

Name: Sister Anna Dvorak

Alignment: Principled

Occupation: Catholic Nun & Exorcism specialist to the Vatican

P.C.C.: Psychic Healer

You are Anna Dvorak, the only child from a privileged family of an estate in Indiana. Your family's legacy began when your grandparents fled Europe prior to WWII to America and became involved in various government defense-related contracts with their engineering talents; the family empire has only grown since. A life of private schools and an unparalleled talent for playing the cello deemed certain that you'd have an amazing career in music ahead of you. However, fate it seemed had a very different (and much darker) plan in store for you.

Just after your 13th birthday, your mother came under a strange physical ailment that lasted for well over a month before her mental health suddenly began to deteriorate rapidly. While medical science was at a loss for an explanation, you had witnessed something dark and hideous, learning the true nature of her condition early on. Your mother's health wasn't failing; she was possessed by a demon! What's worse was that the demon delighted in tormenting you (and only you) through your mother. Belittling, slandering, terrifying you in the dead of night; mental and physical abuse became a daily occurrence for you. Yet you stayed by her side, praying for god to help her while demanding that your family seek an exorcist.

Your cries for help went ignored. No one believed your mother was possessed; they believed you were overreacting to her failing health. This ignorance of your cries only encouraged the demon to continue tormenting you, especially in the dark. This constant torment led to all sorts of dilemma's in your young life, including acquiring a phobia of the dark that haunts you to this day.

Then just after your 14th birthday, after a particularly cruel night of tormenting you in the dark, the demon said it had grown tired of your mother's body and would release her in the morning. However, you awoke to the house in an uproar. Your mother had drowned herself in the lake on the family estate, or at least that's what the coroner stated. You sorrowfully came to understand that the demon's promise of releasing your mother was a confession of its plans to drown her.

In the weeks following her death, you were overcome with grief and a sense of hopelessness. It was at this time when something miraculous happened; god called upon you. Gifting you with the power of insight, healing and exorcism, god had granted you the tools to confront the supernatural on his behalf! Realizing your calling, you turned to your religion and committed to the vows of a religious life as a nun and dedicated yourself to healing the sick and combating the supernatural.

Your abilities have allowed you a unique placement within the Catholic Church. Your order now relegates you out as an independent nun, calling you to various destinations all around the world to perform exorcisms and miraculous healings where the local priests have failed (always behind closed doors and all witnesses are sworn to secrecy). With the blessing of your order you've also become a volunteer at the Lazlo Society (and member of the *Lazlo Agency*), occasionally assisting them in paranormal investigations.

You've have been spending a lot of your time in Seattle lately as more and more possessions and other supernatural occurrences have been taking place there. Your heart tells you that these events are harbingers of something terrible coming soon. But whenever it comes, you will be there to confront it on god's behalf.

Beyond the Supernatural™

Player: Pregenerated Player Character

Character: Sister Anna Dvorak

Nickname/Alias: _____

P.C.C.: Psychic Healer

Sex: Female Alignment: Principled

Occupation: Catholic Nun & Exorcist

Attributes

I.Q.: 14

M.E.: 25

M.A.: 19

P.S.: 13

P.P.: 19

P.E.: 21

P.B.: 16

Spd.: 23

Perception: +2

P.P.E.: 7

I.S.P.: 20

Hit Points: 47

S.D.C.: 28

Hand to Hand Combat

Type: Basic (Self Defense Classes)

Number of Attacks: 5

Initiative: +1

Damage: -

Strike: +4

Parry: +5

Dodge: +5

Roll w Punch/Impact: +3

Pull Punch: +3

Knockout/Stun Roll: -

Critical Strike Roll: Natural 20

Death Blow Roll: -

Armor: Uniform Armor A.R.: 12 S.D.C.: 100

Level: 5 Experience Points N/A

Special Abilities/Skills

Resistance to Magic Illnesses & Curses (pg. 80)

Miraculous Healing Trance (pg. 80)

+2 to Perception when involving illnesses, injuries, diseases and other similar situations.

+4 save vs. mind altering drugs

Saving Throws

	Base	Modifier	Roll Need
Poison: Lethal	14	7	7
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		+15%	-
Horror Factor		+2	-
Possession		+8	-
Curses	15	+3	12
Disease	14	+4	10
Magical Disease		+3	-
Pain	16	+3	13

Skill

	Base	Bonus	+%/lvl	Total %
Speak English	88	-	1	92
Read English	80	-	2	88
Basic Math	72	-	3	84
Speak Latin	50	10	3	72
Speak Czech	50	10	3	72
Read Latin	40	10	5	70
Read Czech	40	10	5	70
Computer Operation	60	10	3	82
Play Cello (Professional)	35	20	5	75
Holistic Medicine	30/20	20	5	70/60
Photography	35	10	5	65
Research	40	15	5	75
Streetwise: Weird	30	20	5	70
Lore: Demons/Monster	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	75
Lore: Paranormal/Psi	30	15	5	65
Lore: Cults/Secret Sects	20	15	5	55

Skill

	Base	Bonus	+%/lvl	Total %
Lore: Mythology	30	15	5	65
History: North America	60	10	4	82
Law (General)	35	10	5	65
Meditation	30	10	5	65
First Aid	50	5	5	75
Running	-	-	-	-
Aerobic Athletics	-	-	-	-
Sense of Balance	30	-	5	50
Swimming	50	-	5	70

Weapon Proficiencies: Recognize Weapon Quality (45%)

	Ancient W.P. List	Strike	Parry	Throw
Knife		+2	+2	+2
	Modern W.P. List	Strike	Aimed	Burst
Handguns		+2	+4	+1

Weapons & Equipment

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Glock 19C Gen 4 pistol	+2	-	165 ft	single/burst	15/60 (4 clips)	2 lbs	3D6 (s) / 3D6x2 (b)
Silver Coated Knife	+2	+2	40ft if Thrown	melee	-	1 lb	1D6
Mace Spray	-	-	4-6ft area	single	20 sprays	1 lb	-6 to Strike, Parry&Dodge
Kick Attack / Punch	Called shots to specific areas (nose, eyes, groin, etc) can penalize target						1D8+2 / 1D6
Disarm Attacks	Needs a natural 18-20 as a defensive move, Gets a +2 to offensive disarm attempts.						

Equipment

cell phone, armor, black jumpsuit, nun's veil, steel toed boots, gloves, silver cross on a necklace, wristwatch, pistol holster,

rosary, pocket bible, pocket flashlight, pocket knife (1D4)

Messenger Bag Contents: large flashlight, box of matches,

3 rolls of bandages, 2 rolls of ace bandages, small blanket,

butane lighter, roll of duct tape, holy bible, 5 vials of holy water,

12" cross, apron, bottled water, box of plastic gloves

First-Aid Kit Includes: bandages, gauze, bleed stop bandage,

two tourniquets, one suture set, 1 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 more.

Unique Items

-Drives a black Audi Q7 V* TDI, supplied by her church

-The church houses sister Anna in a small, but cozy two bedroom house in Seattle, Washington that's close to her church which is called "St. Timothy's Cathedral". Father Michael Hummel is the resident priest.

-Keeps a "holistic medicine kit" to assist her in her duties as a healer and exorcist.

