Beyond the Supernatural™

Player: Non-Player Character

Character: Typical thug / hired muscle / goon

Nickname/Alias:

P.C.C.: Ordinary Human

Sex:	Alignment: Usually Anarchist or Miscreant								
Occupation: Thug / Gang Banger(Dead Reign page 90)									
Attrib	Attributes Hand to Hand Combat								
I.Q.:	9	Type: Basic (Street Fighting)							
M.E.:	9	Number of Attacks:	5						
M.A.:	16	Initiative:+	1						
P.S.:	18	Damage:+	3						
P.P.:	10	Strike:+	-						
P.E.:	15	Parry:+	4						
P.B.:	10+1D6	Dodge:+	4						
Spd.:	18	Roll w Punch/Impact:+	3						
Percep	otion: +2	Pull Punch:+	2						
P.P.E.:	10	Knockout/Stun Roll:	-						
I.S.P.:	-	Critical Strike Roll:	Natural 20						
Hit Poi	nts: 30	Death Blow Roll:	-						
S.D.C.	: 40								
Armor:	Point E	Blank Vest A.R.: 10	S.D.C.: 70						
Loyali 2 Evperiones Dointo: N/A									

Level:	3	Experience Points:	N/A
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Special Abilities/Skills Pretty Strong (+2 to P.S.)

Pretty Tough (+5 Hit Points)

Pretty Intimidating (+1 to M.A.)

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

Skill	Base	Bonus	+%/lvl	Total %	Skill	Base	Bonus	+%/lvl	Total %
Speak English	88		1	90					
Read English	80	-	2	84					
Basic Math	72	-	3	78					
Pilot Automobile	60	14	3	80					
Detect Concealment	25	10	5	45					
Running									
Law	35	10	5	55					
Pick Locks	30	30	5	70					
Pick Pockets	25	20	5	55					
Palming	20	20	5	50					
I.D. Undercover Agent	30	25	4	63					
Streetwise	20	12	4	40					
Tailing	30	20	5	60	Weapon Proficiencies:	Recogn	nize Weap	on Quality	(35%)
Gambling	30	10	5	50	Ancient W.P. List		Strike	Parry	Throw
Gambling (Dirty Tricks)	20	10	4	38	Knife		+1	+2	
Cardsharp	24	25	4	57	Blunt		+2	+2	
Boxing					Modern W.P. List		Strike	Aimed	Burst
Physical Labor					Pistol		+1	+3	-
Body Building					Shotgun		+2	+4	-

			Weapoi	ns & Equipme	nt		
Weapons*	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Punch / Kick Attack	All n	nelee atta	1D4 / 1D8				
Large Knife	+1	+2	40ft if thrown	melee	-	1 lb.	1D6+1
Butterfly or Boot knife	+1	+2	40ft if thrown	melee	-	1 lb.	1D4 / 1D8
crowbar	+2	+2	40ft if thrown	melee	-	4 lbs.	1D8
Baseball Bat	+2	+2	20ft if thrown	melee	-	5 lbs.	1D12
Brass Knuckles	+2	+2	40ft if thrown	melee	-	1 lb.	+1D6 damage to punch
9mm Beretta M92 Pistol	+1	-	135 ft	single / burst	12/36 (3 clips)	3 lbs	3D6+1(s) / 3D6+1x2(b)
Stakeout Ithaca Shotgun	+2	-	150ft	single	5/10 shells	4.5 lbs.	5D6

Equipment

Depends on type the kind of work but commonly includes: street wear or dress clothing (depending on needs of the boss) shoes, cell phone, weapon holsters, wallet, personal items

*1-2 melee weapons and 1 range weapon listed above

Usually has a duffle bag for carrying weapons and whatever gear their work requires. Could include bolt cutters, crowbar, 1D4 pairs of handcuffs, flammable liquid & lighter, maps, 1D6 road flares, lock picking kit, hooligan tool, 20ft of rope, large flashlight, bonoculars, handkerchief, personal items

Unique Items

either owns a car/truck/SUV or has access to one

tends to live in apartments in blue collar/decent neighborhoods

usually has a gym membership, boxing club membership and takes some type of self-defense or street fighting class

Unless its required fro the job (or by their boss) most only have a 30% chance of owning any armor, and rarley anything better than a vest of some sort.

Personal Information

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Age:	Height:	Weight:	Hair:					
Eyes:	Birth	Order:	Money:	\$ 1D4x100 in cash on hand				
General	Appearance:	: Depends on how classy their field of work is in, and what their						
needs a	re. Most are ir	good to great	physical shape, looks	like weight lifters and/or				
physical	ly capable. Mo	st can take a be	eating as well.					
Disposit	on: Tend to b	e tough, intimia	iting, and live by their f	ists and guns				
Family C	Origin:							
Environr	nent: Usually	comes from a	poor neighborhood, br	oken home or criminal family.				
Reason	for Paranorma	I Investigating:						
Outlook	on being psyc	chic:						
		<u></u>						
Goals in	Life: Looks to	o rule the street	t or make a big score,	or work their way up the				
food cha	in wh <mark>en emplo</mark>	yed by organiz	ed crime.					
Insanity:	Insanity: Most arent used to be scared or intimidated themselves and can get sloppy and							
defensive/cowardly when they lose the upperhand in a given situation.								





Most hired muscle arent familiar with the supernatural, psychics, magic, and other unexplained or unexpected situations. In many cases this can be be an advantage to be used against them.

Miscellaneous								
Leap	oing Dis	tance: Up:	2ft / 4.5ft (P)		Across:	4.5 / 9ft (P)		
Run:	12.2	mph (max)	15	melees	270	ft/melee	54	ft/attack
Swim:	-	mph (max)	-	melees	-	ft/melee	-	ft/attack
Boni	us to Inti	imidate: 30%	Bonus to C	harm/Im _l	press:	- Max	lift weight:	680 lbs

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In nearly all cases, these guys arent paid to think; they're paid to harress, bully, threaten, or					
beat up. Outsmarting them is usually another possible advantage.					