

Sister Anna Dvorak

Alignment: Principled **P.C.C.:** Psychic Healer

Occupation: Catholic Nun, Assessor & Exorcism Specialist to the Vatican

Excerpts from Sister Anna's personal journal (translated from Latin):

"I started this journal for two reasons; the first is because my therapist recommended, I start one to help with the flashbacks. The other is to help me learn to read and write Latin."

"I come from a wealth family. I grew up in one of the grandest estates in Indiana, possibly the entire Midwest. I was sent to a good private school. I was said to be a cello prodigy. I wanted for nothing and my world was full of possibilities. But I would give it all up for my mother to be alive and well and with me today."

"It's been more than twenty years, and I still remember... and feel it all like it was yesterday. I was only thirteen when it began. Mother suddenly became ill, and her health declined rapidly. Her doctors could not explain why, and were at a loss to help her. But I would come to know what was happening to her. My mother had become possessed by a demon. I know this because the demon also began to haunt me. It told me everything. By day it ravaged my mother's health, and by night to come to torment me. Its cruelty knew no bounds. Even sleep was no respite as it invaded my dreams. The worst times were always in the dark. To this day I still fear the dark. I know too well what lurks within it. When mother's health became critical, I came home to stay with her."

"My family is not religious. No one believed my mother and I. We were on our own with this demon. I had never even been inside a church before; I didn't know God then, but I prayed for help all the same, the best way I knew how. Still the demon tormented my mother and I for more than a year. Then one night, the demon said it would finally release Mother and I. I would never see it again. I thought that God finally heard my prayers. I slept peacefully that night, for the first time in so long. I awoke to my father and the house staff shouting. Mother was gone. She went to the lake on the estate. Everyone thought she drowned herself, exhausted by her illness. I do not believe that. I believe the demon made her walk into the lake. I believe that is why the demon told me it would release her in the morning. Death was the way of its release. I have to believe that."

"For weeks I was inconsolable. I was heartbroken. I felt helpless and hopeless. But then, a miracle happened. God called on me. God gave me intuition, granted me understanding. God gave me the power to confront demons, and the power to exorcise them. I lost Mother, and nothing can be done about that, but I can help others avoid the same fate. God gave me a purpose, a new direction. I found solace in my calling. I turned to religion. I became a nun."

"I am first and foremost a nun, but my calling puts me in a unique position to investigate and assess people and events on behalf of the Vatican. I assess religious miracles for authenticity. I assess people who believe they are possessed. When I find a true possession, I help them. I perform rites of exorcism. Sometimes the Vatican sends me to deal with possessions where others have failed."

*"My home is in Seattle. I requested this placement due to the high amount of supernatural and demonic threats. I recently joined the **Lazlo Society**. My experience with its members has been good. Like me, they want to help people. I have attended several investigations and have seen many more evils, wicked beings and monsters than I ever knew existed. My help is needed more than ever."*

Note written in English at the end of the journal: *"I never realized how dry Latin is until now. I understand why, but no wonder Latin is a dead language. Who'd want to speak like this to each other every day?"*

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For you were formerly darkness,
but now you are Light in the Lord.
~ Ephesians 5:8

Beyond the Supernatural

Player: Pregenerated Player Character

Character: Sister Anna Dvorak

Nickname/Alias: _____

P.C.C.: Psychic Healer (pages 80-82)

Sex: Female Alignment: Principled

Occupation: Nun, Assessor and Exorcist for the Vatican

Attributes **Hand to Hand Combat**

I.Q.: 14 HTH: Basic (self-defense classes)

M.E.: 25 Actions per Round: 5

M.A.: 19 Initiative:+ 1

P.S.: 13 Damage:+ -

P.P.: 19 Strike:+ 4

P.E.: 21 Parry:+ 5

P.B.: 16 Dodge:+ 5

Spd.: 23 Roll with punch, fall or Impact:+ 3

P.P.E.: 7 Pull Punch (11+):+ 3

I.S.P.: 20 Knockout/Stun Roll: -

S.D.C.: 28 Critical Strike Roll: Natural 20

Hit Points: 47 Death Blow Roll: -

Perception: +1 (see *Special Abilities* below for bonuses)

Armor: Armored Vest & Guards A.R.: 12 S.D.C.: 100

Level: 5 Experience Points: N/A

Special Abilities/Skills

Resistance to Magic Illness & Curses-page 80:

Magic/Supernatural induced curses, disease, insanity, confusion and similar maladies lasts half as long as usual and only half the symptoms, damage & penalties.

Miraculous Healing Trance-page 80: Can heal wounds, stop internal bleeding/injury, purge self of poisons, etc.

+2 to Perception Rolls that involve injury, illness, disease, or death (i.e., examining a dead body or crime scene).

Saving Throws Base Modifier Roll Needed

Horror Factor +2

Poison: Lethal 14 +7 11+

Poison: Non-Lethal 16 +7 9+

Harmful Drugs 15 +7 8+

Insanity 12 +8 4+

Psionics 10 +5 5+

Magic Spell 12 +4 8+

Magic Ritual 16 +4 12+

Coma/Death +12%

Possession +8

Curses 15 +3 15+

Disease 14 +6 8+

Pain 16 +5 11+

Mind Altering Drugs +4

Magic Diseases +3

Last updated on 12/6/2022

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	93
Language: Latin	50	10	3	72
Literacy: English	80	-	2	88
Literacy: Latin	50	10	5	80
Mathematics: Basic	72	-	3	84
Computer Operation	60	10	3	82
Play Cello (Professional)	35	20	5	75
Meditation/Prayer	30	30	5	80
Research	40	15	5	75
Streetwise: Weird	30	20	5	70
Photography	35	10	5	65
Lore: Demons & Monsters	30	35	5	85
Lore: Entities & Ghosts	30	20	5	70
Lore: Magic Arcane	20/40	25	5	65/85
Lore: Religion	35	15	5	70
Lore: Paranormal & Psionics	30	15	5	65
Lore: Cults & Secret Societies	20	15	5	55
Lore: Mythology	30	15	5	65
First Aid	50	5	5	75

Skills	Base	Bonus	+%/lvl	Total%
History: General	60	10	4	86
History: North America	40	10	4	66
Law (General)	35	10	5	65
Running / Jogging	Jogs 21 miles without fatigue			
Swimming	50	-	5	70
Aerobic Athletics	Physical & Attribute bonuses			
Whittling & Sculpting (3rd level)	30	-	5	40
Sense of Balance	30	-	5	50
Hobby: Religious History	40	-	5	60
Hobby: Playing Chess	40	-	5	60
Weapon Proficiencies: Recognize Weapon Quality (45%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Blunt (tonfa, bat, hammer, etc.)	+2	+2	+1	
Modern Weapon Proficiencies	Strike	Aimed	Burst	
Handguns	+2	+4	+1	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Silver Tipped Tonfa	+6	+6	+5 / 7 feet	melee	carries one	3 lbs.	1D6 (2D6 if vulnerable to silver)
Wooden Tonfa	+6	+6	+5 / 7 feet	melee	carries one	3 lbs.	1D6 (2D6 if vulnerable to wood)
Whittled Bone Knife	+4	+5	+4 / 7 feet	melee	carries one	1 lb.	1D4 (2D4 if vulnerable to bone)+1
Glock 19C Gen 4 pistol	+2 /+4	aimed	135 feet	single/burst	15/ 2 clips	2 lbs.	3D6; a burst of 3 rounds does 6D6
Silver Bullets for Glock	+2 /+4	aimed	120 feet	single/burst	15/ 2 clips	-	6D6 damage if vulnerable to silver
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						1D4 (punch) / 2D4+2 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6 (elbow) / 1D8+2 (knee)
Disarm Attacks	Needs a Natural 17-20 as a defensive move, or +6 to all offensive disarm attempts.						

Note: Strike, Parry and Throw bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are included

Equipment

smartphone, altered cape, veil, blouse and skirt, chaplet, boots, silver cross on a necklace, rosary, pocket bible, pen flashlight, pair of black gloves, pocket knife (1D4), butane lighter, and some personal items.

shoulder holster set (holds her Glock & two magazines)

Duffel Bag Contents: large Kel-Lite flashlight, quality first-aid kit, 2 rolls of ace bandages, small blanket, apron, 2 towels, roll of duct tape, box of 12 candles, box of matches, bottled water, energy bar, holy bible, bottle of holy water, 5 vials of holy water, 12" cross, extra rosary, box of plastic gloves, digital camera, digital audio recorder and a mini umbrella.

Unique Items

Her church houses sister Anna in a small, but cozy two bedroom house in Seattle, Washington. Its close to *Holy Name Catholic* church; where she answers to the resident priest *Father Michael Hummel*. As her acting handler, Father Hummel provides her with instructions, council, advice, supplies and holy water.

While Anna has taken the vow of poverty and owns little, she does own a masterly crafted cello that's more than 100 years old. It was a gift from a grateful patient she'd not only freed from a possessing entity, but tended to what would've been fatal wounds. She keeps it well maintained and practices regularly.

Anna's Personal Information

Age: 35 Height: 5' 4" Weight: 120 lbs. Hair: black, shoulder length; kept under her Veil
Eyes: green Birth Order: only child Money: \$100.00 in cash on hand

General Appearance: While Anna wears a traditional habit during religious services, she has an altered cape, veil, blouse & skirt for paranormal investigations. Outfit includes extra pockets, ease of movement & removal of cape when needed, while allowing for armor, gun holster and other accessories as needed. Note: Her superiors do not approve of this outfit, but accepts it.

Disposition: Friendly, polite and contemplative; comes off as shy and quiet to others.

Family History: Of Czech heritage with no known history of psychic phenomena.

Environment: From a privileged family in Indiana; attended private school as a child.

Reason for Paranormal Investigating: Wholeheartedly believes her psychic abilities are gifts from God and has a responsibility to help and heal those in need.

Outlook on being Psychic: Genuinely feels blessed and favored to have been chosen by God. Carries a lot of responsibility and honor in her duties as both a Psychic Healer and a Nun.

Goals in Life: While she'll continue doing God's work all her life, she also hopes to find the demon who tortured her and her mother, and destroy it so that it can't harm anyone again.

Insanity: Anna is near phobic of the dark. Even staring into a dark hallway or room is enough to unsettle her. Suffers a -3 to all *Horror Factor* rolls in poor lighting conditions.

"With the horrible things I've seen & experienced in the dark, I have good reason to be afraid."

Insanity: Can't Drive: Suffers overwhelming flashes from her childhood at random moments, making her a danger behind the wheel. Therapy for these flashes have been slow going. If Anna needs to get somewhere, she'll need to arrange for a taxi or an Uber, or will need a ride from a teammate or an investigator to get to an investigation.

Anna's Special Equipment and Weaponry

Knee, forearm & 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 good for defending against 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 Impact** attempts.

Note: Can use guards for parrying without risking damage; must be targeted to take damage.

Kel-lite Flashlight Description: rust proof, heavy duty flashlight

Abilities: Designed for law enforcement and reputed to be "near indestructible".

10x brighter than a normal flashlight and does 1D6 damage as a blunt weapon.

Holy Water Description: venerare glass bottle (corked) filled with water

Abilities: Has various uses and while sturdy enough for carrying in a bag, the bottle might shatter if thrown at a target. Anna always tries to keep one in her duffel bag at all times.

Large First-Aid Kit Description: professional grade kit in a sturdy container

Contents: Bandages, gauze, bleed stop bandage, two tourniquets, one suture set, one tube of instant skin, scissors, one splint, irrigation syringe, bottle of pain reliever, 6 safety pins, 2 instant ice packs, 15 clean wipes & iodine wipes, and other items Anna's added over time.

Miscellaneous

Leaping Distance: Up: 1.5 feet / 3 feet (Power) Across: 3 feet / 6 feet (Power)

Run: 15.6 mph (max) 21 melees 345 feet per round 69 feet per action

Swim: 3.5 mph (max) 21 minutes 78 feet per round 15.6 feet per action

Bonus to Trust/Intimidate: 45% Bonus to Charm/Impress: 30% Max carrying weight 130 lbs.

Anna's Psychic Healer Details

Psionics: Base I.S.P.: 20 Note: I.S.P. Increases by 3 at every new level of experience

Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Psychic Healer Abilities

I.S.P.

Resistance: Magic/supernatural induced curses, illness, disease, insanity, confusion, and similar maladies, last only half as long as usual and have only half the symptoms, damage and penalties.

Miraculous Trance Healing-pg.80: Can restore her Hit Points or S.D.C., close and heal wounds, stop internal bleeding / Injury and purge her body of poisons or drugs by going into a deep, uninterrupted meditative trance. The progress of the unwanted chemicals is instantly stopped and damage is reversed, healing 3D6+3 points of damage in eight minutes. This trance can also be used to purge herself of mind control, possession, magic disease or magic curse, but takes twice as long.

There's no cost to heal in this manner, but she can only perform this twice per 24 hour period.

Note: Miraculous Healing can be performed on another mortal person or animal, but costs 20 I.S.P. and leaves her very weak (double the penalties). Both she and the patient remains in the trance the entire time and it must not be interrupted for the healing to work. See page 80 for the list of penalties.

Psychic Diagnosis-pg.101: Can sense physical trauma/damage and pain, external & internal injury, poisoning, disease and possession with absolute clarity, enabling his to suggest treatment or to conduct psychic surgery or other healing. Needs two minutes of preparatory meditation. 4

Stop Bleeding(Others)-pg.102: Stops bleeding from wounds and internal injury of others by laying her hands on them. Lasts as long as her hands are on them, or 16 minutes with a tourniquet. 4

Exorcism-pg.99: Can perform a Rite of Exorcism that uses psychic energy to expel the loathsome supernatural being from its mortal host body. Requires 30 minutes of preparation. 10

Resist Fatigue-pg.101: Enables her to engage in physical activity without suffering from exhaustion. Feels extremely tired and may collapse when duration has elapsed. Lasts for 160 minutes. 4

Cure Insanity(Temporarily)-pg.99: Temporarily push back and seemingly cure a Phobia, Obsession, Neurosis, Affective Disorder, or addictive behavior/craving for 1D8x10 hours. She must know that the insanity exists to cure it. Only one insanity can be cured per expenditure of 15 I.S.P. 15

Psychic Purification-pg.101: Slow a person's metabolism and destroys chemicals, drugs, poisons, venom, and toxins in the body. The effects of the drug, poison or toxin are immediately halted and completely destroyed/removed/negated when the meditation has ended. 8

Psychic Surgery-pg.101: Repair broken bones & internal injuries and removes foreign objects (bullets, arrows, etc.) using only her bare hands; no tools or instruments. There is minimal bleeding and pain (no pain if *Deaden Pain* ability is used) and absolutely no scarring from the surgery. Varies

Deaden Pain-pg.99: Negates existing pain or can be used as an anesthetic for surgery. 4

Stop Bleeding(self)-pg.102: Stops bleeding from wounds & internal damage for 16 minutes. 2

Suppress Fear-pg.102: Suppress the chemical & psychological components of fear in the recipient. Unable to feel fear and can think rationally and take calm calculated, actions. While this power's active, characters automatically succeeds on all *Horror Factor* rolls, even if magically induced. 8

Mind Bolt(Revisited): Unleash a nearly invisible bolt of mental force at a target with amazing accuracy and varying amounts of damage depending on the I.S.P. spent. See additional page for details.

Healing Touch-pg.99: This ability instantly heals cuts, bruises and similar physical wounds. Restores 2D4 Hit Points or 2D6 S.D.C. Requires two minutes of preparatory mediation 6

Mind Block-pg.101: Can completely close or block herself from all psychic/mental emanations. When intentionally closed to supernatural or psychic forces, she cannot sense anything, cannot use Prevents Telepathy, Empathy, Hypnotic Suggestion, and Empathic Transmission. 4

Meditation/Prayer: Anna prays and meditates regularly and gets a +1 bonus to save vs psionic attack or possession while praying or in a meditative state. Also recovers 6 I.S.P. per hour of meditation.

Mind Bolt, Revisited

Range: 100 feet per level of experience. Line of sight required.

Duration: Instant.

I.S.P.: Varies; 6, 9, 12, 20, or 40 I.S.P. depending on damage amount.

The psychic focuses his psionic energy and unleashes it as a nearly invisible bolt of mental force and hurls it at a target with amazing accuracy and varying amounts of damage depending on the I.S.P. spent. Though the Mind Bolt is invisible to the naked eye, it can be seen by those with optic systems or abilities to see different spectrums of light. This includes infrared, ultraviolet, and passive nightvision mechanical systems as well as beings able to See the Invisible via psychic ability, magic, or natural ability. As you might expect, it appears as a bolt of white energy.

Note: If it can be seen, a person can *try* to dodge or parry the blast, but suffers the usual penalties for dodging any gunfire or energy blasts (none of the character's usual dodge bonuses and an additional -10 to dodge).

This is a physical energy bolt created by psychic energy and force of will. As such, it inflicts physical damage upon whatever it strikes, whether it is a human being or a physical object like a computer, table, body armor, vehicle, wall, tree, and so on. Since people tend to be physically oriented and used to using their hands, most psychics point with their hand or finger at the target they want to strike. Some even make a throwing motion. However, the energy appears in front of the psychic and is instantaneously launched at the target. If the individual is pointing with a finger or hand the bolt seems to come from it. However, this means with practice and focus, the psychic can fire the Mind Bolt by simply staring at the target!

Line of sight is required in order to strike a target with any measure of accuracy. Firing off a Mind Bolt blind means no bonuses apply and, in addition, is -10 to strike. This applies whether the psychic cannot see due to darkness, fog, being blindfolded, or any reason. Firing blind is dangerous because the energy will hit something and that might be a friend, ally, innocent bystander, or valuable piece of equipment. However, if the blinded psychic knows his target is directly in front of him, or to his side, especially if the target is touching him (this might include objects like a rope or chain that binds the characters), the additional penalty for being blind is reduced to only -3, not -10.

Bonus to Strike: All Mind Bolts are +4 to strike, but adding an additional 10 I.S.P. increases the strike bonus to +8! Must be able to see the target for these bonuses to apply.

The amount of damage the Mind Bolt inflicts depends on the amount of I.S.P. spent on the blast and usually inflicts S.D.C./Hit Point damage. This is a *physical attack* that inflicts physical damage. It does not affect the mind of its victim and will strike the armor of anybody wearing body armor.

6 I.S.P.: 1D6 damage.

9 I.S.P.: 2D6 damage.

12 I.S.P.: 3D6 damage.

20 I.S.P.: 6D6 damage.

40 I.S.P.: 1D6x10+4 damage.

Ley Lines: Ley lines and nexus points increase the range and damage by 50%.

Special: 1. Ghost Buster: The nature of Mind Bolt energy is such that it does damage to ghosts, Entities, Elementals, and energy beings!

2. Astral Beings & Travelers: A Mind Bolt can be used in the Astral Plane against Astral Beings, Astral Travelers, and other things located in the Astral Plane. HOWEVER, an Astral Being/Traveler or psychic in Astral Form can NOT use Mind Bolt against a person or any target located in the physical world while he is in the Astral Plane or in Astral form.

3. Available to Psychic Healers for the cost of 2 Healing Powers: A Psychic Healer may select Mind Bolt as a means of psychic defense against the supernatural, but it counts as 2 of the Psi-Healer's psionic ability selections. Just as Psychic Healers are able to battle the supernatural by performing an Exorcism, they are also able to select and use the Mind Bolt ability. Note that a Psychic Healer using this ability ONLY works against supernatural beings. No damage to humans, mutants, animals, or physical objects.