

Player: <u>Regenerated Character Sheet</u>			
Character: <u>Zain Lomax</u>			
Nickname/Alias: <u>"The Cardshark"</u>			
P.C.C.: <u>Psychic Diviner (pages 40-43)</u>			
Sex: <u>Male</u>		Alignment: <u>Unprincipled</u>	
Occupation: <u>Bounty Hunter / Manhunter</u>			
<b>Attributes</b>		<b>Hand to Hand Combat</b>	
I.Q.: <u>11</u>	Type: <u>Expert (favors punching)</u>		
M.E.: <u>20</u>	Number of Attacks: <u>5</u>		
M.A.: <u>15</u>	Initiative: <u>+</u>		<u>1</u>
P.S.: <u>24</u>	Damage: <u>+</u>		<u>9</u>
P.P.: <u>17</u>	Strike: <u>+</u>		<u>3</u>
P.E.: <u>19</u>	Parry: <u>+</u>		<u>7</u>
P.B.: <u>11</u>	Dodge: <u>+</u>		<u>8</u>
Spd.: <u>18</u>	Roll w Punch/Impact: <u>+</u>		<u>5</u>
Perception: <u>+4</u>	Pull Punch: <u>+</u>		<u>4</u>
P.P.E.: <u>3</u>	Knockout/Stun Roll: <u>20, Behind</u>		
I.S.P.: <u>14</u>	Critical Strike Roll: <u>20, Behind</u>		
Hit Points: <u>32</u>	Death Blow Roll: <u>-</u>		
S.D.C.: <u>59</u>			
Armor: <u>Bulletproof Vest</u>		A.R.: <u>10</u>	S.D.C.: <u>70</u>
Level: <u>3</u>		Experience Points <u>N/A</u>	

### Special Abilities / Skills

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

<b>Saving Throws</b>	<b>Base</b>	<b>Modifier</b>	<b>Roll Needed</b>
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 %
Basic Math	72	5	3	83
Speak English	88	-	1	90
Read English	80	-	2	84
Pilot Motorcycle	60	10	3	76
Athletics		Physical Bonuses Only		
Boxing		Physical Bonuses Only		
Law (General)	35	15	5	60
Undercover Ops	30	25	5	65
Escape Artist	30	10	5	50
Swimming	50	10	5	70
Wrestling		Physical Bonuses Only		
Find Contraband	26	10	4	44
Streetwise	20	10	4	38
Cardsharp	24	16	4	48
Gambling	30	10	5	50
Gambling (Dirty Tricks)	20	10	4	38
Pick Pockets	25	10	5	45
Tailing	30	5	5	45
I.D. Undercover Agents	30	20	4	58

Skill	Base	Bonus	+%/lvl	Total %
Prowl	25	10	5	45
Pick Locks	30	20	5	60
Bartending	35	10	5	55
Physical Labor	Physical Bonuses Only			
Land Navigation	36	10	4	54
Lore: Demons/Monsters	30	-	5	30
Streetwise: Weird	30	-	5	30
<b>Weapon Proficiencies:</b> Recognize Weapon Quality (35%)				
Ancient W.P. List	Strike	Parry	Throw	
Knife	+1	+2	+2	
Blunt	+2	+2	-	
Modern W.P. List	Strike	Aimed	Burst	
Handguns	+1	+3	-	
Shotguns	+2	+4	-	

## Weapons & Hand-to-Hand Attacks

[illegible]

### 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.

### Unique Items

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

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 Highlights

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