilities started coming fast and furious on an intuitive level, urging you to grow your fighting prowess while honing your physical and mental strength.

Just before starting college you got a job as a security guard at **Obsidian Labs** as it offered tuition reimbursement and interested you in general. You now attend Seattle University, on course to becoming a Security Specialist. You’ve even been fortunate enough to discover Minister Moses Magnum through the *Lazlo Society*. For years Moses has been the minister of your family’s church; what you didn’t know was that he himself is a veteran *Ghost Hunter*. He’s now taken you under his wing, educating you further about your abilities and the supernatural. In the process he’s helped you discover a dutiful sense of being, helping you break out of your anti-social habits.

Where your parents used to worry about you as a child, they’ve since grown proud of your attending college and “bible studies” with Moses. You’ve started taking an interest in people for the first time, and while you still haven’t fully shed the dark and moody clothing (you kinda like them now), you’ve altered your wardrobe with more sensual and feminine qualities. You’ve even gotten involved playing bass guitar in a local grunge band. Most importantly, you see yourself as becoming a guardian (in a variety of ways) and a merciless combatant when confronting the supernatural. Your adventures are just beginning, and you can’t wait to see where they take you.

# 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: Full Time Student & PT Security Guard

**Attributes** **Hand to Hand Combat**

I.Q.: 12 Type: Martial Arts

M.E.: 15 Number of Attacks: 4

M.A.: 13 Initiative:+ 3

P.S.: 18 Damage:+ 3

P.P.: 21 Strike:+ 5

P.E.: 19 Parry:+ 7

P.B.: 16 Dodge:+ 7

Spd.: 23 Roll w Punch/Impact:+ 4

Perception: +4 Pull Punch:+ 5

P.P.E.: 8 Knockout/Stun Roll: -

I.S.P.: 11 Critical Strike Roll: Natural 20

Hit Points: 28 Death Blow Roll: -

S.D.C.: 31

Armor Type: Ghost Armor A.R.: 13\* S.D.C.: 24\*

Level: 3 Experience Points N/A

## Special Abilities/Skills

Mechanical Aptitude: +10% to all Mechanical skills

+2 to Perception when hunting/seeking the supernatural

Intuitive Weapon Knowledge (pg. 51)

Fire an empty gun (pg. 51)

Spirit Fist (pg. 51)

Intuitive Combat (Notes section on back & pg. 51)

## Saving Throws

	Base	Modifier	Roll Need
Poison: Lethal	14	+2	12
Poison: Non-Lethal	16	+2	14
Harmful Drugs	15	+2	13
Insanity	12	-	12
Psionics	12	-	12
Magic Spell	12	+3	9
Magic Ritual	16	+3	13
Coma/Death		+18%	-
Horror Factor		+2	-
Possession		+4	-
Curses	15	-	15
Disease	14	+2	12
Pain	14	+2	12

Skill	Base	Bonus	+%/lvl	Total %
Speak English	88	-	1	90
Read English	80	-	2	84
Basic Math	72	-	3	78
Basic Mechanics	40	20	5	70
Basic Electronics	30	5	5	45
Computer Operation	60	20	3	86
Computer Programming	50	10	3	66
Optic Systems	30	30	5	70
Fencing	+1 to strike with sword or dagger			
Athletics (general)	+1 parry & dodge, +4 S.D.C., +3 SPD.			
I.D. Undercover Agent	30	15	4	53
Pick Locks	30	30	5	70
Play Electric Guitar	35	15	5	60
Radio: Basic	50	15	5	75
Kick Boxing	+1 P.E., +1 to P.S., +6 to S.D.C.			
Munitions Expert	40	10	5	60
Surveillance	30	20	5	60
Prowl	25	25	5	55
Lore: Religion	35	-	5	45

Skill	Base	Bonus	+%/lvl	Total %
Jogging & Running	+1 P.E., +5 S.D.C., +6 SPD.			
Bicycling	60	8	3	74
TV/Video	35	25	5	70
Creative Writing	25	-	5	35
Art: Illustrating	35	-	5	45
<b>Weapon Proficiencies: Recognize Weapon Quality (35%)</b>				
<b>Ancient W.P. List</b>		<b>Strike</b>	<b>Parry</b>	<b>Throw</b>
Sword		+3	+2	-
<b>Modern W.P. List</b>		<b>Strike</b>	<b>Aimed</b>	<b>Burst</b>
Shotgun		+2	+4	+1
Handguns		+1	+3	-

## Weapons and Hand-to-Hand Attacks

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Ecto-Slayer Shotgun	+2	-	100ft	single	2 I.S.P.	7 lbs.	3D6+3
Ghost Gun: Energy Bolt	+2	-	170ft	single	7 ISP=24 bolts	4 lbs.	2D6
Ghost Gun: Telek Bolts	+2	-	300ft	single	7 ISP=24 bolts	4lbs.	5D6
Devil Sword	+3	+2	40ft if thrown	melee	2 ISP per hour	5 lbs.	4D6+6+Damage
Phoenix HP22A Pistol	+1	-	150ft	single/burst	30 / 3 clips	1.25 lbs.	2D6(s) / 2D6x2(b)
Body flip/throw	Opponent is "thrown" to the ground, loses initiative and one attack						1D6+Damage
Karate Punch / Kick	Called shots to specific areas (nose, eyes, groin, etc.) can penalize target						2D4 / 2D6+Damage
<b>Kick Boxing strikes:</b>	Roundhouse Kick (3D6), Axe Kick (2D8), Knee Strike (1D8), & Leap kick (3D8, but counts as two actions)						

## Equipment

smart phone, black jump suit, leather long coat, weapon holsters  
steel toed boots, racing gloves, ammo belt, sunglasses, jewelry,  
silver cross on a necklace, pullover knit cap, pocket flashlight,  
butane lighter, multi-tool, and some personal items.  
**Duffle Bag Contents:** large flashlight, magnifying glass,  
binoculars, butane lighter, 12" silver cross: 3 smoke grenade:  
12" silver cross, 3 smoke grenade, 4 phosphorous grenades,  
6 wooden stakes & a mallet, holy bible, first aid kit,  
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

Novara Bonita Women's Mountain Bike (Dark Blue)  
  
Lives with parents in a three bedroom house in Bellevue, WA.  
  
\* When activated, Roxy's *Ghost Armor* A.R. raises  
to 17 and its S.D.C. raises to 68. Costs 4 I.S.P. to  
activate armor for one hour.

