

**Birth Name:** Yegor Golovchenko

**Legally Changed Name:** “Pastor Luke Christianson”

**Alignment:** Vice & Virtue      **P.C.C.:** Priest of Vice

**Occupation:** Evangelist and Agent of the Court of Tarot (*The Two of Daggers*)

Yegor is the last born of four siblings in a blue collar family and was born and raised in Miami, Florida. His family is a very hard working one, and one that's very proud of its Russian ancestry. Yegor's grandfather came to the U.S. in 1917, shortly after the death of Grigori Rasputin. Yegor loved his grandfather's stories of “old country” as much as he loved him, and asked about it often. His grandfather's most interesting stories however, were during his days of being a part of Rasputin's “Inner Circle”, seeing him as a righteous man, a cleric, a faith healer, a visionary, and a prophet. As Yegor got older, his grandfather shared Grigori's doctrines and teachings, and he absorbed it all like a sponge.

His grandfather's tales became teachings in time, and Yegor began his training as a “Priest of Vice” by his early teens. It's hard to say whether he would have been a problem child anyway, but his training required getting into a lot of trouble and sinning. As a result, he was in trouble with the law regularly, spending a considerable amount of time in “Juvie” and special programs for troubled youth. He also fathered two children by the age of seventeen, and was regularly dealing with a variety of addictions. His periods of “suddenly become a saint for several months” would always be overshadowed by his “troubled times” as his family called it. Being a Priest of Vice in the modern world is a difficult life, even when in training for it, but Yegor stayed the course without fail.

His grandfather claimed him a Priest of Vice when he turned twenty years old. A week later, he passed away at nearly 110 years of age. Yegor saw this as a sign that God had kept his grandfather alive long enough to pass on the teaching of the great Rasputin. Shortly after his grandfather's passing, Yegor left his family to become a traveling *Evangelist*. While most would find such an undertaking extremely difficult, Yegor's natural charisma carried him a long way. In time he found a manager, who convinced him to change his name, and as he toured the southern United States, he began to acquire both staff members and volunteers, which is becoming a caravan that assists him with his work.

Outside of being a devout student of Grigori's doctrines and Christianity, Yegor has also always been a keen researcher in the Occult, and had gotten involved in dealing with the supernatural over time. He's even hired a Psychic *Ghost Hunter* as his bodyguard, who assists him with his Paranormal Research and Investigation work. In time, his charisma, talent for research and his growing network of contacts via his traveling evangelism caught the attention of the *Court of Tarot*. While many of its members disagree with his being a part of the Court, he was eventually awarded the title “The Two of Daggers”. Yegor is deeply honored with this title, regardless of how low it is on the totem pole. He's stayed surprisingly loyal and true to his title, and submits research and reports regularly, usually with better quality than those with higher ranking in the court.

While Yegor has been satisfied with the simpler Vices he's taken up thus far, he believes that he's ready to begin performing “deeper” sins. His last period of Vice included “Envy”, which had him stalking and hunting down men whom he believed to be more physically attractive than himself, and maiming and degrading them. This has left his victims with terrible scarring, and in one case the victim lost an eye. After returning to a period of Virtue, he has come to realize that the deeper his sins, the deeper his virtues become in response. He's now considering even deeper sins like body mutilation, or even murder during his next period of Vice.

**Playing a character like Yegor:** Yegor is not an easy character to play and is recommended to be played by seasoned, mature players. While it's very easy to slip into a silly, drunken stupor and goofy acting during a period of Vice, this is really short changing the potential of this character. Being a Priest of Vice requires an understanding that the deeper he goes with his vices, the deeper his virtues will be in return. This is a life of extremes for Yegor, and it's not an easy one.

He may spend days, or weeks or even months acquiring wealth through illegal means (stealing, con artistry, working for the Russian Mafia, etc.) during a period of Vice, but then give it all away in a matter of days upon returning to a period of Virtue to those who are in need of it. He will deal with withdrawal symptoms during periods of Virtue that he earned during periods of Vice. And through it all, he wholeheartedly believes that he's doing God's work. He knows and understands that most people won't understand his doctrines and ways of life, but that will not stop him from doing his righteous work. Someone has to show the world the way, and he's willing to suffer and fight an uphill battle for the cause. And in time, he believes that they may all come to understand under his teachings and guidance, just as he had under his grandfather.

It's also an easy notion to joke, make fun of, or make light of his Vices, and most players may feel like they'd prefer to always play him in a period of Vice. I think this is also a mistake, and I encourage the player to role play the periods of Virtue as much as, if not more so than Vice. Maybe switching it up every few game sessions, or every session as he can switch as soon as he's sober or as soon as he indulged again. Or the GM could consider requiring the player to play both a period of Vice and Virtue before he can go up a level. Point being, I designed Yegor to be a man of extremes, and he carries a heavy burden during his periods of Virtue that are only going to get heavier as his sins continue to mount. But Yegor militantly believes in the doctrines and teachings that one must truly know and understand sinning to truly know and understand what it is to be forgiven of those sins. So he gives his all to both periods of Vice and Virtue. This is a gold mine of role playing opportunity.

It must also be distinctly understood that Yegor is a priest, and will desire to lecture and refer to his religion and its teachings when he can. However, as he gets more involved with the other player characters, he may consider them to be a part of his "inner circle" and may start teaching them Grigori's doctrines and teachings as a Priest of Vice. I see this as a unique experience for player characters, who may begin to understand why Yegor acts so strangely and so extreme in most cases, and may ever feel compelled to defend him and/or cover for him during his periods of Vice, which is bound to get them into trouble or even dangerous situations at times.

As a Healer, Yegor is a priceless member of the player group, regardless of how much trouble he might get them in. But it's up to the player to make him feel wanted and understood by the group, which secures his long term playability.

**An idea for Game Master's to consider:** Yegor's traveling ministry has been designed in a way so that an entire player group could revolve around it. Consider having another player creating Yegor's Ghost Hunter bodyguard, and other staff members and volunteers could be player characters and investigators who all deal with supernatural troubles wherever they go.

# 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 and Agent of the Court of Tarot

## Attributes

I.Q.: 14

Type: Expert

M.E.: 12

Number of Attacks: 5

M.A.: 23

Initiative: +1

P.S.: 13

Damage: -

P.P.: 11

Strike: +2

P.E.: 15

Parry: +3

P.B.: 11

Dodge: +3

Spd.: 16

Roll w Punch/Impact: +2

Perception: +1

Pull Punch: +3

P.P.E.: 2

Knockout/Stun Roll: -

I.S.P.: 12

Critical Strike Roll: Natural 20

Hit Points: 31

Death Blow Roll: -

S.D.C.: 25

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

Level: 5th Experience Points: 16,425

## Special Abilities/Skills

Closed to the Supernatural

+1 to save vs. psionics or possession while meditating

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

Immune to Possession

## Saving Throws

	Base	Modifier	Roll Need
Horror Factor		<u>+1</u>	
Poison: Lethal	<u>14</u>	<u>-</u>	<u>14</u>
Poison: Non-Lethal	<u>16</u>	<u>-</u>	<u>16</u>
Harmful Drugs	<u>15</u>	<u>-</u>	<u>15</u>
Insanity	<u>12</u>	<u>-</u>	<u>12</u>
Psionics	<u>12</u>	<u>-</u>	<u>12</u>
Possession		<u>-</u>	
Magic Spell	<u>12</u>	<u>-</u>	<u>12</u>
Magic Ritual	<u>16</u>	<u>-</u>	<u>16</u>
Coma/Death		<u>-</u>	
Curses	<u>15</u>	<u>-</u>	<u>15</u>
Disease	<u>14</u>	<u>-</u>	<u>14</u>
Pain	<u>14</u>	<u>-</u>	<u>14</u>

Skill	Base	Bonus	+%/lvl	Total %
Speak English	<u>88</u>	<u>4</u>	<u>1</u>	<u>96</u>
Read English	<u>80</u>	<u>4</u>	<u>2</u>	<u>92</u>
Basic Math	<u>72</u>	<u>10</u>	<u>3</u>	<u>94</u>
Speak Russian	<u>50</u>	<u>10</u>	<u>3</u>	<u>72</u>
Read Russian	<u>40</u>	<u>10</u>	<u>5</u>	<u>70</u>
Speak Latin	<u>50</u>	<u>-</u>	<u>3</u>	<u>62</u>
Public Speaking	<u>30</u>	<u>-</u>	<u>5</u>	<u>50</u>
Brewing: Medicinal	<u>25/30</u>	<u>10</u>	<u>5</u>	<u>55/60</u>
Holistic Medicine	<u>30/20</u>	<u>25</u>	<u>5</u>	<u>75/65</u>
First Aid	<u>45</u>	<u>10</u>	<u>5</u>	<u>75</u>
Chemistry	<u>35</u>	<u>-</u>	<u>5</u>	<u>55</u>
Psychology	<u>30</u>	<u>-</u>	<u>5</u>	<u>55</u>
Philosophy	<u>40</u>	<u>20</u>	<u>5</u>	<u>80</u>
Meditation	<u>30</u>	<u>20</u>	<u>5</u>	<u>70</u>
Research	<u>40</u>	<u>10</u>	<u>5</u>	<u>70</u>
Swimming	<u>50</u>	<u>-</u>	<u>5</u>	<u>70</u>
Fasting	<u>40</u>	<u>20</u>	<u>3</u>	<u>72</u>
Chemistry: Pharmacy	<u>40</u>	<u>-</u>	<u>5</u>	<u>60</u>
Pilot Automobile	<u>60</u>	<u>-</u>	<u>3</u>	<u>72</u>

Skill	Base	Bonus	+%/lvl	Total %
Lore: Religion	<u>35</u>	<u>27</u>	<u>5</u>	<u>82</u>
Lore: Demons/Monsters	<u>30</u>	<u>17</u>	<u>5</u>	<u>67</u>
Lore: Cults & Sects	<u>20</u>	<u>12</u>	<u>5</u>	<u>52</u>
Creative Writing	<u>25</u>	<u>-</u>	<u>5</u>	<u>40</u>
Jogging / Running	<u>+1 to P.E., +3 SPD, +5 S.D.C.</u>			
Wardrobe & Grooming	<u>50</u>	<u>-</u>	<u>4</u>	<u>66</u>
Gambling	<u>30</u>	<u>-</u>	<u>5</u>	<u>50</u>
Anthropology	<u>40/20</u>	<u>-</u>	<u>5</u>	<u>60/40</u>
<b>Weapon Proficiencies:</b> Recognize Weapon Quality (45%)				
<b>Ancient W.P. List</b>				
Blunt		<b>Strike</b>	<b>Parry</b>	<b>Throw</b>
		<u>+2</u>	<u>+2</u>	<u>+1</u>
<b>Modern W.P. List</b>				
Rifles		<b>Strike</b>	<b>Aimed</b>	<b>Burst</b>
		<u>+3</u>	<u>+5</u>	<u>+1</u>
Handguns		<u>+2</u>	<u>+4</u>	<u>+1</u>

## Weapons & Equipment

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Karate Kick / Punch			Called shots to specific areas (nose, eyes, groin, etc.) can penalize target				<u>2D6 / 2D4</u>
Disarm Attacks			Needs a natural 18-20 as a defensive move, gets a +2 to offensive disarm attempts				
MR-443 Grach Pistol	<u>+2</u>	<u>-</u>	<u>135 feet</u>	<u>single/burst</u>	<u>17/51 (3 clips)</u>	<u>3 lbs.</u>	<u>3D6(s) / 3D6x2(b)</u>
A-91 Compact Rifle	<u>+4</u>	<u>-</u>	<u>1,200 feet</u>	<u>single/burst</u>	<u>20/80 (4 clips)</u>	<u>6 lbs.</u>	<u>4D6(s) / 4D6x2(b)</u>
Crowbar	<u>+2/+1</u>	<u>+2</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>-</u>	<u>5 lbs.</u>	<u>2D6+2</u>
Pocket Knife	<u>-</u>	<u>-</u>	<u>30ft if thrown</u>	<u>melee</u>	<u>-</u>	<u>1 lb.</u>	<u>1D4</u>

## Equipment

fashionable clothing, DROID smartphone, pocket flashlight, sunglasses, leather driving gloves, silver cross on a necklace, pocket sized cross, pocket knife (1D4), wallet, wristwatch, personal items

**Messenger Bag contents:** large flashlight, GPS, notebook, 2 pens, 2 pencils, 6 flares, 4 wooden stakes and mallet, roll of duct tape, binoculars, digital audio recorder, pocket mirror, Holy Bible, 70-piece first-aid kit, flask of alcohol, personal items

## Unique Items

Drives a year old black Audi R5

lives in a comfortable and maintained Winnebago motorhome owns several sets of good quality business suits owns a small collection of Russian antiques and crafts has a small library of religious texts (in both English and Russian)

owns a herbalist medical bag, which contains a variety of herbs, creams, ointments, oils, spices, bandages, and other related materials.



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Dodge: +3

Spd.: 16

Roll w Punch/Impact: +2

Perception: +1

Pull Punch: +3

P.P.E.: 2

Knockout/Stun Roll: -

I.S.P.: 12

Critical Strike Roll: Natural 20

Hit Points: 56 / (31)

Death Blow Roll: -

S.D.C.: 25

Armor: Uniform Armor

A.R.: 12

S.D.C.: 100

Level: 5th

Experience Points: 16,425

## Special Abilities/Skills

Closed to the Supernatural

+1 to save vs. psionics or possession while meditating

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

+5 to ALL Saving Throws

Impervious to all Poisons and Toxins (but not drugs)

## Saving Throws

	Base	Modifier	Roll Need
Horror Factor		<u>+6</u>	<u>-</u>
Poison: Lethal	<u>-</u>	<u>-</u>	<u>-</u>
Poison: Non-Lethal	<u>-</u>	<u>-</u>	<u>-</u>
Harmful Drugs	<u>15</u>	<u>+5</u>	<u>10</u>
Insanity	<u>12</u>	<u>+5</u>	<u>7</u>
Psionics	<u>12</u>	<u>+5</u>	<u>7</u>
Possession		<u>+5</u>	<u>-</u>
Magic Spell	<u>12</u>	<u>+5</u>	<u>7</u>
Magic Ritual	<u>16</u>	<u>+5</u>	<u>11</u>
Coma/Death		<u>+5%</u>	<u>-</u>
Curses	<u>15</u>	<u>+5</u>	<u>10</u>
Disease	<u>14</u>	<u>+5</u>	<u>9</u>
Pain	<u>14</u>	<u>+5</u>	<u>9</u>

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Public Speaking	30	-	5	50
Brewing: Medicinal	25/30	-	5	45/50
Holistic Medicine	30/20	15	5	65/55
First Aid	45	-	5	65
Chemistry	35	-	5	55
Psychology	30	-	5	55
Philosophy	40	-	5	60
Meditation	30	20	5	70
Research	40	10	5	70
Swimming	50	-	5	70
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Pilot Automobile	60	-	3	72

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Lore: Demons/Monsters	30	17	5	67
Lore: Cults & Sects	20	12	5	52
Creative Writing	25	-	5	40
Jogging / Running	<u>+1 to P.E., +3 SPD, +5 S.D.C.</u>			
Wardrobe & Grooming	50	-	4	66
Gambling	30	-	5	50
Anthropology	40/20	-	5	60/40
<b>Weapon Proficiencies:</b> Recognize Weapon Quality (45%)				
<b>Ancient W.P. List</b>				
Blunt		<b>Strike</b>	<b>Parry</b>	<b>Throw</b>
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MR-443 Grach Pistol	<u>+2</u>	<u>-</u>	135 feet	single/burst	17/51 (3 clips)	3 lbs.	3D6(s) / 3D6x2(b)
A-91 Compact Rifle	<u>+4</u>	<u>-</u>	1,200 feet	single/burst	20/80 (4 clips)	6 lbs.	4D6(s) / 4D6x2(b)
Crowbar	<u>+2/+1</u>	<u>+2</u>	40ft if thrown	melee	-	5 lbs.	2D6+2
Pocket Knife	<u>-</u>	<u>-</u>	30ft if thrown	melee	-	1 lb.	1D4

## Equipment

fashionable clothing, DROID smartphone, pocket flashlight, sunglasses, leather driving gloves, silver cross on a necklace, pocket sized cross, pocket knife (1D4), wallet, wristwatch, personal items

**Messenger Bag contents:** large flashlight, GPS, notebook, 2 pens, 2 pencils, 6 flares, 4 wooden stakes and mallet, roll of duct tape, binoculars, digital audio recorder, pocket mirror, Holy Bible, 70-piece first-aid kit, flask of alcohol, personal items

## Unique Items

Drives a year old black Audi R5

lives in a comfortable and maintained Winnebago motorhome  
owns several sets of good quality business suits  
owns a small collection of Russian antiques and crafts  
has a small library of religious texts (in both English and Russian)

owns a herbalist medical bag, which contains a variety of herbs, creams, ointments, oils, spices, bandages, and related materials.

**Personal Information**

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 cash on hand  
 General Appearance: Caucasian male in good physical condition, but looks to be in his mid-40's (in reality he's in his mid-30's). In periods of Vice, he's effectively a slob, stuck in a drunken or drugged out stupor, and appears to revel in his Vices.  
 Disposition: During a period of Vice, he's a loud "fire and brimstone" type of preacher.  
 Family Origin: Of Russian ancestry (and proud of it) with no known paranormal history.  
 Environment: Grew up in a blue collar family in Miami, Florida.  
 Reason for Paranormal Investigating: At first it was out of a sense of spiritual duty, but now he's a member of the Court of Tarot (The Two of Daggers) and gets paid for it.  
 Outlook on being Psychic: Feels as though he's doing God's work, regardless of being in a period of Virtue or Vice.  
 Goals in Life: To continue doing God's work, to rise up within the ranks with 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 have long suspected that he's bi-polar and suffers from a serious obsessive disorder.

**Psionics:** Base I.S.P.: 12

Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 3 Greater: x 4 Ancient: x 5

Psionic	I.S.P.
Resist Pain (self only)	<u>6</u>
Summon Inner Strength	<u>4</u>
Impervious to Cold	<u>2</u>
Stop Bleeding (self only)	<u>4</u>
<b>When confronting Supernatural Evil:</b>	
Immune to Mind Control	
Mind Block	<u>4</u>
Resist Fatigue	<u>4</u>
Leidenfrost Effect	<u>2</u>

<b>Yegor's Current Vices</b>
Alcohol (poor and high quality)
Drugs (in all variety of forms and types)
Sexual Deviant (nothing is taboo to him)
Greed (acquiring wealth by any means)
Envy: Luke had recently decided to maim and degrade the physical features of males that he considers to be more attractive than himself. Usually results in scarring their faces.

All attempts to roll with punches / impacts are successful  
 Immune to Knock Out / Stun attacks  
 Suffers no combat penalties and only half the normal skill penalties while under the influence of alcohol and drugs.  
 If he makes a successful roll to save vs. magic, he suffers no bad effects from magic spells and curses.

**Beyond the Supernatural™**

**Character History**

-Raised in Miami, Florida, in a family that's very proud of their Russian ancestry. Yegor grew up on his grandfather's stories of being a member of Grigori Rasputin's "Inner Circle", who saw him as a righteous man, a cleric, a faith healer, a visionary, and a prophet. His grandfather shared many of Grigori's doctrines with Yegor early on, who soaked it all up like a sponge.  
 -Yegor's natural tendencies of extreme behavior made it an easy process being trained under his grandfather in eventually becoming a Priest of Vice. Naturally, his practicing periods of Vice would land him in trouble with the law frequently, had spent time in Juvie, had fathered two children by the age of seventeen, and was regularly dealing with various addictions.  
 - Eventually he became a full fledge priest, leaving his family after his grandfather died, and began to tour the southern United States as an evangelist, under his newly changed name of "Pastor Luke Christianson". Eventually his work as a faith healer (and psychic healer) and a researcher in the occult earned him notice and an eventual title as the *Two of Daggers* in the Court of Tarot.

**Contacts**

Name: Emily Fedorov Occupation: Manager Notes: Works as "Luke's" manager, planning and advertising for his next "Tent Sermon", creating leaflets and so on.  
 Name: Bruce Mihailov Occupation: Security and Assistant Notes: Bruce is a "Ghost Hunter" who works as "Luke's" body guard and assistant in researching the Occult/Paranormal.  
 Name: Malory Sayansky Occupation: Director Notes: Works as "Luke's" Director of the "Mending Woman's Club", which in reality is a harem for Luke's sexual deviances



**Notes**

-Makes good money through his Evangelist work, Faith Healing work, and as a member of the Court of Tarot.  
 -His missionary work as a "Traveling Tent Preacher" takes him all over the United States, which allows him to continually spread the word of god, work for the Court of Tarot, and running from the law during his periods of Vice.  
 -The "Mending Woman's Club" is believed to be a haven for women who have been battered, abused, and neglected, but it also serves as "Luke's" inner circle of women who become involved in his sexual deviances during his periods of Vice. Malory Sayansky keeps the girls reliant on the club.

**Miscellaneous**

<b>Leaping Distance:</b> Up: <u>1.5ft / 3ft (P)</u> Across: <u>3ft / 6.5ft (P)</u>
Run: <u>10.9</u> mph (max) <u>15</u> melees <u>240</u> ft/melee <u>48</u> ft/attack
Swim: <u>5.3</u> mph (max) <u>15</u> melees <u>117</u> ft/melee <u>23</u> ft/attack
Bonus to Intimidate: <u>45%</u> Bonus to Charm/Impress: <u>-</u> Max lift weight: <u>260 lbs.</u>