

Beyond the Supernatural

Player: Player Character

Character: Yegor Golovchenko

Nickname/Alias: **"Pastor Luke Christianson"**

P.C.C.: Priest of Vice (during a period of Virtue)

Sex: Male Alignment: Vice and Virtue

Occupation: Evangelist (Agent of the Court of Tarot)

Attributes Hand to Hand Combat

I.Q.: 14 HTH: Expert

M.E.: 14 Actions per Round: 5

M.A.: 23 Initiative:+ 2

P.S.: 13 Damage:+ -

P.P.: 11 Strike:+ 2

P.E.: 15 Parry:+ 3

P.B.: 11 Dodge:+ 3

Spd.: 16 Roll with punch, fall or Impact:+ 2

P.P.E.: 2 Pull Punch (11+):+ 3

I.S.P.: 12 Knockout/Stun Roll: -

S.D.C.: 25 Critical Strike Roll: 18-20

Hit Points: 45 Death Blow Roll: -

Perception: +2

Armor: Tactical Armor & Guards A.R.: 12 S.D.C.: 120

Level: 6th Experience Points: 22,925 / 34,600

Special Abilities/Skills

Faith, Exorcism, Create Holy Water, Perform Blessings,
Holy Symbol, Bio-Regeneration, Immune to Possession

+1 to save vs. Psionics while meditating

+1 P.B. when dressed to impress (Wardrobe & Grooming)

See *Trust & Intimidation: A Way of Life* in The Rifter #60
for examples and alternative uses for his high M.A.

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		+3	
Poison: Lethal	14	-	14+
Poison: Non-Lethal	16	-	16+
Harmful Drugs	15	-	15+
Insanity	12	-	12+
Psionics	12	+1	11+
Magic Spell	12	+3	9+
Magic Ritual	16	+3	13+
Coma/Death		-	
Possession		-	
Curses	15	-	15+
Disease	14	-	14+
Pain	16	-	16+

Skills

	Base	Bonus	+%/lvl	Total%
Language: English	88	4	1	97
Language: Russian	50	10	2	70
Language: Latin	50	10	3	70
Literacy: English	80	4	3	98
Literacy: Russian	40	10	5	75
Literacy: Latin	40	10	5	75
Mathematics: Basic	72	10	3	95
Pilot: Automobile	60	-	3	75
Public Speaking	30	-	5	55
Brewing: Medicinal	25/30	10	5	60/65
Holistic Medicine	30/20	25	5	80/70
First Aid	45	10	5	80
Chemistry: Basic	35	-	5	40
Chemistry: Pharmacology	40	-	5	65
Philosophy	40	10	5	75
Meditation	30	20	5	75
Research	40	10	5	75
Psychology	30	10	5	65
Fasting	40	20	3	75

Skills

	Base	Bonus	+%/lvl	Total%
Wardrobe & Grooming	50	-	4	70
Creative Writing	25	-	5	50
Gambling: Standard	30	-	5	55
Anthropology	40/20	-	5	65/45
Lore: Religion	35	30	5	90
Lore: Demons & Monster	30	20	5	75
Lore: Cults & Secret Societies	20	15	5	60
Swimming	50	-	5	75
Jogging / Running	Jogs 15 miles before fatigued			
History: General	60	5	5	90
History: North America	40	5	5	70

Weapon Proficiencies: Recognize Weapon Quality (50%)

Ancient Weapon Proficiencies	Strike	Parry	Throw
Blunt Weapons	+3	+3	+1

Modern Weapon Proficiencies	Strike	Aimed	Burst
Handguns	+3	+5	+1
Rifles	+3	+5	+1

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Crowbar w/ padded grip	+5	+6	+3 / 38 feet	melee	carries one	5.5 lbs.	2D6+3
Silver plated Bopoh-3	+2	+3	+2 / 38 feet	melee	carries one	.5 lbs.	1D6(2D6 if vulnerable to silver)+1
3' Crucifix made of iron	+2	+3	+2 / 38 feet	melee	carries one	7 lbs.	1D8(2D8 if vulnerable to iron)+1
MR-443 Grach Pistol	+3 /+5 aimed		135 feet	single/burst	17 / 3 clips	3 lbs.	3D6; burst of 3 rounds does 3D6x2
A-91 Compact Rifle	+3 /+5 aimed		1,200 feet	range	20 / 3 clips	4.5 lbs.	4D6; burst of 3 rounds does 4D6x2
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4 (punch) / 2D6 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6 (elbow) / 1D8 (knee)
Disarm Attacks	Needs a Natural 17-20 as a defensive move; gets a +4 to offensive disarm attempts.						

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

Equipment

fashionable clothing, leather driving gloves, smartphone, wallet, sunglasses, wristwatch, silver cross on a necklace, pack of gum, pocket flashlight, pocket sized cross, folding pocket knife (1D4), pocket bible, ammo holster of belt (for rifle), some personal items. shoulder holster set (holds Grach pistol & two magazines)

Messenger Bag contents: large flashlight, GPS, notebook, 2 pens, 2 pencils, 6 road flares, 4 wooden stakes and a mallet, roll of duct tape, binoculars, digital audio recorder, pocket mirror, dog eared copy of the Holy Bible, 70-piece first-aid kit, towel, bottle water, energy bar and a pack of playing cards.

Unique Items

Drives a year old black Audi R5; keeps on a tow bar when he's driving the Winnebago from place to place for evangelist work.

Lives in a comfortable and well maintained Winnebago RV which works like a mobile evangelist church and office.

RV contains useful gear like his laptop PC, printer, priest garb, religious paraphilia and several sets of tailored business suits.

Keeps a small collection of Russian antiques & crafts and a small library of religious texts (in English, Russian & Latin)

Has an herbalist's medical bag which contains a variety of herbs, creams, ointments, oils, spices, salves, balms, tinctures, home brewed alcohol, bandages, gauze, and similar materials.

Personal Information

Beyond the Supernatural

Age: 36 Height: 6' 2" Weight: 163 lbs. Hair: brown, kept short to medium length
Eyes: brown Birth Order: last born of four Money: 1D12 x \$100 in cash on hand
General Appearance: Caucasian male in good physical condition, but looks to be in his mid-40's (he's in his mid-30's). During periods of Virtue, Yegor keeps himself well groomed and wears stylish tailored suits, which only helps his natural charm and appeal. Even during an investigation he's likely to wear his button shirts & slacks.
Disposition: During a period of Virtue, he's generous, compassionate, charming and inspiring.
Family History: Of Russian ancestry (and proud of it), no recent history of psychic phenomena.
Environment: Grew up in a blue collar family in Miami, Florida.
Reason for Paranormal Investigating: While at first it was out of a sense of spiritual duty, but as a member of the *Court of Tarot* (Two of Daggers) he's now a professional investigator.
Outlook on being Psychic: Regardless of the fact that he's been in the *Court of Tarot* for awhile now, Yegor still believes he's doing God's work; in his eyes, the Court was a sign from God.
Goals in Life: To keep doing God's work, to rise up through the ranks of the *Court of Tarot*, (which isn't likely to happen), and to continue his paranormal investigation work.
Insanity: Its hard to say due to his being a *Priest of Vice*, but a few members of the Court suspect he's bi-polar and/or suffers from a serious obsessive disorder and alcoholism.



Miscellaneous

Leaping Distance: Up: 1.5 feet / 3 feet (power) Across: 3 feet / 6 feet (power)
Run: 10.9 mph (max) 15 melees 240 feet per round 48 feet per action
Swim: 5.3 mph (max) 15 minutes 117 feet per round 23 feet per action
Bonus to Trust/Intimidate: 80% **Weight:** Maximum Carrying/Lifting limit: 130 lbs./ 260 lbs.

Pastor Luke's Contacts

Emily Fedorov Occupation: Manager Notes: "Luke's" press agent and manager; does the advertising and planning for his next "Tent Sermon". She isn't aware of his real identity.
Bruce Mihailov Occupation: Personal Security Notes: Bruce is a *Night Hunter* who works as "Luke's" bodyguard when needed and assists him research the Occult/Paranormal/Supernatural. While he suspects Pastor Luke is more than what he seems to be, he still trusts him with his life.
Malory Sayansky Occupation: Psychologist Notes: Manages the *Christianson Center*, Luke's non-profit that provides shelter & counseling for battered and abused women. She has no idea of Luke's real identity, nor is she aware that the Center provides an incidental outlet for Yegor to invoke Wrath upon the men who've battered/abused the women who come to the shelter, nor is she aware that the Center provides money laundering benefits for both Luke and the *Court of Tarot*.

Yegor's Special Weapons and Objects

Silver Plated Bopoh-3 Knife Description: "Looks like a spear point with no cross guard"
Notes: Does 1D6+1 normal stabbing damage. But 2D6+1 to beings that are vulnerable to silver. The handle is made of rubber-reinforced polymer with a grip that well shaped for various holds.
3' Crucifix made of iron Description: Handmade iron tubing cross, looks like "rustic decor"
Notes: Originally hung in Yegor's tent during sermons, but was used as an improvised weapon one night. Yegor likes the sturdy feel of it and now keeps it on hand during investigation work as a crucifix and as a weapon. Does 1D8+1 normal damage, but does 2D8+1 to beings that are vulnerable to iron.
Psionics: Base I.S.P.: 12 Note: I.S.P. Increases by 1 every level of experience
Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 3 Greater: x 4 Ancient: x 5 I.S.P.

Psionic Abilities

Meditation-pg.121: A trance state of consciousness in which he can calm his emotions and focus on relaxation of mind and body. Recovers at a rate of 4 I.S.P. per hour. 0
Psychic Diagnosis-pg.101: Can sense physical trauma/damage and pain, external & internal injury, poisoning, disease and possession with absolute clarity. Range: Within 3 feet. 4
Psychic Purification-pg.101: Slows a person's metabolism and destroy chemicals, poisons, drugs, venom, and toxins in the body. Attacks and destroys up to 5 chemicals/poisons. 8
Induce Sleep-pg.100: A recuperative power to induce sleep in those who are ill, exhausted, or suffer from insomnia. The person being treated falls into a restful sleep. 4
Cure Insanity-pg.99: Temporarily push back and seemingly cure one of the following illnesses for 1D8x10 hours: Phobia, Obsession, Neurosis, Affective Disorder or addictive behavior and cravings. Its only temporary relief however, the affliction will resurface within 14 days. 15
Increased Healing-pg.100: Hit Points & S.D.C. recovery x2 the normal treatment rate. 10
Deaden Pain-pg.99: Temporarily negates existing pain (himself or others) for 5 hours. 4
Attack Disease-pg.98: Reduce the effects, penalties and duration of disease by half. 12
Psychic Surgery-pg.101: Heal broken bones, internal injuries, and remove foreign objects with only his bare hands. Equivalent of *Professional Hospital* treatment.
I.S.P. Costs: Simple Surgery: 7, Common Surgery: 14, Serious: 28.

Psychic abilities gained in the presence of Supernatural Evil/Creatures of Magic

Stop Bleeding (others)-pg.102: Stops bleeding from wounds and internal injuries. 4
Healing Touch-pg.99: Can instantly heal cuts, burns, bruises and similar physical wounds. Touch restores 2D4 Hit Points or 2D6 S.D.C. Note: Requires preparatory meditation. 6
Group Mind Block-pg.119: Instantly erect a mental barrier to protect himself and those around him within a 120 feet area. Works just like the individual Mind Block ability. 22
Call to Life: Reaches into the ether to call the life force that has departed the body to return by following the sound of his voice (or thoughts). See attached description below. 8

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I.Q.: 14 HTH: Expert

M.E.: 12 Actions per Round: 5

M.A.: 18 Initiative:+ 2

P.S.: 13 Damage:+ -

P.P.: 11 Strike:+ 2

P.E.: 15 Parry:+ 3

P.B.: 11 Dodge:+ 3

Spd.: 16 Roll with punch, fall or Impact:+ 2

P.P.E.: 2 Pull Punch (11+):+ 3

I.S.P.: 12 Knockout/Stun Roll: -

S.D.C.: 25 Critical Strike Roll: 18-20

Hit Points: 45 Death Blow Roll: -

Perception: +2

Armor: Tactical Armor & Guards A.R.: 12 S.D.C.: 120

Level: 6th Experience Points: 22,925 / 34,600

Special Abilities/Skills

Faith, Exorcism, Create Holy Water, Perform Blessings, Holy Symbol, Bio-Regeneration, immune to knockout/stun, impervious to poisons and toxins not considered "drugs", automatically succeeds to Roll with punch, fall or impact

Add 5D6+10 bonus to Hit Points (roll each time Yegor enters a period of Vice).

+1 P.B. when dressed to impress (Wardrobe & Grooming)

Saving Throws Base Modifier Roll Needed

Horror Factor		+8	
Poison: Lethal	14	+5	9+
Poison: Non-Lethal	16	+5	11+
Harmful Drugs	15	+5	10+
Insanity	12	+5	7+
Psionics	12	+6	6+
Magic Spell	12	+8	4+
Magic Ritual	16	+8	8+
Coma/Death		+5%	
Possession		+5	
Curses	15	+5	10+
Disease	14	+5	9+
Pain	16	+7	9+

Skills

	Base	Bonus	+%/lvl	Total%
Language: English	88	4	1	97
Language: Russian	50	10	2	70
Language: Latin	50	10	3	70
Literacy: English	80	4	3	98
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Pilot: Automobile	60	-	3	75
Public Speaking	30	-	5	55
Brewing: Medicinal	25/30	-	5	50/55
Holistic Medicine	30/20	15	5	70/60
First Aid	45	-	5	70
Chemistry: Basic	35	-	5	40
Chemistry: Pharmacology	40	-	5	65
Philosophy	40	-	5	65
Meditation	30	20	5	75
Research	40	10	5	75
Psychology	30	-	5	55
Fasting	40	20	3	75

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	Base	Bonus	+%/lvl	Total%
Wardrobe & Grooming	50	-	4	70
Creative Writing	25	-	5	50
Gambling: Standard	30	-	5	55
Anthropology	40/20	-	5	65/45
Lore: Religion	35	30	5	90
Lore: Demons & Monster	30	20	5	75
Lore: Cults & Secret Societies	20	15	5	60
Swimming	50	-	5	75
Jogging / Running	Jogs 15 miles before fatigued			
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Ancient Weapon Proficiencies	Strike	Parry	Throw
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Rifles	+3	+5	+1

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Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
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Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4 (punch) / 2D6 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6 (elbow) / 1D8 (knee)
Disarm Attacks	Needs a Natural 17-20 as a defensive move; gets a +4 to offensive disarm attempts.						

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

Equipment

fashionable clothing, leather driving gloves, smartphone, wallet, sunglasses, wristwatch, silver cross on a necklace, pack of gum, pocket flashlight, pocket sized cross, folding pocket knife (1D4), pocket bible, ammo holster of belt (for rifle), some personal items. shoulder holster set (holds Grach pistol & two magazines)

Messenger Bag contents: large flashlight, GPS, notebook, 2 pens, 2 pencils, 6 road flares, 4 wooden stakes and a mallet, roll of duct tape, binoculars, digital audio recorder, pocket mirror, dog eared copy of the Holy Bible, 70-piece first-aid kit, towel, bottle water, energy bar and a pack of playing cards.

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Has an herbalist's medical bag which contains a variety of herbs, creams, ointments, oils, spices, salves, balms, tinctures, home brewed alcohol, bandages, gauze, and similar materials.

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Goals in Life: To keep doing God's work, to rise up through the ranks of the *Court of Tarot*, (which isn't likely to happen), and to continue his paranormal investigation work.
Insanity: Its hard to say as he's a *Priest of Vice*, but several members of the *Court of Tarot* who've witnessed both side of Yegor's Priesthood suspect that he's bi-polar and/or suffers from several serious disorders and addictions, especially alcoholism. More than a few have stated that he likely suffers from *Superman Syndrome*, especially those who don't understand what his period of Vice is, or what its about.

Personal notes about Yegor

Working as an undercover member of the *Court of Tarot*, Yegor makes good money and has a reasonable amount of access to finances, gear and personnel. Yegor believes he's doing God's work through the Court and has risked his life working undercover at least a few times.
"Pastor Luke" has been making a name for himself as a traveling evangelist and the donation amounts are slowly increasing. That said, his income usually goes back into his traveling work, or to various charitable organizations, or funds his vices during a *Period of Vice*.
His work as a "traveling tent evangelist" takes him all over North America, which enables him to spread the word of God while keeping his ear to the ground for the *Court of Tarot*. It also helps him avoid the law due to the various crimes he commits during his *Periods of Vice*. While most of his crimes are disorderly conduct related, actions from his newest vice (Envy) would warrant Assault and Battery charges severe enough to be considered felonies.
One of Luke's newest organizations, the "Christianson Center" is centered around helping the homeless as well as battered/abused/neglected women. While on the surface his center has helped a lot of people over the last several years, its also helped him find candidates to train under his tutelage as Priests of Vice. He's even recently met a woman at the center (Kayla) who he thinks would be an excellent candidate as the first "Priestess of Vice". He's been slowly introducing her to the idea, and she seems at least interested. If she decides to train, her first Vice would likely be a form of Wrath. In fact, Yegor is so inspired by her that his next Vice will likely also be a form a Wrath against the men who have abused the women seeking shelter refuge in one of his Christianson Center buildings. More than a few people from the Center have become part of his "inner circle" and assist him in various ways.

Miscellaneous

Leaping Distance: Up: 1.5 feet / 3 feet (power) Across: 3 feet / 6 feet (power)
Run: 10.9 mph (max) 15 melees 240 feet per round 48 feet per action
Swim: 5.3 mph (max) 15 minutes 117 feet per round 23 feet per action
Bonus to Trust/Intimidate: 50% **Weight:** Maximum Carrying/Lifting limit: 130 lbs./ 260 lbs.

Yegor's Special Weapons and Objects

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Notes: Originally hung in Yegor's tent during sermons, but was used as an improvised weapon one night. Yegor likes the sturdy feel of it and now keeps it on hand during investigation work as a crucifix and as a weapon. Does 1D8+1 normal damage, but does 2D8+1 to beings that are vulnerable to iron.
Psionics: Base I.S.P.: 12 Note: I.S.P. Increases by 1 every level of experience
Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 3 Greater: x 4 Ancient: x 5

Yegor's psionic abilities during a *Period of Vice*

I.S.P.

Death Trance-pg.108: Makes himself appear to be dead by slowing his metabolism in a way similar to Bio-stasis, but is not in stasis. He's awake, hears everything going on around him, and can think and plot while entranced. Can also be reached by telepathy or empathy. Duration: 24 hours. **1**
Impervious to Cold-pg.111: Suffers no ill effects or discomfort from even freezing conditions. **2**
Impervious to Fire-pg.111: Endure intense heat without pain, damage, injury or scarring. **4**
Impervious to Poison/Toxin-pg.112: Negate the effects of poisons & toxic chemicals he's ingested. Bonuses: Identify poisons at 50%; +2 save vs poisons/drugs while power is in place. **4**
Resist Fatigue-pg.112: Can engage in physical activity for 4 hours & forty minutes without exhaustion. Once power has ended, feels extremely tired and may even collapse. **4**
Resist Hunger-pg.113: Subdues any feelings of hunger and symptoms of starvation, enabling him to function at full effectiveness (no weakness or pain) without nourishment. Duration: six days. **2**
Resist Pain-pg.113: Pushes pain out of his mind and stay on his feet even when Hit Points are 0! Doesn't feel pain/damage from attacks with rolls to strike under 13. While this power is in place, Yegor functions as if he has an extra 20 Hit Points. Damage and penalties from Evil Eye/Bio-Manipulation, torture, drugs, radiation exposure, poison and disease are reduced by half. Duration: 3 hours. **6**
Stop Bleeding (Self)-pg.102: Stop bleeding from wounds and internal damage. **2**
Summon Inner Strength-pg.114: Draws upon his inner reserves of strength, giving him +4 to P.S., +10 S.D.C., +2 save vs. poison, toxins and disease, +5% to save vs coma/death and fatigue is temporarily negated as he functions without tiring for 30 minutes.

Additional Priest of Vice abilities

Suffers no combat penalties & only half skill penalties under the influence of alcohol and/or drugs. Whenever he makes a successful roll to save vs magic, he does not suffer any bad or lingering effects from magic spells and curses.
Becomes immune to both mind control and possession while in the presence of the Supernatural (threat level x4 or higher).
Gets a bonus +6 I.S.P. to use as needed. Note that while this bonus I.S.P. is not added to his base I.S.P, it recovers at the same rate of 2 per hour (mediation isn't possible during a period of vice). Perhaps even more impressive, any psychic abilities powered through this bonus I.S.P. ignores the *Under the Microscope* penalty noted in BTS-2, page 31.

Yegor's Current Vices

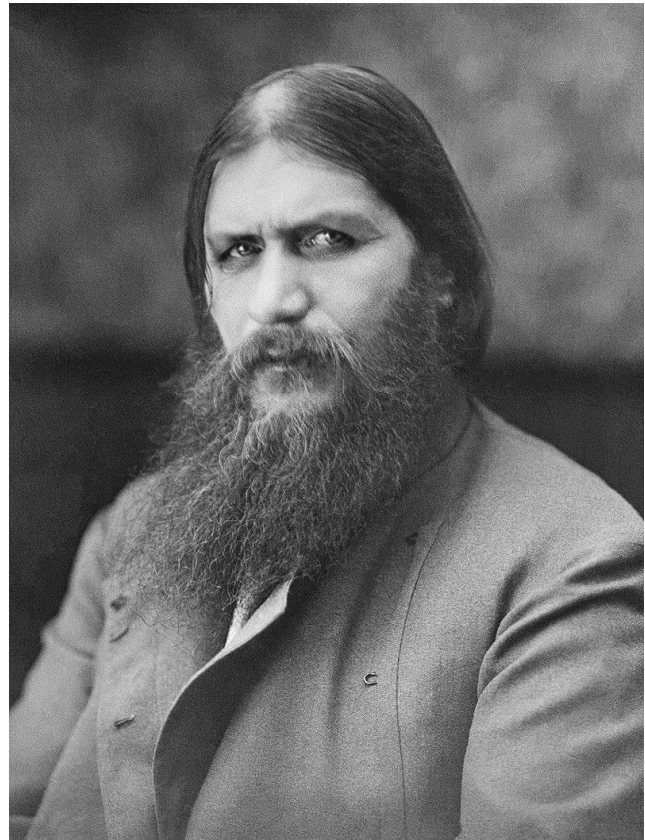
Alcohol (from rotgut to top shelf), Drugs (in all variety of forms and types), Sexual Deviancy, Greed, and Envy (has recently begun maiming and degrading the physical features of males he considers to be more attractive than himself. Usually results in permanently scarring their faces).

Priest of Vice P.C.C.

By Scott Zaboem, with additional material
by Steven Dawes for the houseofbts.net

Writer's Note: Kevin has a non-official policy about contemporary religions; he won't touch them. The Priests of Vice are not specifically representative of any particular religion, but their guiding philosophy and origins are tied to Christianity. As such, they don't pass Kevin's policy. I will probably never submit the Priests of Vice to Palladium Books, but I think they fit quite well here at the House of BTS.

Steve's Note: I edited a few rules changes and added some extra notes to make this P.C.C. more "priest like", but left it alone otherwise as I love this P.C.C.



The Priests of Vice are a sect of monks who acknowledge Grigori Rasputin as the founder and guiding philosopher of their order. Grigori Rasputin is known to many as the *Mad Monk of Russia* who gained considerable influence during the late period imperial Russia. His mystical abilities and reputation as a holy man who could heal the sick and the infirm were well known during his own lifetime. As a young man, Rasputin joined a sect of Christian Monks who believed that acceptance to Heaven could only happen after habitual confession and forgiveness – therefore, habitual sinning was a requirement for salvation. Rasputin took this concept to an extreme application by dedicating himself to a daily regimen of sin and confession. He was particularly fond of the Seven Deadly Sins. According to legend, Rasputin was eventually assassinated by a group of conservative noblemen who believed him to be a religious charlatan, as well as becoming fearful of his influence over the Romanov family and therefore Imperial Russia. He was poisoned with enough cyanide to kill five men, stabbed, shot three times, beaten, frozen and drowned. His super-human resilience is a direct result of the years spent abusing his body and mind, followed by periods of strict sobriety, contrition, prayer and meditation.

A Priest of Vice follows Rasputin's teachings and examples, systematically indulging in sin and vice and then subjecting himself to periods of strict abstinence and virtue. As a Priest of Vice advances in experience, he gains more vices. These vices can be any addictive or self-destructive indulgences. A priest may enter a period of vice by using alcohol, any particular drug, sexual activity or even wrathful temper-tantrums. A vice could be something as basic as sugary treats (a favorite of Rasputin) or as specific and rare as Aztec hot chocolate. It is the act of surrendering to desire that's important – not the specific form of each vice. While engaging in any vice, the priest gains access to certain physical psychic abilities and bonuses. Of course, a priest can engage in as many indulgences as he wants, but the number of vices from which he gains benefits is limited by his experience level.

Periods of Vice

The Priest of Vice acquires their first vice at first level. This vice, and all subsequent vices taken, must be specific. It could be (and most often is) a “lighter” or “easier” vice to start with, like cigarettes, cannabis, or alcohol (using it excessively to the point of Gluttony) or pursuing more dangerous vices right out of the gate, such as excessively taking a specific drug like meth, cocaine, heroin, steroids, or hallucinogenics. Specific activities seen as a vice, like gambling, stealing, adultery/infidelity, prostitution (soliciting or engaging), arson, hoarding, acts of vengeance, narcissism, and other specific actions frowned upon in general society are acceptable vices. Note that performing general “bad behavior” is not specific enough, although others may see the priest’s various excesses and vices as bad behavior and will react to them accordingly.

Concerning Sloth: While any activities considered one of the *Seven Deadly Sins* can be a vice for the priest, the *Sin of Sloth* can refer to the modern definition of “extreme laziness” or the more historic version of *lacking in spiritual hunger*. This means the priest gives up all passion and desire to engage in prayer, read scripture, or be involved in any spiritual activities. In short, a *Traditionally Slothful* Priest of Vice abandons all religious endeavors entirely. This vice is frowned upon by some priests as it risks becoming so lost to this sin that they never recover or become virtuous again, therefore losing the entire point of acquiring the vice, or even being a Priest. On the other hand, there are Priests of Vice (especially the more seasoned ones) who see this particular vice as a challenge or test to completely lose themselves to Traditional Sloth and finding their way back to virtue again.

Whether by accident or intent, a period of vice is hard on the priest’s body, but the practices and rituals involved quickly builds resiliency to all the excess and abuse, making him incredible enduring. His psychic abilities also enable him to perform some impressive feats of endurance, as well as take a beating and keep on coming. Over time he’ll look several years older than he really is, he’ll likely have a variety of scars and aches and pains from all the excess and abuse, but he’ll be as sinful and as tough as ever during a period of vice.

To enter a period of vice, the priest must consciously plan on entering this period while fully indulging in their vice(s) for 1D4X10+20 minutes. The Priest of Vice may gain one new vice at each experience level. Some Priests of Vice are content with just their original vice and never acquire more. Others can’t seem to get enough, which can cause problems and situations with the people around him. (*“That man is not welcome in my home! My god, he stinks of booze, weed and urine! I don’t care if he’s a priest, if he can’t stand up without help and is so drunk and high that he’s pissing himself, he’s of no help to my ailing son!”*)

Bonuses and abilities gained during a Period of Vice

Immune to knockout/stun.

Impervious to poisons and toxins, but not what the priest considers to be “drugs”.

Automatically succeeds at all attempts to Roll with Punch, Fall or Impact (still requires an action).

Gets an additional 1D4+2 temporary Hit Points per vice. Roll each time they enter a period of vice.

Gets a +1 bonus to ALL saving throws per vice, including a +1% per vice to save vs coma/death.

Gets a +2 bonus to save vs pain.

Suffers no combat penalties and only half the skill penalties while under the influence of alcohol and/or drugs.

Whenever the priest makes a successful roll to save vs magic, he does not suffer any bad or lingering effects from the magic spells and curses he made the save throw against.

Available Psychic Abilities: Death Trance (1), Impervious to Cold (2), Impervious to Fire (4), Impervious to Poison/Toxin (4; note: This can speed up the process of going into a period of virtue), Liedenfrost Effect (2), Resist Fatigue (4), Resist Hunger (2), Resist Pain (6), Resist Thirst (6), Stop Bleeding (self, 4), Suppress Fear (8), and Summon Inner Strength (4).

The priest selects eight abilities to start, and chooses a new ability upon taking his 4th **vice**, and again with his 9th and 14th vice.

Becomes immune to both mind control and possession while in the presence of the Supernatural (threat level x4 or higher).

Gets a bonus +6 I.S.P. to use as needed. Note that while this bonus I.S.P. is not added to the priest's base I.S.P., it recovers at the same rate of 2 per hour (mediation isn't possible during a period of vice). Perhaps even more impressive, any psychic abilities powered through this bonus I.S.P. ignores the *Under the Microscope* penalty noted in BTS-2, page 31. These bonus points allow the priest to use one of his psychic abilities mentioned above he might not have enough I.S.P. to use otherwise (especially when not in the presence of the supernatural or magic).

Example: To prove his endurance to others (showing off, performing a sermon, etc.), the priest can use this 6 I.S.P. to summon the *Impervious to Fire* ability to walk through fire, or summon the *Liedenfrost Effect* (2 I.S.P.) to walk across a path of hot coals and then immediately *Summon Inner Strength* (4 I.S.P.) afterwards for a show of strength through the power of God.

Note that no matter how many non-believer's or Nega-Psychics are present, this ability functions as normal, allowing the priest to show off his impressive endurance and tolerance to pain. Of course, being stable enough to perform while intoxicated, high, hallucinating or otherwise is another matter.

Periods of Virtue

When the priest is not in a period of vice, he's in a period of virtue. To enter a period of virtue, all of the drugs, toxins and/or alcohol must be out of the priest's system (completely clean and sober) while repenting their sinful actions and praying to God to beg for forgiveness. During these virtuous times, the Priest of Vice becomes a humble yet charismatic holy man, philosopher, visionary, and an incredible healer.

Bonuses and abilities during a Period of Virtue

+5 to M.A. (minimum of 20) and +2 to M.E.

+10% to all Medical Skills, Psychology, and Philosophy Skill.

Immune to Possession.

Available Psychic Abilities: Meditation (0), Psychic Diagnosis (4), Psychic Purification (8),

Induce Sleep (4), Cure Insanity (15), Increased Healing (10), Deaden Pain (4), Attack Disease (12), and gets one new healing ability upon taking his 4th **vice**, and again with the 9th and 14th vice.

Extra powers gained in the presence of supernatural evil (threat level x4 or higher):

Stop Bleeding (others, 4), Healing Touch (6), Group Mind Block (22) and Call to Life (8; new).

Special Abilities of the Priest of Vice:

1. **Faith:** Like all priests, Faith is the driving force behind the Priest of Vice. It is the absolute, unshakable belief in God and the principles they stand for. It's believed that both their Faith and their unique, specific religious beliefs, practices and rituals are what grants the Priest of Vice their psychic abilities, and the I.S.P. to use them.

Their faith and practices are just as important to their being gifted healers as they are their impressive toughness.

Losing Faith: It is possible for a Priest of Vice to lose their Faith. This occurs when something extraordinarily traumatic happens, such as a death in the family, or the loss of a body part, or even becoming *traditionally slothful* for too long. A Priest who's lost his Faith cannot continue in his priestly duties, at least not at full effectiveness.

When something traumatic occurs, such as a failed saving roll vs Insanity or Trauma when something happens that could shake his Faith in God, roll against their M.E. If the roll comes in under the M.E. (or rolls higher than a Natural 1 if M.E. is higher than 20), then the Priest retains his Faith. If not, the Priest loses all Faith bonuses and can no longer use any of his Abilities.

Regaining Faith: Should a Priest of Vice lose his Faith; he will lose all bonuses and abilities. But not all is lost. He can regain his Faith in one of two ways. The first, and most often used, is counseling with other Priests of Vice and believers combined with prayer and intense study of one's religious texts. This process could take anywhere from several months to more than a year (4D6 months). Once regained, he will once again have his Faith, but only at starting levels (including bonuses), which then increase as though the Priest had restarted at level one.

The other, and the far more dramatic method, is that he simply goes on with his life until something truly special or unusual happens. Perhaps he will witness a miracle, such as seeing a dying person recover from a terminal disease. Alternately, he may face something horrific, or witness a series of events that instantly revives his belief in Good and Evil, such as a personal encounter with a demon or alien intelligence (evil creatures with a Horror Factor of 17 or higher). When this happens, his Faith flares back to life in a spectacular flash. For a 24-hour period, the Priest of Vice's Faith and P.C.C. abilities will return at whatever level it was lost, but at four times its original strength! After that period, Faith returns to the level it was at when the priest had lost it.

2. **Exorcism:** This is fundamentally identical to the psychic ability found on page 99 in the BTS book. In this case however, it can only be performed as a ritual, so a slow process is required (it is not an instant cast and effect). The process itself can be quite involved; first requiring the Priest of Vice to enter a Period of Virtue (see below) and cast their *Psychic Diagnosis* ability to determine if the person is possessed, and if not, what their true malady is, whether they're truly possessed, or suffering from a mental or physical illness, or just wants attention.

Once the Priest of Vice is certain that the person is truly possessed by an evil spirit or entity, the real task begins as the Priest must follow the practices and rituals of the Rite of Exorcism as part of performing this ability. Ideally, this will all take place on consecrated (Holy) ground. If not, it should be in the person's home or any place away from the public eye. First, the priest must deduce as much as possible about the possessing spirit, usually by talking to it and asking it questions. What kind of spirit is it? When did it first possess the victim? What does it want? This kind of questioning will help the priest learn what parts of the Rite of Exorcism will work best, as well as discover if there's some outside force holding the spirit inside the victim's body (spells, ancient scrolls, amulets, orders from a more powerful demon, and the like).

The Rite of Exorcism can take days to weeks of prayer, fasting, and reading from select scriptures and using the proper tools. It's not uncommon for Priest of Vice to enter a period of Vice to help withstand the endurance challenge of such a rite.

Once completed, the Priest must perform another *Psychic Diagnosis* on the victim, to see if the entity/spirit is still possessing them, hiding in some dark corner of the victim's psyche, or is fully exorcised. If the spirit has not been exorcised, the process must be repeated until it is finally driven out.

The driving force behind this rite is the Priest's Faith. As such, it really only costs them time, effort and the I.S.P. to perform their psychic abilities.

Requirements: Holy Water, a copy of the Bible, and a Crucifix for the victim to hold onto.

Duration: The ritual itself takes 1D4+2 days, and each attempt has the same success ratio as per the psychic ability on page 99 for the BTS-2 book.

3. **Create Holy Water:** A Priest of Vice is capable of blessing water. Besides the usual anti-vampire applications, holy water is needed in exorcisms and for blessing people and items. The amount of water blessed is irrelevant, but it's not possible to bless natural bodies of water (GM's, use common sense as the priest cannot carry large containers of water with him). Requires 2 rounds to perform the blessing and the blessed water lasts until the holy water is either mixed with normal water or dries up in whatever container held it (vial, cup, bowl, etc.)
4. **Perform Blessing:** A Priest of Vice can also bless people and objects during *Periods of Virtue*. Blessed people are +2 to save vs Psionics and Magic, and get a temporary bonus of +2 to M.E. Blessed objects are effective as melee weapons against the supernatural, regardless of the monster's vulnerabilities, similar to *Magic Weapons*. There's no multiplier to damage, just straight rolls, identical to the item's normal weapon damage. This type of blessing takes two rounds to perform and lasts 1D4 hours. A Priest of Vice can bless a number of people and/or objects up to his level of experience every hour. Note: Blessing the same person or object while a blessing is still in effect will not "re-start" the blessing; the original blessing must wear off first.
Non-Believers note: Those who do not believe in the priest's blessing (are of a different religious conviction, or are atheist for example), or are immune to magic and blessing effects (such as the Nega-Psychic) and do not receive any benefits from being blessed, nor do the weapons they're carrying/using.
5. **Holy Symbol:** As their practice is based in Christianity, the Priest of Vice's main symbol is the Cross/Crucifix, and it becomes a weapon in the hands of a Priest of Vice. Supernatural beings that are affected by holy symbols suffer double the effects of a crucifix held in the hands of a Priest of Vice.
6. **Bio-Regeneration:** This unique self-healing ability works just like the Bio-Feedback ability (restoring 1 Hit Point or 1D6 S.D.C. per hour) but costs no I.S.P. While the priest must activate this ability through prayer, it doesn't require him to go into a trance for it to take effect. However, he cannot use any other psychic abilities while this one is in effect; if he cancels this ability before the hour is up, he does not get any regeneration benefits. This ability is one of the many secrets of how a Priest of Vice can take so much punishment and abuse.

Priest of Vice P.C.C.

Attributes: Standard 3D6 determination; see character creation in the rules section of BTS.

Alignment(new): Vice & Virtue (Selfish). The character moral pendulum swings between extremes of good and evil like a schizophrenic lunatic, but he is not insane. The character is purposefully exploiting different sides of morality so to gain a deeper understanding of both.

The ultimate goal is to build a deeper connection with God. Over time, he will slowly lean more towards good or evil, but balance is what's taught in training and what is preferred, if not expected. Per the teachings of Rasputin, special attention is given to the Seven Deadly Sins (Envy, Greed, Gluttony, Lust, Pride, Sloth and Wrath) and Seven Virtues (Charity, Chastity, Faith, Fortitude, Hope, Love and Patience).

A Vice and Virtue aligned character will:

Will keep his word, but only to people he respects.

Will lie and cheat during a period of vice (especially if it suits a vice, but tries to avoid lying during a period of virtue (usually needs a good reason to lie).

Will kill people (including an innocent), but only if he's extremely angry with them (Wrath).

Will harm an innocent during a period of vice (especially when it suits one of his vices), but will not during a period of virtue.

Will break the law to achieve his goals during a period of vice, but will avoid breaking the law during a period of virtue (needs to have a good reason for it).

While the priest fully respects authority, the law, and self-discipline (especially during a period of virtue), he fully understands that he must do things during a period of vice that effectively disrespects them, but he has to for the sake of finding his deeper connection to God.

Will take dirty money one day (Greed), but then give it all away the next (Charity).

Will not torture, because it serves none of the Seven and Seven.

Will not steal, unless it's something he particularly desired enough to make him jealous (Envy) or is incapable of getting it otherwise (such as stealing the drugs he needs for a vice when he can't afford them).

Will betray a friend during a period of vice, and still might during a period of virtue, but has to have a good reason for it.

Attribute Requirements: There are no attribute requirements, although a high M.E. is helpful.

There are no known women who have been trained as Priests of Vice (the requirements of a period of vice are difficult for most women to stomach), but it is possible for women to become a *Priestess of Vice*.

Attribute Bonuses: +1D4 to M.E.

P.C.C. Bonuses: Needs a 12 or higher to save vs psionic attacks, +10 to S.D.C. and Hit Points, +1 to save vs Psionics at levels 4, 8, 12, and 15, +1 to save vs Magic; gains an additional +1 at levels 3, 6, 9, 12 and 15, and +1 to save vs Horror Factor at levels 4, 8, 12, and 15.

P.C.C. Limitations & Penalties: Closed to the Supernatural as per the *Psychic Healer P.C.C.*

P.P.E.: 1D4.

Recovering I.S.P.: During a *Period of Vice*, the priest is unable to meditate and thus can only recover one I.S.P. for every hour of *total relaxation* or *sleep* to both his base and bonus I.S.P.

During a *Period of Virtue*, the priest can meditate as normal, restoring 2 I.S.P. per thirty minutes of meditation.

I.S.P.: 1D6+5 (x2, x3, x4, x5), +1 per each experience level, starting at second level.

Standard Equipment, Housing, Pay, & Money: as per the *Latent Psychic P.C.C.* (page 58).

Experience: Uses the Nega-Psychic experience level chart on Page 146.

Specialized Knowledge of Religion & the Paranormal: Language: Native Tongue +4%, Literacy: Native +4%, Language & Literacy: Russian +10%, Language: One other of choice (usually Latin), Math: Basic +10%, Public Speaking, 3 Medical Skills of choice, Lore: Religion +25%, One Paranormal Study Skill of choice, Chemistry, Psychology or Philosophy, History, Meditation +20% and one Transportation Skill of choice and Fasting +20%.

Elective Skills: Select 5 from the Elective Skill list on Page 173.

Court of Tarot option: A Priest of Vice working for the *Court of Tarot* (who sees value in their teachings and practices and supports this sect) will get this Elective skill package: Lore: Cults & Secret Societies +10%, Swimming, Research +10%, and 2 Science Skills of Choice, W.P. Blunt, W.P. Rifles or Handguns, and Hand to Hand: Expert.

Secondary Skills: Select three from the Secondary Skills List, +1 at levels four, eight, & twelve.

|Why I love being a Priest of Vice: Priests of Vice are not among the strongest of psychic, but they are among the toughest. Furthermore, their unusual combination of physical and healing powers makes them one of the more diverse psychic classes available. Keeping two separate character sheets (one for the Period of Vice and one for Virtue), makes using such a character easier to keep track of.

Last updated on 2/22/2022

Call to Life (New Healing ability)

Range: Touch or within two feet (0.6 m) of the corpse.

Duration: Permanent results, but requires 1D4 melee rounds of focus and concentration by the psychic. If the person does not respond at the end of the 1D4 rounds, he or she is gone. Dead.

Saving Throw: None if the subject wants to live, standard if the subject has given up and doesn't want to live.

I.S.P.: 8.

This is exactly what it sounds like, the psychic reaches into the ether to call the life force that has departed the body to return by following the sound of his voice (or thoughts). The Call to Life may be spoken aloud or be silent through thought and willpower. Only the psychic and the departed hear both sides of any possible discussion on the matter.

Call to Life can only be attempted up to 12 minutes after death while the spirit of the deceased is still in a wandering limbo state while looking “for the light” to follow into the afterlife. Ideally, the body should be physically in one piece and largely undamaged.

90% chance of success to call a person back from the dead (near death actually) who has been asphyxiated/suffocated/strangled, drowned, died from freezing/hypothermia, heart attack, or stroke, but their neck/spine is not broken, and there is little or no other serious injury or damage to their body. These individuals make a full recovery within 3D6+6 minutes. Until then, reduce their normal speed, number of melee attacks, bonuses, and skill performance by half.

70% chance of success with people who have died from poison, stroke, smoke inhalation or a recoverable disease such as influenza, pneumonia, small pox, measles, and similar illnesses. These individuals make a full recovery within 1D6 days. Until then, reduce their normal speed, number of melee attacks, bonuses, and skill performance by half.

40% chance of a temporary reprieve and return to life for only 2D6 minutes, unless their body has been successfully restored/healed via some other means such as surgery, magic, etc...

This applies to people who have died from severe injury, multiple and severe wounds, broken spine or neck, loss of limb(s), severe blood loss, internal injuries, fire, infection, chronic disease (cancer, heart disease, tuberculosis, etc.), or died in the midst of surgery. In these extreme and tragic cases, however, the return to life is only for 2D6 minutes. Enough time to say goodbye or to share vital information before they die. The only exception is if the damage to their body can be somehow restored or healed quickly, whether by magic, psionics, or advanced technology and medicine.

Note: *Call to Life* does NOT restore damage done to the body or the mind, nor does it kill disease or heal physical injuries. It simply calls the person's life force back into its body. Any damage, poison, or disease must be treated/healed via medicine, magic, or psionics, otherwise the individual continues to suffer and quickly relapses and dies again.

Recovery after being Called to Life: In the first two cases, the person called back to life returns with 1D6 Hit Points) that will quickly drain away if the individual continues to suffer from wounds, internal bleeding, and other grievous injury or illness that has not been addressed. If the body is whole and largely undamaged, the individual will recover completely. Hit Points are restored by whatever is the normal recovery rate for that being and/or via magic or psionic healing.

Call to Life can be performed repeatedly on the same person, however, each subsequent attempt sees a cumulative -20% penalty applied to it.