

Beyond the Supernatural™

Player: Non-Player Character

Character: Bob Smith

Nickname/Alias: Heimdall Erickson

P.C.C.: Latent Psychic (believes he's a Demigod)

Sex: Male Alignment: Scrupulous

Occupation: Wealthy, does carpentry work as a hobby

Attributes

I.Q.: 11

Type: Expert

M.E.: 10

Number of Attacks: 5

M.A.: 19

Initiative: +2

P.S.: 27

Damage: +14

P.P.: 18

Strike: +4

P.E.: 22

Parry: +5

P.B.: 18

Dodge: +5

Spd.: 20

Roll w Punch/Impact: +2

Perception: +3

Pull Punch: +3

P.P.E.: 10

Knockout/Stun Roll: Behind

I.S.P.: 16

Critical Strike Roll: 18-20

Hit Points: 58

Death Blow Roll: -

S.D.C.: 45

Armor: Point blank vest A.R.: 10 S.D.C.: 70

Level: 7 Experience Points N/A

Special Abilities/Skills

Mind Storm (pg. 57)

Precognitive Dream (pg. 57)

Able to use magic items, magic weapons, activate

magic circles or symbols and use Psi-Mechanic items

Saving Throws

	Base	Modifier	Roll Need
Poison: Lethal	14	+4	10
Poison: Non-Lethal	16	+4	12
Harmful Drugs	15	+4	11
Insanity	12	0	12
Psionics	12	0	12
Magic Spell	12	+6	6
Magic Ritual	16	+6	10
Coma/Death		+14%	+14%
Horror Factor		+4	-
vs. Possession		+3	-
vs. Vampire's Bite		+4	-
vs. Mind Control		+1	-
Curses	15	-	15
Disease	14	+4	10

Skill	Base	Bonus	+%/lvl	Total %
Basic Math	72	-	3	90
Speak English	88	-	1	94
Read English	80	-	2	92
Pilot Automobile	60	-	3	78
Basic Electronics	30	10	5	70
Basic Mechanics	40	15	5	85
Body building	-	+2 PS	+10 SDC	-
Carpentry	25	20	5	75
Escape Artist	30	15	5	75
Excavation	40	20	5	90
General Repair/maint.	45	10	5	85
Jury Rig	25	10	5	65
Masonry	40	15	5	85
Physical Labor	-	+2 PS	+1 PE	+10 SDC
Radio: Basic	50	10	5	90
Tracked Vehicles	54	16	5	98
Demolitions	60	10	3	88
Demolitions Disposal	60	10	3	88
Mythology: Norse	30	10	5	70

Skill	Base	Bonus	+%/lvl	Total %
Plyometrics	-	+2 PP	+2 PS	+2 SPD
Swimming	50	-	5	80
SCUBA	50	-	5	80
Pilot Boat/Motor/Race	55	-	5	85
Pilot Water Skiing	40	-	5	70
Welding & Ironworking	35	-	5	65
Jogging	-	+1 PE	+3 SPD	+5 SDC
Climbing	40/30	-	5	70 / 60
Weapon Proficiencies:				
		Strike	Parry	Throw
W.P. Blunt		+3	+3	+1
W.P. Paired Weapons		See page 214 for details		
W.P. Handguns (Expert)		+6	-	-

Weapons & Equipment

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Majornir Mark IV	+6	-	200 feet	single only	8 / 40 bullets	12 lbs.	7D6 (1D4 x 10 +15)
Note: Damage in parenthesis is damage induced upon the supernatural due to <i>Electrical Discharge</i> backing on the bullet.							
Warhammers (2)	+3	+3	+1 Throw	HTH	N/A	10 lbs.	1D12 +2
Pocket Knife	-	-	40 feet	HTH	N/A	1 lbs.	1D4
Disarm move	Note: Needs a 19-20 when used as a defensive move. Gets a +2 to all attack/strike Disarm attempts						
Backhand Strike	Melee						1D4
Karate Punch / Kick	Can perform a <i>Power Punch</i> (x2 damage), but counts as two actions						2D4 / 2D6
Kick Attack	Melee						1D8

Equipment

Steel toed boots, jeans, undershirt, flannel, holster for the Majornir Mark IV, Thors hammer pendant on a heavy necklace, heavy work gloves.

Gym Bag holds following items: Large flashlight, runes for divining, 2 warhammers, UV light, canteen trail mix, freeze dried rations and other wilderness survival items (mirror, first aid kit). 5 fast reloads for the Majornir Mark IV.

Weight

Housing and Vehicles

- A three bedroom condo in Bellevue, Washington (furnished).
 - A blue Ford F-150 truck with all the tools and materials needed for his carpentry "hobby".
 - Brand new black *Dodge Challenger* with lots of chrome and all the trimmings he could order. This is his vehicle of choice when hunting the supernatural.

Personal Information

Beyond the Supernatural™

Character History

Age: 31 Height: 6'4 Weight: 235 lbs. Hair: vibrant red
Eyes: Grey Birth Order: Only Child Money: Wealthy (3.2 million est.)
General Appearance: Tall, very muscular, broad shouldered, looks like a big muscled lug.
Keeps a "Goatee", usually wears wifebeaters, flannel shirts, jeans and boots.
Always wears a Mjornir hammer necklace and his "belt buckle" (see special equipt).
Disposition: A brave and friendly lug of a man. Quick to anger, but quick to forgive.
Family Origin: A blue collar family from St. Paul, Minnesota.
Environment: From a family of Scandinavian Heritage, and proud of it.
Sentiments toward Mages & Psychics: power and destined to combat evil in all its forms, supernatural or otherwise.
Sentiments toward Supernatural: Forces of evil are the reason people like him exist.
This influences his "Thrilled with having Psionics" outlook as a Latent Psychic.
Goals in Life: Was lost after the death of his wife and unborn child. Odin has given his life purpose again. He now lives to destroy evil where ever he finds it.
Insanity: Has a Phobia of flying. Also suffers from nightmares of reliving the day his wife died in a plane crash. They are getting more vivid and horrific as time goes on.

Psionics: Base I.S.P.: 16 Current I.S.P.: -
Multipliers: Scrutiny: 16 Investigate: 32 Lesser: 48 Greater: 96 Ancient: 160

Table with 2 columns: Psionic, I.S.P.
Rows include: Telekinetic Punch (6), Telekinetic Leap (8), Armor (7), Impervious to Fire (4), Thermal Imaging Vision (6), Impervious to Smoke (4), Psychic Invisibility (12), Telekinetic Push (4), Summon Inner Strength (4), Impervious to Cold (2), Leidenfrost Effect (2)

Bob grew up in a hard working family in St. Paul, Minnesota. At 19, he married his high school sweetheart and moved to Seattle to start a small carpentry and construction company.
About six years ago his wife and unborn child died in a plane crash coming back from a visit from her family in Minnesota. Bob was devastated by the loss. Between selling his business and his wife's insurance he is wealthy, but doesn't enjoy the wealth. For a few years he was a recluse in his own apartment, living for working out and his physical perfection. It was then that he was visited by Hugin and Munin who told him who his father really is and that his name by birthright is "Heimdall Erickson". In time they educated and presented him the Majornir Mark IV. Eventually Odin began to speak to him and explained that his purpose in life was to now destroy the evils of the Earth, like the ones who ruined the airplane his wife was on when it crashed. Heimdall has since become an eager player in the battle against the supernatural and has given his life to the cause (and the delusions) wholeheartedly.

Contacts

Name: Odin Occupation: Ruler of Asgard Notes: Comes to Heimdall in dreams an visions to offer guidance, premonitions and warnings.
Name: Hugin and Munin Occupation: Oracles of Odin Notes: Twin ravens who act as scouts, guides and advisers to Heimdall when hunting the Supernatural.
Name: Dr. Ashley Kingler Occupation: Psychologist Notes: Has been on a crusade of sorts to help Bob with his "delusions", but doesn't know how far he's fallen yet.

Special Equipment and Magic Weapons & Objects

Name: Majornir Mark IV Type: Weapon Description: "Hand Cannon"
Abilities: While it requires 50. Caliber bullets to fire, when used by specific people its damage capacity is much greater against the supernatural (secret: Its a Psi-Mechanic creation)
Name: Belt Buckle Type: Accessory Description: Common Norse Symbol
Abilities: This was given to Heimdall as a "symbol of his heritage" from Odin. In reality it has no real power, but Heimdall swears he feels an energy radiating from within it.
Name: Type: Description:
Abilities:
Name: Type: Description:
Abilities:
Name: Type: Description:
Abilities:

Notes

- The Majornir Mark IV is actually a Psi-Mechanic creation that belongs to a Psi-Mechanic named Jim Brooks, who's currently held prisoner in the bowels of Corimat's lair.
-Corimat is a Devil Ghost who's using Heimdall as a sort of play thing and pawn in the removal of other supernatural beings who become a nuisance or problem. Talks to him as the Norse god Odin via Precognitive Dreams to alert him of a supernatural presence in the area.
-Hugin and Munin are familiars of some sort that belong to Corimat. While they can communicate telepathically to Heimdall (and help maintain his delusions), they've no other special abilities and acts similar to ravens in all other aspects. Make for good scouts for both Heimdall and Corimat.

Miscellaneous

Leaping Distance: Up: 3 ft / 6 1/2 ft Across: 6 1/2ft / 13 ft
Run: 13.6 mph (max) 22 melees 300 ft/melee 60 ft/attack
Swim: 6.8 mph (max) 22 melees 162 ft/melee 27 ft/attack
Invoke Trust / Intimidate: 60% to Invoke Trust Charm / Impress: 40% Impress