



# Beyond the Supernatural™

## Personal Information

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 are. Most are in good to great physical shape, looks like weight lifters and/or physically capable. Most can take a beating as well.  
 Disposition: Tend to be tough, intimidating, and live by their fists and guns  
 Family Origin: \_\_\_\_\_  
 Environment: Usually comes from a poor neighborhood, broken home or criminal family.  
 Reason for Paranormal Investigating: \_\_\_\_\_  
 \_\_\_\_\_  
 Outlook on being psychic: \_\_\_\_\_  
 \_\_\_\_\_  
 Goals in Life: Looks to rule the street or make a big score, or work their way up the food chain when employed by organized crime.  
 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 an advantage to be used against them.

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

## Miscellaneous

**Leaping Distance:** 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  
 Bonus to Intimidate: 30% Bonus to Charm/Impress: - Max lift weight: 680 lbs.