Beyond the Supernatural™

Player: Pregenerated Character Sheet								
Character: Zain Lo	omax							
Nickname/Alias: "	The Cardshark"							
P.C.C.: Psychic Div	viner (pages 40-43)							
Sex: Male Alig	nment: Unprincipled							
Occupation: Bount	y Hunter / Manhunter							
Attributes	Hand to Hand Com	bat						
I.Q.: 11	Type: Expert (favors pur	nching)						
M.E.: 20	Number of Attacks:	5						
M.A.: 15	Initiative:+	1						
P.S.: 24	Damage:+	9						
P.P.: 17	Strike:+	3						
P.E.: 19	P.E.: 19 Parry:+ 7							
P.B.: 11	Dodge:+	8						
Spd.: 18	Roll w Punch/Impact:+	5						
Perception: +4	Pull Punch:+	4						
P.P.E.: 3	Knockout/Stun Roll:	20, Behind						
I.S.P.: 14	I.S.P.: 14 Critical Strike Roll: 20, Behind							
Hit Points: 32	Hit Points: 32 Death Blow Roll: -							
S.D.C.: 59								
Armor: Bulletproof Vest A.R.: 10 S.D.C.: 70								
Level: 3 Ex	perience Points 1	N/A						

Special Abilities / Skills

Psychic Dowsing: 35% Divining Range: 1.5 miles Reads signs, omens and portents of things to come Reading Clues and the Obvious: 50% Palm Reading / Touch Conveyance See the Aura of the Supernatural & Aura of Magic Add +4 to Perception rolls when looking for "signs" Crush / Squeeze attack does 1D4+9; takes one action

Saving Throws	Base	Modifier	Roll Need
Poison: Lethal	14	+2	12
Poison: Non-Lethal	16	+2	14
Harmful Drugs	15	+2	13
Insanity	12	+3	9
Psionics	10	+3	7
Magic Spell	12	+3	9
Magic Ritual	16	+3	13
Coma/Death		+8%	=
Horror Factor		+3	=
Possession		+1	=
Curses	15	+1	14
Disease	14	+2	12
Pain	14	+2	12

Impervious to most kinds of Negative Energy Last updated on 11/1/15

Skill	Base	Bonus	+%/lvl	Total %	Skill Ba		Bonus	+%/lvl	Total	
Basic Math	72	5	3	83	Prowl 25		10	5	45	
Speak English	88	-	1	90	Pick Locks	30	20	5	60	
Read English	80	-	2	84	Bartending	35	10	5	55	
Pilot Motorcycle	60	10	3	76	Physical Labor		Physical B	onuses Or	Only	
Athletics		Physical E	Bonuses O	nly	Land Navigation	36	10	4	54	
Boxing		Physical E	Bonuses O	nly	Lore: Demons/Monsters	30	-	5	30	
Law (General)	35	15	5	60	Streetwise: Weird	30	-	5	30	
Undercover Ops	30	25	5	65						
Escape Artist	30	10	5	50						
Swimming	50	10	5	70						
Wrestling		Physical E	Bonuses O	nly						
Find Contraband	26	10	4	44						
Streetwise	20	10	4	38	Weapon Proficiencie	s: Recog	nize Weap	on Quality	(35%)	
Cardsharp	24	16	4	48	Ancient W.P. List		Strike	Parry	Thro	
Gambling	30	10	5	50	Knife		+1	+2	+2	
Gambling (Dirty Tricks)	20	10	4	38	Blunt		+2	+2	-	
Pick Pockets	25	10	5	45	Modern W.P. List		Strike	Aimed	Burs	
Tailing	30	5	5	45	Handguns		+1	+3	-	
I.D. Undercover Agents	30	20	4	58	Shotguns		+2	+4	-	

			Weapons & Ha	and-to-Hand	l Attacks				
Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage		
Ithaca Stakeout Shotgun	+2/+4	-	200 ft	single	5/10 shells	7 lbs.	4D6 per blast		
*Beretta Model 92 Pistol	+1/+4	-	140ft	single/burst	12/24 (2 clips)	4 lbs.	3D6+1 (s) / 3D6+1x2 (b)		
Silver-plated trench knife	+4	+9	knuckle guard	melee	=	1 lbs.	1D6+11 / 2D6+11 (S)		
Louisville Slugger	+5	+9	34"	melee	=	7 lbs.	1D12+10		
Karate Punch / Kick	Karate Punch / Kick Called shots to specific areas (nose, eyes, groin, etc.) can penalize target 2D4+11 / 1D8+9								
Power Punch/ Haymaker		Does double damage, but counts as two attacks 2D4+11x2							
Body Block/Tackle		Opponent is knocked down, loses initiative and one attack 1D4+9							
Disarm Attacks Needs a Natural 17-20 as a defensive move; gets a +2 to offensive disarm attempts.									

Equipment biker vest, undershirt, jeans, cell phone, Hollister boots, wallet, sunglasses, skull cap, wristwatch, compass, biker gloves, pistol holster, silver cross on a necklace, 3 sets of handcuffs, pack of Marlboro's, Zippo lighter, deck of cards, small flashlight, nylon sheath & nylon shoulder harness for trench knife Dobby polyester backpack Contents: large flashlight, ID cards,

notebook, 3 pens, atlas of the U.S., map of Seattle, first aid kit, foot powder, small hand pick (1D6), small shovel (1D4), deck of Tarot cards, dowsing pendulum, and his dowsing rods.

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*Targeting laser attached to pistol (+1 to Aimed & Called shots)

Total % 45 60 55

Throw +2

Burst

Rides a Harley-Davidson vivid black 2010 Road King Classic

Keeps extra clothing and personal items in a spare backpack

Sap Gloves: adds an extra +2 to punch damage when worn

Zain's Personal Information

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Zain's Highlights

Age: 35 Height: 6' 4" Weight: 240 lbs. Hair: brown but greying; hairline's goin' north
Eyes: brown Birth Order: 3rd born of five Money: \$700 cash on hand
General Appearance: Lots of tattoos, goatee and a gruff exterior. Wears biker, trucker or
other durable clothing. Speaks with a harsh southern drawl that makes him sound
dumber than he really is. Has a constant "stink eyed" glaring look like he's always angry.
Disposition: Cocky, self reliant, likes to take charge and takes needless risks.
Family Origin: Of English & Irish descent w/ no past history of psychics in the family.
Environment: From a lower class family of criminals and con artists in Louisville, KY.
Sentiments toward Mages/ Psychics: He's new to the psychic community and is still
learning about them, but so far they do some of the most "gawd damndest things ever!"
Sentiments toward Non-Humans: "I straight up tell y'all what right now these sum
bitches all need some killin, and that's what gawd straight up made bastards like me for!"
Goals in Life: "Y'all know what? I'm hoping to get rich someday and settle down some-
where nice, like in the bayou's or sumthin like that I likes me them bayou's.
Insanity: Has a VERY soft spot for women, violent acts towards women can send him
into a fit of hysterical aggression on the poor bastard attacking them.

Psionics: Base I.S.P.: 14

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

Psionic Abilities	I.S.P.	
Reading Signs (pg. 40)	0	
Palm reading (pg. 41)	3	
Touch Conveyance (pg. 42)	5	
See Aura of the Supernatural	3	
See Aura of Magic (pg. 42)	4	
Psychic Dowsing: 35% (pg. 40)	2	
Object Read (pg. 122)	6	
-Impressions 60%	-	
-Images 52%	-	
-Present 42%		
Mind Block (pg. 121)	4	
Meditation (pg. 121)	-	
See the Invisible (pg. 126)	4	
Sense Evil (pg. 126)	2	
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Miscellaneous							
Leapii	ng Distance: Up:	3ft / 6ft (Power)	Across: 6ft /	12ft (Power)			
Run:	12.2 mph (max)	19 melees 2	70 feet per melee	54 feet per attack			
Swim:	9.5 mph (max)	19 minutes 2	16 feet per melee	43 feet per attack			
Bonus to	Intimidate: - N	Maximum carry we	ight: 480 lbs. Ma	x lift weight: 960 lbs.			

- -Grew up in a family of thieves and con artists. One parent always seemed to be in prison.
- -Loved causing trouble, getting into fights and underage drinking & smoking; was a problem child.
- -Was a blue collar worker for over a decade and seemed determined to go nowhere in life.
- -Spent a few overnighters in jail for bar brawling and other minor offenses over the years.
- -During an overnighter he met Bill "Grizzly" Adams (a man hunter), liked the idea of bounty hunting.
 -Got his bounty hunting license and went training with Grizzly for 6 months; he proved to be a natural.
- Went on his own six months ago and has done pretty well for himself, loves the tracking & hunting
- -5 months ago he had first experience with the supernatural, which brought out his Diviner talents.
- -He's new to the world of the Supernatural, but finds it to be his calling and his new reason to be.
- -He's made efforts to be a better man, alignment is still unprincipled (old habits die hard), but he's leaning towards Scrupulous. Loves his new found "calling" in life and eagerly does his job.



Dowsing Rod Notes

- -Dowsing Rod made of maple: carved from a branch of a tree used to make Louisville Slugger baseball bats.
- -Dowsing Rod made of plastic: fashioned from an old professional grade slingshot he's had since he was a kid. Could refashion it as a slingshot in 1D4 actions if needed (1D6 damage).
- -Dowsing Rod made of iron: 2 pieces of rebar were welded together and bent into a Y-Shape for dowsing. Can be used as a blunt/bashing weapon that does 1D6+10 damage.

Divining Note: See page 40 for details on Psychic Dowsing.