

Ludovigo De Luigi, a.k.a. “Ludo”, “Vigo” and “Vig”

Alignment: Aberrant

P.C.C.: Ordinary Person

Occupation: Owner & Manager of the *De Luigi Italian Meats & Deli*.

You are Ludovigo De Luigi, the middle child of a good Italian family from the “Little Italy” area of New York City. You grew up between two family businesses, one of them being a well known and established Italian restaurant and the other a meat market that’s well known for their homemade Italian Sausages, Pepperoni and fresh deli supplies. While growing up, you honed your talents in the meat shop, eagerly learning all of the family recipes and traditions. However, you had no intention of staying in New York City. You dreamed of seeing other places and setting up a shop somewhere that didn’t have the privilege of a *De Luigi shop*. At the age of twenty with your family’s blessing you moved to Seattle and set up shop.

The shop was an instant success. The family recipes and traditions was a niche market in the city and your hard work paid off in spades. A few years later you met Carrie, who’d applied for a job in your deli; she eventually became your wife in the years ahead. The both of you couldn’t have been happier in life and eventually decided it was time to raise a family and start planning to open another deli or two and build the *De Luigi* family business on the west of the country. You proved to be a very proud and loving father, raising a good son with a good wife along with running a great business with more shops in the works being planned. Your life couldn’t have been better in your mind. But this was all before the tragedies.

Your wife was shot and killed during a robbery in your deli when you were out looking at a building for a new market across town. This might have proved to be a devastating blow for most, and you stumbled, but you didn’t fall. You promised on Carrie’s grave you would raise your son right by her. Your son became your anchor and you persevered. Running the business on your own again kept you from starting the new shops you’d planned, but you found the strength to keep running the store as successful as it had ever been through your son. One day, it would all be him... and you intended to give him something to be proud of.

Then, on the store’s 15th anniversary, you witnessed a horror beyond words. As your seven year old son played in the backroom of the deli one night, you heard the back door burst in and... something monstrous... charged in, towards your son. With meat cleaver in hand, you came at it with all you had, your son’s screams for help ringing in your ears. Even with a few successful slashes, the monster grabbed and threw you across the deli. You don’t remember hitting the wall; you woke up to see the broken back door wide open... and your son was gone.

You are a broken man now; the business is slowly decaying, you’ve become a harsh drinker and find yourself constantly sharpening your knives in wait for the next supernatural hunt. As a recent sign on and unstable member of the *Lazlo Society* your something of a loose cannon, going after every creature you find with all you’ve got, hoping that one day you’ll find the thing that took your son away. Your life has lost its value to you; all that matters now is avenging your son. Your days of being a good, caring and honest man have vanished... perhaps forever.

Beyond the Supernatural™

Player: Pregenerated Character Sheet

Character: Ludovigo De Luigi

Nickname/Alias: **"Vigo, "Vig" and "Ludo"**

P.C.C.: Ordinary Human (pages 64-67)

Sex: Male Alignment: Anarchist (was Scrupulous)

Occupation: Owner/manager of meat & sausage store

Attributes Hand to Hand Combat

I.Q.:	11	Type:	Basic (Roughouser)
M.E.:	12	Number of Attacks:	5
M.A.:	20	Initiative:+	2
P.S.:	20	Damage:+	6
P.P.:	17	Strike:+	4
P.E.:	21	Parry:+	3
P.B.:	9	Dodge:+	3
Spd.:	15	Roll w Punch/Impact:+	5
Perception:	+2	Pull Punch:+	2
P.P.E.:	2	Knockout/Stun Roll:	-
I.S.P.:	-	Critical Strike Roll:	Natural 20
Hit Points:	43	Death Blow Roll:	-
S.D.C.:	44		

Armor Type: Hard Vest A.R.: 12 S.D.C.: 120
 Level: 5 Experience Points N/A

Special Abilities/Skills

Good with his hands (+1 P.P.)

Tough Guy (+1 P.E.)

Wiry but Strong (+3 to P.S.)

Fearless (+2 vs. Horror Factor)

Saving Throws

	Base	Modifier	Roll Need
Poison: Lethal	14	+3	11
Poison: Non-Lethal	16	+3	13
Harmful Drugs	15	+3	12
Insanity	12	-	12
Psionics	15	-	15
Magic Spell	12	+3	9
Magic Ritual	16	+3	13
Coma/Death		+12%	-
Horror Factor		+5	-
Possession		-	-
Curses	15	-	15
Disease	14	-	14
Pain	16	+3	13

Skills

	Base	Bonus	+%/lvl	Total %
Speak English	88	-	1	92
Read English	80	4	2	88
Basic Math	72	6	3	90
Speak Italian	50	10	3	72
Read Italian	40	10	5	70
Cook: Professional	35	20	5	75
Physical Labor	-	-	-	-
Business & Finance	35	20	5	75
Pilot Automobile	60	6	3	78
Computer Operation	60	10	3	82
Public Speaking	30	10	5	60
Brewing: Basic	25/30	10	5	55/60
General Repair/Maintain	45	10	5	75
Preserve Food	30	-	5	50
Streetwise	20	-	4	32
Streetwise: Weird	30	-	5	50
Juggling	35	10	5	55
Palming	20	-	5	40
Gambling (Standard)	30	-	5	50

Skills

	Base	Bonus	+%/lvl	Total %
Wardrobe & Grooming	50	15	4	81
Body Building	-	-	-	-

Weapon Proficiencies: Recognize Weapon Quality (45%)

Ancient W.P. List	Strike	Parry	Throw
Targeting		Critical on 19-20	+2
Knife (Expert)	+4	+4	+6
Axe	+2	+1	+3
Paired Weapons	See page 214 for details		
Modern W.P. List	Strike	Aimed	Burst
Handguns	+2	+4	+1

Weapons & Equipment

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Meat Cleavers	+4/+6	+4	40ft if thrown	melee	2 cleavers	1lbs	1D8+1
Carving Knives	+4/+6	+4	40ft if thrown	melee	4 knives	1lbs	1D6
Throwing Knives	+4/+6	+4	40ft if thrown	melee	8 knives	1lbs	1D4
Large Chopping Axe	+2/+3	+1	30ft if thrown	melee	-	7 lbs	2D8+2
Silver Coated Hatchets	+2/+3	+1	50ft if thrown	melee	2 hatchets	2 lbs	1D6+1
Ruger Super Redhawk*	+2	-	135ft	single	6/24 rounds	4.5 lbs	4D6+15 / 3D6
Punch / Kick Attack	All melee attacks add +6 to the damage rolled due to P.S. bonus						1D4 / 1D8
Disarm Attacks	Used as a defensive move in place of a dodge or parry, or an attack/strike						Natural 18-20

Equipment

trench coat, buttoned shirt, Dockers, good shoes, pistol holster, knife belt, pack of cigarettes, Zippo, silver cross on a necklace, flask of whiskey, wallet, handkerchief, ski mask, pocket flashlight, personal items

Messenger Bag Contents: large flashlight, bottle of aspirin, bottle of Jack Daniels, large rag, bag of beef jerky, duct tape, sharpening stone, a tube of epoxy resin, small utility knife (1D4), map of Seattle, map of Washington State, multi-tool, small canister of ground pepper

Unique items

Owns a six year old red Dodge Ram truck

Lives in a two bedroom apartment over his meat shop

Shop is located in the *Central District* of Seattle

* The Ruger Super Redhawk 44. Magnum Double Action Revolver uses *Hollow Point* rounds that does 4D6+15 to humans/monsters but only 3D6 to solid objects (walls, doors, armor, etc.)

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Personal Information

Age: 42 Height: 5' 11" Weight: 173 lbs. Hair: unkempt black hair
 Eyes: brown Birth Order: 2nd born of three Money: \$500.00 cash on hand
 General Appearance: Vigo usually wears button up shirts (w/ the sleeves rolled up)
and Dockers. Strangely, while he keeps himself clean shaven, his hair is getting very
unkempt. He used to always keep his hair in a buzz cut and well maintained.
 Disposition: Mean and bitter attitude, seems to carry an axe to grind w/ everyone.
 Family Origin: From Italian decent w/ definite family history of psychic phenomena.
 Environment: Raised in the "Little Italy" neighborhood of New York City.
 Sentiment toward Mages & Psychics: Has a big sister with psychic abilities and her
powers came early, so he had to watch her and be jealous that he didn't get them.
 Sentiments toward Supernatural: They've destroyed his life! He will never chop up
enough of them before one of them kills him, but that won't stop him from trying.
 Goals in Life: To discover what happened to his son "Leo" and find the monster who
stole him ... so he can personally axe it down and then carve it into steaks for his deli.
 Insanity: Has become a chain smoker and drinks like a man in need of another drink for
the past few years. While intoxicated he is mean & sloppy: +1 Strike, -2 Parry & Dodge.

Character Notes

While he's slipping in a lot of ways, his sense of justice and honor have stayed
strong. When he's not intoxicated or on a suicide mission fighting the supernatural, he is
a good man with a big heart for everyone and everything.

When dealing with the supernatural (especially the *Bogey Man*) Vigo will need to make a
save vs. Insanity to avoid going into an uncontrollable rage and lash out at it with all he
has. When under this rage, he is +1 to Strike and -2 to Parry & Dodge.

Character Quotes

"Nah, I aint scared of dyin'... da Bogey Man killed me a long time ago. I'm just too
stubborn ta lay down yet... I'd like to take some of those bastards with me before I go!"

"You aint had Italian food until you've had De Luigi Italian food."

"You see dis carving knife here? I once carved the skin off a ghoul with it... it's so sharp,
it was like going through warm butta. And as for da ghoul? Well, I'd didn't know dey
could scream, much less scream like little girls."

"Where da heck is that Banshee? I'll give it somethin' ta wail about!"

"thatBogey Man is already dead... it just don't know it yet."

"Got Hell Hounds? I brought a silver coated hatchet... BA DA BING, done like dinner!"

Miscellaneous

Leaping Distance: Up:	<u>2.5ft / 5ft (P)</u>	Across:	<u>5ft / 10ft (P)</u>
Run:	<u>10.2 mph (max)</u>	<u>21</u>	<u>melees 225 ft/melee 45 ft/attack</u>
Swim:	<u>- mph (max)</u>	<u>-</u>	<u>melees - ft/melee - ft/attack</u>
Bonus to Intimidate:	<u>60%</u>	Max carry weight:	<u>400 lbs.</u>
		Max lift weight:	<u>800 lbs.</u>

