

Leeza Petulengro

Explanatory note: The following is a transcript from part of an audio recording taken during an interview between Dr. Edmond Smythe and Leeza.

SMYTHE: ...It's my understanding that you had a very different childhood than most. Would you like to elaborate on that?

LEEZA: Not really, but I'll do it anyway. I grew up in a traveling Gypsy family that ran a carnival, toured most of the southern half of the US and parts of Mexico yearly. My childhood home was this crappy RV that I shared with too many people. A 'latta' Gypsy traditions, 'a latta' superstitions, 'a latta' minding the elders, 'a latta' con artistry and chicanery work in the side tents, and the occasional running from the law. I was home schooled just enough to get a GED, but my education was geared toward keeping the carnival going... and I hated living like that. I left when I was old enough. They sent a few family psychics to track me down and convince me to come home but eventually gave up when I was more trouble than I was worth.

SMYTHE: Ahh yes, you'd mentioned earlier that several of your family and relatives are psychic, but you're not?

LEEZA: Yeah... most of them are charlatans and con artists working the side tents, but there's always been psychics in my family, long before they came to America. I'll tell you what; that my uncle is a really good Diviner; he can find anything anywhere, especially liquor. I'll also tell you that I think psychics are part of the Petulengro family curse.

SMYTHE: What do you mean? What curse?

LEEZA: The way my family tells it, some long forgotten European royalty or arcanist cursed the family for something we did, proclaiming that we "will be cursed to always be stalked and hunted by Hell Hounds until Petulengro family line has ended." All the psychics probably started showing up after that. Supposedly that curse is one of the reasons the family's always travelling. I can't say if this curse is legit or not, but we came across a lot of Hell Hounds while I was growing up. My family's full of good Hell Hound hunters because they get 'a lotta' practice. They started teaching me how to hunt when I was about sixteen, after they realized I'm so good at fighting. By eighteen I was the best hunter in the family.

SMYTHE: *audible laugh* I imagine that was one of the reasons they wanted you to come back home.

LEEZA: Well, that and I stole one of my cousin's motorcycles. In my defense, he stole it from someone else. I told him he'd have to fight me for it, and he backed off. Probably figured it was easier to just steal another one.

SMYTHE: This sounds like a good time to ask why you moved to Seattle, after you left your family, I mean.

LEEZA: Honestly, at first, I just wandered for a while. Old habits are hard to break, I guess. I was taking odd jobs, like waitressing or moving furniture so I could pay for my supper. Then I fell in with a biker club for a while and worked for them by delivering... well it doesn't matter what, but one of our deliveries led me up here to Seattle. I was surprised at how many supernatural threats are up here, so I just hung around and dealt with a few of them. Eventually I started putting down the closest thing to roots I've had. I'm even renting a crappy little two-bedroom house down in Tacoma.

SMYTHE: For what it's worth, I'm glad you're here, even if it's only for the time being. Which brings me to my next question: what do you do for a living?

LEEZA: I tried a few different jobs and eventually found my calling as a Bounty Hunter. I'm good at it. I also work a few nights a week as a self-defense instructor for women at one of the local gyms. When I'm not doing that, I'm basically monster hunting with one of your investigation teams...

Lazlo Society

Name: Lezza Petulengro

P.C.C.: Natural Athlete

Alignment: Anarchist

Occupation: Bail Enforcement Agent
and Self-Defense Instructor

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"Its not the size
of the dog in
the fight...
Its the size of
the fight in
the dog."



Seattle, Washington

Dr. Edmond Smythe

Lazlo Agency

Beyond the Supernatural

Player: Non-Player Character
 Character: Leeza Petulengro
 Nickname/Alias:
 P.C.C.: Natural Athlete (pages 46-49)
 Sex: Female Alignment: Anarchist
 Occupation: Bail Enforcement Agent

Attributes		Hand to Hand Combat	
I.Q.: 11		HTH: Martial Arts	
M.E.: 14		Actions per Round: 6	
M.A.: 15		Initiative:+ 2	
P.S.: 20		Damage:+ 5	
P.P.: 19		Strike:+ 4	
P.E.: 16		Parry:+ 8	
P.B.: 18		Dodge:+ 8	
Spd.: 29		Roll with punch, fall or Impact:+ 5	
P.P.E.: 2		Pull Punch (11+):+ 3	
I.S.P.: -		Knockout/Stun Roll: Natural 20	
S.D.C.: 66		Critical Strike Roll: Natural 20	
Hit Points: 37		Death Blow Roll: -	
Perception: +2			
Armor: Armored vest and guards	A.R.: 12	S.D.C.: 100	
Level: 4	Experience Points: N/A		

Special Abilities/Skills

All her common skills get a +6% Bonus
 Automatic Dodge with a +2 bonus
 (Can dodge an attack without using one of her actions)
 Paired Weapons (see page 214 for details)
 Stronger & Tougher than she looks (+4 to P.S., +15 S.D.C.)
 Boxing & Kick Boxing (adds +2 damage to punches & kicks)
 Has a 40% bonus to charm/impress with her looks/physique
 Good Melee Fighter (+2 strike bonus to all melee weapons)

Saving Throws	Base	Modifier	Roll Needed
Horror Factor		+3	
Poison: Lethal	14	+1	13+
Poison: Non-Lethal	16	+1	15+
Harmful Drugs	15	+1	14+
Insanity	12	-	12+
Psionics	15	-	15+
Magic Spell	12	+1	11+
Magic Ritual	16	+1	15+
Coma/Death		+4%	
Possession		-	
Curses	15	-	15+
Disease	14	+1	13+
Pain	16	+3	13+

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	6	1	97
Language: Español	50	10	3	69
Literacy: English	80	6	2	92
Mathematics: Basic	72	6	3	81
Pilot: Automobile	60	16	3	88
Pilot: Motorcycle	60	10	4	82
Law (General)	35	15	5	65
Undercover Ops	30	15	5	60
Escape Artist	30	20	5	65
Mechanics: Automotive	60	-	3	69
Tracking (people)	25	5	5	45
Surveillance	30	10	5	55
Tailing	30	15	5	60
Prowl	25	5	5	45
Sensory Equipment	30	10	5	55
Pick Locks	30	20	5	80
Lore: Superstitions	30	5	5	50
Lore: Native Americans	25	-	5	40
Lore: Demons / Monsters	30	15	5	60

Skills	Base	Bonus	+%/lvl	Total%
Athletics				Physical & Attribute bonuses
Jogging / Running				Jogs 16 miles before fatigued
Physical Labor				Physical & Attribute bonuses
Boxing				Physical & Attribute bonuses
Kick Boxing				Physical & Attribute bonuses
Hobby: Ghost Hunting Tech	40	-	5	55
Hobby: Balloon animals / hats	40	10	5	65
Weapon Proficiencies: Recognize Weapon Quality (40%)				
Ancient Weapon Proficiencies		Strike	Parry	Throw
Blunt Weapons (bat, pipe, club, etc..)		+2	+2	-
Knives (can be paired)		+2	+2	+2
Paired Weapons		See page 214 for details		
Modern Weapon Proficiencies		Strike	Aimed	Burst
Handguns		+2	+4	-

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
*Beretta Model 92 Pistol	+3/+5	Aimed	135 feet	single/burst	12 / 2 clips	4 lbs.	3D6; 6D6 with a burst of 3 rounds
Wooden Baseball Bat	+8	+10	+6 / 10 feet	melee	carries one	2 lb.	1D12 (2D12 if vulnerable to wood)+7
Tactical Military Knives	+8	+10	+6 / 40 feet	paired	carries two	1 lb.	1D6+8 per strike
Silver plated trench knife	+8	+10	+6 / 10 feet	paired	carries two	1.5 lbs.	1D6 (2D6 if vulnerable to silver)+7
Karate Punch / Kick	Called shots to specific areas (nose, eyes, etc.) can penalize target						Punch does 2D4+7 / Kick does 2D6+7
Kick Boxing strikes	Roundhouse Kick (3D6+7), Axe Kick (2D8+7), & Leap kick (3D8+7, but counts as two attacks)						
Body Flip / Throw	Opponent is "thrown" to the ground for 1D6+5 damage; loses initiative and one action/attack that round						
Disarm Attacks	Needs a natural 17-20 as a defensive move; gets a +2 to offensive disarm attempts.						

Note: Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are included

Equipment

Leather jacket, embellished vest, t-shirt, jeans or cut off shorts, thea boots, fingerless gloves, multi-tool, smartphone, Zippo lighter, pack of cigarettes, pocket flashlight, silver cross on necklace, hip bag, roll of quarters, set of handcuffs, walkie-talkie, and some personal items
 shoulder holster set (holds pistol & two magazines), knife holsters
Backpack Contents: Kel-lite flashlight, 3 extra sets of handcuffs, pocket note pad, 2 pens, 2 pencils, mallet, 5 wooden stakes, roll of duct tape, handkerchief, bottle of *Maker's Mark*, towel, pouch of ball bearings, extra roll of quarters, digital audio recorder, 5 road flares, a roll of athletic tape, small bag of balloons, roll of athletic tape, set of professional lock picks, binoculars

Unique Items

Owens a red *Indian soft tail* motorcycle
 Drives a beat up police cruiser she bought at auction for use while hunting fugitives, finding it both ironic and humorous
 Rents a small two bedroom house in Tacoma, Washington
 Has a Level III (Armed) Security Officer's License
 *Beretta has an attached laser sight; adds +1 to all strike rolls, including bursts. **Note:** Aimed and Called Shots cost 2 actions.

Leeza's Personal Information

Age: 28 Height: 6' Weight: 169 lbs. Hair: black, wavy and shoulder length, usually kept loose
Eyes: brown Birth Order: 2nd born of two Money: \$300 in cash on hand

General Appearance: She's usually in biker gear or comfortable but rugged clothing.

Being fearless & aggressive by nature, she dresses like she's ready to brawl at a moment's notice.

While exercising or teaching a self-defense class she wears athletic gear, but isn't a fan of the look.

While naturally pretty, Leeza wears very little make up, even at most social gatherings.

Disposition: Fearless, cocky and self-reliant; comes off as cynical & pragmatic about life.

Family History: Of Italian / Irish descent with a long history of paranormal phenomena

Environment: From a nomadic Gypsy family & traveling carnival that's based in Texas.

Reason for Paranormal Investigating: Part of it comes from her family raising her with a responsibility to confront the supernatural; the other part is the sheer thrill and excitement of it.

Sentiment towards Psychics & Mages: *"They all rely too much on their "mind bullets" and psychic crap for my tastes. The Night Hunters and Physical Psychics are pretty hawt though!"*

Goals in Life: To save up enough to retire from bounty work and open a gym somewhere with less rain (maybe on a beach down south somewhere), and to keep avoiding her family.

Insanity: Has a problem with authority and acts out against it. She's getting better about it however, and tries to make up by acting as muscle for her team leads as they're generally not fighters.

Leeza's Special Weaponry & Equipment

Knee, forearm and elbow guards Description: metal based protective sports padding

Abilities: Padding designed with stainless steel, EVA foam, PU Leather and Elastic Bands.

Designed for extreme sports protection, but also good for defending against physical attacks.

Covers knees, shins, elbows and forearms. -5% to all physical skills due to weight and bulk.

A.R.:12, **S.D.C.:** 40 for each guard; adds +2 to **Roll with Impact** attempts.

Note: Can use guards for parrying without risking damage; must be targeted to take damage.

Kel-lite Flashlight Description: rust proof, heavy duty flashlight

Abilities: Designed for law enforcement and reputed to be "near indestructible".

10x brighter than a normal flashlight and does 1D6 damage as a blunt weapon.

Silver Plated Trench Knives Description: thin double-edged blade with a knuckle guard

Abilities: Does 1D6+7 normal stabbing damage or 2D6+7 to beings that are vulnerable to silver.

The knuckle grip doubles as knuckle duster, which does 2D6 (4D6 if vulnerable to silver)+5

Motorcycle Helmet Description: 3/4 helmet with sun shield, painted black

Abilities: This is a common motorcycle helmet, designed in the Classica style. When worn, it

provides an A.R. of 14 to the head, and has 50 S.D.C.

"Ten-Spot" Description: roll of quarters; wrapped in athletic tape for grip

When Leeza was 15, she was ambushed/assaulted inside the ticket booth she was working in that night. While fending off her attacker, Leeza "instinctively" grabbed a roll of quarters before punching him dead in his face, stunning him long enough to escape the booth and call for help.

She genuinely believes her instinctive action and the added weight of the roll in her fist kept her from being a victim that night and now she carries that roll of quarters wherever she goes.

Note: Adds +2 to punch damage while Leeza is holding the "Ten Spot" in her fist.

Night Vision Monocular Description: a digital image black & white nightsight viewer

Abilities: This is a mini-night sight, monocular style, easily concealable and portable.

Uses passive night vision; does not emit any light of its own. **Range:** 150ft.

Pyle PSPL41 4-in-1 Meter Description: environment meter with photo detector probe

Abilities: Has a Sound Level Meter, Light Meter, Humidity Meter, and Temperature Meter. The Unit includes a K-type temperature probe and a built in microphone to measure sound. Weighs 2 lbs.

Weight and Movement

Leaping Distance: Up: 3 feet / 5 feet (power) Across: 5 feet / 10 feet (power)

Run: 19.7 mph (max) 16 melees 435 feet per round 87 feet per action

Swim: mph (max) minutes feet per round feet per action

Max Carrying Limit: 400 lbs. Max Lifting Limit: 800 lbs. Can throw 400 lbs. up to 6.5 feet away

Sample quotes from Leeza

"Those are my best pair of handcuffs, so quit struggling; it's starting to turn me on."

"I know looks are no replacement for skills, but lucky for for me I have both."

"The only thing scarier than Hell Hounds in your face are the ones with great, big insect heads."

**shivers* Heebie Jeebies!"*

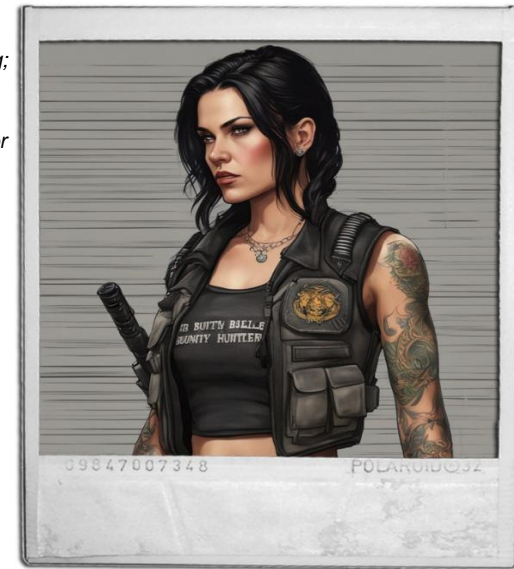
"Ten bucks says I can knock you out in one punch...

punches, but doesn't knock her target out

Okay, take it... that was worth ten bucks. Besides, that guy there said he'd give me twenty if I punched you."

"I love tattoos; they make naked people far more interesting to look at."

"That's what she said."



Lazlo Society Contacts

Dr. Edmond Smythe P.C.C.: Parapsychologist Notes: Edmond handles the *Lazlo Society & Lazlo Agency* branches of the greater Seattle area through the majority of Washington State.

Dr. Corbin Romance P.C.C.: Parapsychologist Notes: Edmond's protégé and trainee, she's attended several investigations with him. Thinks he's pretty Haw, even if he does think too much.

Zain Lomax P.C.C.: Psychic Diviner Notes: Has a friendly rivalry with Zain; they sometimes hunt the same bounty to see who get's to them first. Also enjoys riding together sometimes.

Personal Notes

Leeza grew up in a family of traveling carnival Gypsies that were always on the move, going from town to town. In general, she despised the "carnie" Gypsy lifestyle from a young age and as soon as she was old enough, Leeza left the family, finding odd jobs to get by until she discovered bounty hunting. Between her upbringing, her talent for tracking people (and monsters) and her general fearlessness confronting people, Leeza has proven to be a capable bail enforcement agent.

While Leeza planned to stay on the move, she finds Seattle to her liking. Its too far Northwest for her family to visit, and supernatural troubles and strange phenomena happen here more than other places she's been to. While not a "home" to her (yet), she's renting a little two-bedroom house with an adjoining garage where she keeps her Indian soft tail motorcycle while she's out in her "police cruiser" doing bounty work.

Powerful Ancestry: Leeza's Gypsy family has several psychic's (both real and charlatan) and grew up knowing all about the supernatural. Growing up a combative and a gifted fighter, her family began training her to hunt the supernatural by the age of sixteen. Naturally, Leeza became a proficient monster hunter (especially against Hell Hounds) before she turned eighteen.

Hell Hound Vendetta: Legend has it that her family was cursed centuries ago by a forgotten noble to always be hunted by Hell Hounds. True or not, Hell Hounds are a regular problem for her family.

When it comes to Hell Hounds, Leeza gets an extra 20% to *Lore: Demon/Monster* and get a +2 strike bonus while in melee combat with them. However, she gets reckless and suffers a -1 to parry and dodge attempts against them in return.

Ghost Hunting and Sensory Equipment: The concept of "Ghost Hunting" as a hobby is something new and exciting to her. While not to the point of having a lore or the parapsychology skill, it has led to her finding an unexpected enjoyment of learning how to use the sensory equipment ghost hunters use, which coincides with some of the sensory gear Parapsychologists use during investigations. Leeza has become a sort of "assistant" to the "techs" during investigations. She's not psychic, but she's adept at using sensory equipment and relaying to the others when readings are unusual or spiking in a particular room or area.

She hasn't gotten to the point of buying much gear herself, but Parapsychologists always brings equipment with them, so she helps them to transport, set up and use their tech.