

Samuel LaFontaine

Occupation: Professional Hitman (cover is a *High School Shop Teacher*)

Alignment: Aberrant **P.C.C.:** Ordinary Person

You are Sam Lafontaine, second born to an upper middle class family of hit men, thugs and thieves. Your family is the classic “bad fruits that bears bad seeds”, and you grew up amongst families that kept away from yours. It was years before you understood why your classmates were told by their parents to avoid you. Your grandfather started the La Fontaine criminal history as a petty thief who raised his children to follow in his footsteps as no one would hire an ex-con for regular work. Your father grew up a thief and then a killer when he grew up; his good look looks and dangerous life style attracted your mother to him and together they founded a new generation of criminals.

However, you’ve never liked your family’s image. You found yourself yearning for and missing a normal life. You don’t care for the family’s thieving, killing and mafia like attitude they’re slowly evolving into. However, outnumbered amongst the family you kept these thoughts and feelings to yourself. Instead you decided to do something to improve your situation. While learning the “family business”, you also hit the books hard in school, and while not an academic whiz you did manage to round up a scholarship or two to start college.

But when those funds ran out and more couldn’t be acquired fast enough, you sunk to a level you hoped to avoid. You became the killer you had been taught to be all your life. The knife twisting in your back was that you have a talent for the craft and began to acquire regular contracts. By the time you earned your bachelors degree in education you had an underworld reputation as a reliable and efficient killer.

Fortunately your reputation allowed you to pick your contracts; selecting only the dregs of society that ‘deserved’ to be killed. You also found a job as a shop teacher at a high school in Seattle, which has earned you the nickname of *The Babysitter* amongst the criminal underworld. You took it all in stride, happy you’ve become more than some petty crook. Since starting, you haven’t been able to quit the hit man business as you’ve found it lucrative and have acquired a taste for living the good life, a taste you couldn’t keep on a teacher’s salary. But one day you plan to earn enough to retire and live a life above and beyond your family roots.

Recently you got word that your youngest sibling Adam had bitten off more than he could chew; he was killed while tailing a hit of his own. The official story was that he was mauled by wolves outside the city limits, but your underworld contacts told you a different story. His hit was actually a mage who commanded hell hounds to protect him and Adam had been torn apart by supernatural monsters.

While you know it’s foolish to be vengeful over Adam’s death (he knew what he was getting himself into), you’ve since become a member of the *Lazlo Society* (and then the *Lazlo Agency*), using your talents of killing efficiently and destroying whatever supernatural creatures and monsters you find. Killing a mark is just business. But killing the supernatural? That’s personal, and it’s gratifying.

Personal Information

Age: 27 Height: 5' 10" Weight: 164 lbs. Hair: black; "trendy bed head" style
Eyes: brown Birth Order: 2nd born of four Money: \$2000.00 in cash on hand
General Appearance: Wears extremely trendy & classy clothing in public and on the job.
Even at home at his leisure he tends to dress down only to business casual clothing.
Most people peg Samuel as being very "metrosexual" due to his manners and style.
Disposition: Extremely patient, vigilant, charismatic, well mannered and poised in public.
Family Origin: Of French descent w/ some family history of paranormal phenomena.
Environment: From a lower middle class family of thieves/thugs/killers from Denver, CO.
Sentiment toward Mages & Psychics: Indifferent towards them. Wouldn't hesitate to kill a psychic or magic scumbag (especially at the right price), but only in that case.
Sentiments toward Supernatural: Hates them with a seething passion! Lost a brother to Hell Hounds over a year ago and has been hunting down and destroying them even since.
Goals in Life: Make enough hits to retire wealthy and take up other interests, like hunting the supernatural for sport or becoming a master chess player.
Insanity: Samuel has a phobia of large crowds. Even as few as a dozen people bothers him to the point of panicking and fleeing the area.



Miscellaneous

Leaping Distance: Up: 2ft / 4ft (P) Across: 4.5ft / 9ft (P)
Run: 16.3 mph (max) 14 melees 360 feet per melee 60 feet per attack
Swim: 4.6 mph (max) 14 minutes 102 feet per melee 17 feet per attack
Bonus to Trust: 84% Bonus to Charm: 35% Maximum Carrying Weight: 170 lbs.

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Character Details

Quotes: "What do I do for a living? I'm a high school shop teacher."

"I occasionally model for a local men's clothing store and get to keep what I model in. I couldn't afford these clothes on a teachers salary."

"If its any comfort to you, I won't shoot you in the face. A mark no one can recognize is worthless... and I don't work for free."

"If you weren't a scum bag, a child molester and a murderer... I might feel bad about killing you."

"If god wanted the supernatural to live, he wouldn't have created me."

"Sure, my car looks pretty expensive, but I bought it used... and I know a guy who knows a guy, who gave me a deal I couldn't pass up. I couldn't afford such an a pricey car otherwise."

"You never go hungry in my line of work, because as long as there are two people alive on this earth, someone is going to want the other guy dead."

"I see that you like my silver plated knives. I make these myself, you want one?"

Contacts

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of the lead agents of the Seattle based Lazlo Society and regularly works with Sam

Name: Dr. Angela Jean Strauss Occupation: Parapsychologist Notes: Works with Ajax regularly, but gets the impression that she wants nothing to do with him as he's not a psychic.

Name: Anita Burkette Occupation: Fashion Designer Notes: Enjoys working with Anita and has thought of asking her out a few times; just working up the nerve to do it.

Special Equipment

Name: Night Vision Goggles Type: Espionage Tool Description: Vision Enhancement
Abilities: An passive optics system that intensifies the images by amplifying the available light in the area. Range: 1600ft

Name: Infrared Distancing Binoc. Type: Optic Tool Description: Specialized Binoculars
Abilities: A high-powered optical enhancement with infrared adjustments, cross hair indicator lines, and digital readout of estimated distance and rate of travel. Range: 2 miles

Name: "Hooligan Tool" Type: Entry Tool Description: S.W.A.T. Entry Tool
Abilities: A long, 1 inch thick, stress-proof bar, heat treated for durability and strength. On one end is a large chisel, spike-like, pry bar, the other end is a claw/chisel point (crowbar-like).

Name: Small Portable Tool Kit Type: Field Equipment Description: black hard plastic case
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.

Name: Silver Bullets & Knives Type: Weaponry Description: Munitions
Abilities: While 9mm silver bullets and knives do normal damage, they do x2 damage to beings that are vulnerable to silver.

Notes

9mm Uzi damage notes:

A short burst of five bullets does 5D6

A long burst of fifteen bullets does 5D6x3 (counts as two attacks)

A burst of the entire magazine does double the damage of a long burst.

NOTE: Full burst must be performed as the first attack that round and uses four of Sam's actions (four actions encompasses emptying the clip, then reloading or switching his weapon).

See page 42 of 1st edition Beyond the Supernatural book for info on shooting sprays.