

Name: Conrad Timmons

Alignment: Unprincipled

Occupation: Psychic Investigator

P.C.C.: Psychic Sensitive

Imagine a man who grew up in the slums of New Orleans, who hung out with the wrong crowd, dropped out of school at age 16, has a early history of violence and criminal records, and was well on his way to becoming a professional gangster and a thug, and was loving it all. Now Imagine this man growing up in a family with a long history of being professional psychics, voodoo priests, charlatans, snake oil salesman and the like, and how relived this man was when it seemed that he didn't have any psychic potential or any interest in being a part of the family's mysterious lineage.

Now image this man suddenly beginning to experience psychic sensitive insight, especially empathic insights into other people's feelings. Imagine the magnitude of realization and understanding this man acquired when he began to feel the very same fear, the same humiliation, the same suffering and the very same pain he inflicted when he would harass, threaten, rob, cheat, or beat the crap of the people he victimized. This man is Conrad Timmons.

As mentioned, Conrad grew up a greedy, selfish, cruel, and mean boy with high aspiration of a low life, living in a hard knock life within the slums and intended to grow up that way. Finding his idols and peers in gangs and criminal elements, Conrad was well on his way to being a street demon others wouldn't dare mess with. Then at age eighteen, his sensitive psychic powers began to emerge. It seems nature had a cruel irony planned for Conrad's life. Getting a taste of what other people would endure from his criminal activities proved too much to continue dealing with, effectively forcing him to change his ways.

However, it was years before he would fully accept his fate. Coming from a long line of professional psychics (everything from palm readers to voodoo priests), he blames the family line for the "curse" that's been put on him (something about it being "karma related" is one of his more popular theories). Not knowing what else to do, Conrad tried to live a regular life, going from one crappy job to another, neither finding fulfillment or excitement in his work. It was only by chance that he ended up getting involved with a paranormal investigation group one night, incidentally leading them to a group of Grave Ghouls. The revelation of finding and dealing with supernatural creatures and how exciting it was gave Conrad the focus to finally start taking up the family business of being a professional psychic investigator.

However, old habits die hard and Conrad continues to be an opportunist. Stealing when no one's looking, robbing the dead, and over zealously beating up and combating the supernatural are all a part of his nature. If he can get away with doing something without upsetting someone, he'll do it. The understanding that he can do whatever he wants to the supernatural and not feel bad about it is really the driving force behind his being a psychic investigator. Using his psychic talents to lie, cheat, and steal doesn't bother him either.

When hurricane Katrina has submerged his home in New Orleans a few years ago, Conrad saw this as an opportunity to go someplace completely different, where the presence of the supernatural was still as strong as back home, where he could find easy work and easy prey. He eventually found his way to Seattle, deciding to make it the city where he hangs his hat.

Beyond the Supernatural™

Player: Pregenerated Player Character

Character: Conrad Lee Timmons

Nickname/Alias: _____

P.C.C.: Psychic Sensitive

Sex: Male Alignment: Unprincipled

Occupation: Psychic Investigator

Attributes

I.Q.: 11

Type: Expert

M.E.: 19

Number of Attacks: 6

M.A.: 17

Initiative: +1

P.S.: 21

Damage: +6

P.P.: 19

Strike: +4

P.E.: 18

Parry: +8

P.B.: 12

Dodge: +8

Spd.: 18

Roll w Punch/Impact: +4

Perception: +6

Pull Punch: +3

P.P.E.: 2

Knockout/Stun Roll: -

I.S.P.: 16

Critical Strike Roll: Natural 20

Hit Points: 36

Death Blow Roll: -

S.D.C.: 38

Armor: External Carrier Armor A.R.: 13 S.D.C.: 150

Level: 4 Experience Points: N/A

Special Abilities/Skills

Sense Supernatural Evil: 450ft

Opening Oneself to the Supernatural: 900ft

Recognize Possession 65%

Recognize Magic Enchantment 45%

+3 save vs. mind altering drugs, magical charms, and mental confusion

Saving Throws

Horror Factor

Base

Modifier

Roll Need

Horror Factor

+4

-

Poison: Lethal

14

+2

12

Poison: Non-Lethal

16

+2

14

Harmful Drugs

15

+2

13

Insanity

12

+2

10

Psionics

10

+2

8

Possession

+3

-

Magic Spell

12

+3

9

Magic Ritual

16

+3

13

Coma/Death

+6%

-

Possession

-

-

Curses

15

-

15

Disease

14

+2

12

Pain

16

+2

14

Skill

Speak English

Base

Bonus

+%/lvl

Total %

88

-

1

91

Read English

80

-

2

86

Basic Math

72

-

3

81

Computer Operation

60

10

3

79

Detect Concealment

25

20

5

70

Parapsychology

30

15

5

60

Research

40

10

5

65

Interrogation

30

15

5

60

Streetwise

20

10

4

42

Boxing

+15 SDC, +2 PS, Parry & Dodge

Athletics

+5 SDC & SPD, +1 to PS, roll w/Punch

Swim

50

-

5

65

Prowl

25

10

5

50

Roadwise

26

10

4

48

Find Contraband

26

10

4

48

Pick Locks

30

15

5

60

Safecracking

20

10

4

42

Skill

Lore: Demons/Monsters

Base

Bonus

+%/lvl

Total %

30

35

5

80

Lore: Entities/Ghosts

30

20

5

65

Lore: Mythology

30

20

5

65

Streetwise: Weird

30

15

5

60

Lore: Magic

15

20

5

50

Lore: Religion

35

20

5

70

Recognize Wards, Runes

15

5

5

35

Recognize Circles

15

5

5

35

Recognize Enchantment

10

5

5

30

Weapon Proficiencies: Recognize Weapon Quality (40%)

Ancient W.P. List

Knife

Strike

Parry

Throw

Blunt

+2

+2

-

Modern W.P. List

Handguns

Strike

Aimed

Burst

Rifles

+2

+4

+1

Weapons & Equipment

Weapons

Silver-plated dagger

Strike

Parry

Range/Reach

Rate of Fire

Shots/Ammo

Weight

Damage

+2

+2

40ft if thrown

melee

-

1 lb.

1D6 / 1D6x2 (S)

Baseball bat (wooden)

+2

+2

40ft if thrown

melee

-

5 lbs.

1D12

crowbar

+2

+2

40ft if thrown

melee

-

4 lbs.

2D6

Remington 700 Tactical

+3

-

2000ft

single

5/25 (5 mags)

8.5 lbs.

7D6

silver ammo for rifle

-

-

2000ft

single

5/15 (3 mags)

-

7D6x2 (S)

Colt M1911A1 .45 ACP

+3/+2

-

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Personal Information

Age: 27 Height: 6' 0" Weight: 171 lbs. Hair: brown and kept short
 Eyes: yellow Birth Order: 3rd of four Money: \$450.00 on hand
 General Appearance: Conrad is an African-American male in his late 20's, but looks like he's in his early 30's. Keeps himself in shape by actively playing in athletic outings and regularly practicing in a boxing gym. Also has strange looking golden yellow eyes.
 Disposition: He sounds tough and arrogant, but acts like a peacemaker to his peers.
 Family Origin: Of African-American decent with long history of psychic phenomena.
 Environment: From a rundown neighborhood in New Orleans.
 Reason for Paranormal Investigating: Comes from a family with a long history of psychic talents and professions, the paranormal is a fact of life for him and always will be.
 Outlook on being psychic: Conflicted, he yearns to be a selfish guy and do whatever he wants, but his "sensitive" abilities always reminds him how much people need him.
 Goals in Life: He wants to make it big and wealthy somehow, and sometimes schemes for that big score that will let him retire from this dangerous lifestyle.
 Insanity: Conrad enjoys smoking cannabis (and has since he was a teenager). The stress of his work has him using it regularly, but so far he's stayed away from 'harder' drugs.

Psionics:	Base I.S.P.:	16
Multipliers: Scrutiny: x <u>1</u> Investigation: x <u>2</u> Lesser: x <u>4</u> Greater: x <u>6</u> Ancient: x <u>12</u>		
Psionic	I.S.P.	
Sense Supernatural Evil: 450ft	-	
Open self to Supernatural: 900ft	-	
Recognize Possession: 65%	-	
Recognize Magic Enchantment: 45%		
+10% if magic is evil / hurtful		
+20% when possessed by evil being		
Meditation: Advanced (pg. 121)	<u>2</u>	
Empathy (pg. 119)	<u>4</u>	
Astral Projection (pg. 116)	<u>10</u>	
Clairvoyance 66% (pg. 117)	<u>6</u>	
Dispel Spirits (pg. 119)	<u>10</u>	
Hypnotic Suggestion (pg. 120)	<u>6</u>	
Mind Bolt (pg. 121)	<u>V</u>	
Mind Block (pg. 121)	<u>4</u>	
Presence Sense (pg. 124)	<u>4</u>	
Remote Viewing (pg. 125)	<u>20</u>	
Psychic Invisibility (pg. 125)	<u>12</u>	
See the Invisible (pg. 126)	<u>4</u>	
Sixth Sense (pg. 127)	<u>2</u>	
Thought- Reading (pg. 128)	<u>10</u>	
Total Recall (pg. 128)	<u>3</u>	

Miscellaneous

Leaping Distance: Up: 2.5ft / 5ft (P) Across: 5ft / 10.5ft (P)
 Run: 12.2 mph (max) 18 melees 270 ft/melee 45 ft/attack
 Swim: 2.1 mph (max) 18 melees 189 ft/melee 31.5 ft/attack
 Intimidate Bonus: 35% Max carry weight: 420 lbs. Max lift weight: 840 lbs.

Character History

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 -Then at age eighteen, his sensitive psychic powers began to emerge.
 - Getting a taste of what other people would endure from his criminal activities proved too much to continue dealing with, effectively forcing him to change his ways.
 -Conrad tried to live a regular life, going from one crappy job to another, neither finding fulfillment or excitement in his work.
 -Eventually he found excitement and fulfillment as a professional psychic investigator.

Contacts

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of the lead agents of the Seattle based Lazlo Agency and has worked with Conroy in the past.
 Name: Dr. Angela Strauss Occupation: Parapsychologist Notes: Met Dr. Strauss as a part of the Lazlo Society & the local paranormal community and has worked with her several times
 Name: Corbin Romance Occupation: Parapsychologist Notes: They've been friends since he moved to Seattle and has worked with him on a couple of occasions together.

