

Mark O'Conner

P.C.C.: Fire Walker **Occupation:** Firefighter & Rescue **Alignment:** Unprincipled

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

Mark: *In a notable accent with Southern American English, Midwestern, and Texan influences*
... So, umm... you just want me to talk about myself into the microphone?

Edmond: Indeed; I'd like you to tell me about yourself, and why you're interested in doing field investigation work with the Lazlo Society.

Mark: Hmm... alright. Howdy y'all, name's Mark. I grew up on my family's ranch back in Oklahoma. Fields, cows, horses, chili cookoffs... I grew up the 'cowboy way'. My original plan was to work the ranch all my life, although I had a side job as a rodeo clown for a while and that was fun. But then I... (hesitation), let's just say that I needed a change of scenery and became a fireman. As far as joining the Society goes? Well, that's easy... I'm psychic.
A "Fire Walker" according to Doc Edward here.

Edmond: *Laughs* Just Edmond is fine. And specifically, you're what's called a 'Pyrokinetic'. Your psychic energy focuses on heat and fire.

Mark: Yeah, that sounds about right. And really, it makes sense; I've always been a 'hot head', Mama calls it my "Irish temper". I might as well use it to really heat things up. I've always had a thing for fire... well, not like a pyromanic or anything; fire and I just seem to have an understanding. Always have. But I didn't know I was psychic until I was nineteen.

Edmond: Nineteen? You're a late bloomer compared to most. I'm curious, how did your psychic abilities first manifest?

Mark: *hesitates* Umm, fiery, I guess. I set something on fire I didn't mean to. Can we move on?

Edmond: Oh... certainly. So, what brought you here to Seattle?

Mark: Well, after all the training and certifications, I took the first job I could get. Turned out it was up here. I tell ya what though, the PNW is a very different place then back home. I really got my change of pace. And I tell ya what else, there's also a LOT more monsters up here than back home. We had a cattle mutilation or two, and a cow went missing every so often, but I never saw a monster. But up here? I think I see - or at least sense - two or three supernatural monsters a month. Being a first responder takes me all over the place, and with so many monsters around it's got me wondering just how often the supernatural's involved in the calls I respond to.

Edmond: That's a good question. Perhaps making a record of supernatural related sightings in your line of work would be worthwhile. So tell me, besides being psychic, what other attributes do you think will help you with investigating the paranormal?

Mark: Well, I go to the gym a lot. I enjoy boxing, both the punching and kicking kind. I've been going to a fighting class with a few police buddies of mine. I practice shooting regularly, both at a range and in a friend's field. I swing a mean axe. And I'm good at lassoing. In fact, I look forward to lassoing monsters. I've lassoed horses and bulls; I imagine lassoes work the same with monsters. I bet it would at least stumble or trip them up a little...

Edmond: *laughs* Well, I don't recommend it as you'll find most supernatural beings to be stronger than bulls, but I can't stop you from trying either...

Lazlo Society

Name: Mark O'Connor

P.C.C.: Fire Walker / Pyrokinetic

Alignment: Unprincipled

CONFIDENTIAL

For Authorized Personnel Only

Observation notes:

- Good knowledge of fire & firefighting.
- Aggressive use of pyrokinetics.
- Fearless in the face of supernatural evil.
- Experienced fighter.
- Displayed adept firearm training.
- Has EMT training
- Lassoed a creature at one point.



09847007348

POLAROID032

"Courage is being scared to death,
and saddling up anyway."

Seattle, Washington

Dr. Edmond Smythe

Lazlo Agency

Beyond the Supernatural

Player: Pregenerated Player Character

Character: Mark O'Conner

Nickname/Alias:

P.C.C.: Firewalker / Pyrokinetic (pages 43-46)

Sex: Male Alignment: Unprincipled

Occupation: Fire Fighter & Rescue (page 185)

Attributes Hand to Hand Combat

I.Q.: 12 HTH: Expert (favors a boxing approach)

M.E.: 13 Actions per Round: 5

M.A.: 15 Initiative:+ 1

P.S.: 20 Damage:+ 5

P.P.: 14 Strike:+ 4

P.E.: 20 Parry:+ 4

P.B.: 16 Dodge:+ 4

Spd.: 20 Roll with punch, fall or impact:+ 4

P.P.E.: 4 Pull Punch (11+):+ 3

I.S.P.: 14 Knockout/Stun Roll: Natural 20

S.D.C.: 56 Critical Strike Roll: Natural 20

Hit Points: 35 Death Blow Roll: -

Perception: +2 (+5 when fire related; see *Special Abilities*)

Armor: Carrier Armor & guards A.R.: 13 S.D.C.: 150

Level: 3 Experience Points: N/A

Special Abilities/Skills

+3 to Perception rolls when dealing with fire, combustibles, accelerants, potential fire hazards, arson, firefighting, etc.

Fire Knowledge 83%-page 44: Knows chemical combo's that burn and extinguish fire, make Molotov cocktails, make hair spray a mini-flame thrower, how to handle fire & flammable chemicals and basic arson techniques.

Knows how to use hair spray to make mini-flamethrower (6 foot range, 2D6 per blast) & make Molotov cocktails.

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		+3	
Poison: Lethal	14	+3	11+
Poison: Non-Lethal	16	+3	13+
Harmful Drugs	15	+3	12+
Insanity	12	-	12+
Psionics	10	-	10+
Magic Spell	12	+3	9+
Magic Ritual	16	+3	13+
Coma/Death		+10%	
Possession		+4	
Curses	15	-	15+
Disease	14	+3	11+
Pain	16	+3	13+

+3 save vs Fever (including curses and magic spells)

Skills

	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	90
Literacy: English	80	-	2	84
Mathematics: Basic	72	-	3	78
Pilot: Automobile	60	10	3	76
Computer Operation	60	10	3	76
Climbing: Professional	40/30	25	5	75 / 65
Firefighting	40	25	5	75
Excavation	40	20	5	70
Paramedic	40	10	5	60
Radio: Basic	50	15	5	75
Pilot Truck (Ambulance & Fire)	56	14	4	78
Navigation	50	10	5	70
Mechanics: Basic	30	-	5	40
Mechanics: Automotive	60	-	5	66
Cooking: Tex-Mex style	35	25	5	70
Rope Works	30	25	5	65
Swimming	50	-	5	60
Veterinary Science	50	10	4	68
Previous Job: Rodeo Clown	35	10	5	55

Skills

	Base	Bonus	+%/lvl	Total%
Boxing		Physical & Combat Bonuses		
Kick Boxing		Physical & Combat Bonuses		
General Athletics		Physical & Combat Bonuses		
Body Building		Physical Bonuses		
Streetwise: Weird	30	-	5	40
 Lore: Demons & Monsters	30	-	5	40
 Lore: Paranormal & Psionics	30	-	5	40
Horsemanship: Cowboy	60/50	10	3	82 / 66
Herding (page 201)	30	10	5	50
Roping (page 201)	20	10	5	40

Weapon Proficiencies: Recognize Weapon Quality (35%)

Ancient Weapon Proficiencies	Strike	Parry	Throw
Axe (fire, hatchet, tomahawk, pick)	+1	+1	-
Modern Weapon Proficiencies	Strike	Aimed	Burst
Handguns & Revolvers	+1	+3	-
Shotguns (break & pump action)	+2	+4	-

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
silver plated fire axe	+5	+5	+4 / 20 feet	melee	carries one	6.1 lbs.	1D8 (2D8 if vulnerable to silver)+6
bowie knife	+4	+4	+4 / 20 feet	melee	carries one	1 lb.	1D6+6 per strike
Colt Anaconda (revolver)	+1/+3 Aimed		135 feet	single	6 / 12 bullets	3 lbs.	5D6+1 per shot
double-barreled shotgun	+2 /+4 Aimed		150 feet	single	2 / 6 shells	7.7 lbs.	5D6; 1D4x10+8 if using both barrels
karate punch / kick attack	Called shots (nose, eyes, groin, etc.) can penalize target						2D4+7 (punch) / 1D8+7 (kick)
Kick Boxing strikes:	Roundhouse (3D6+7), Axe (2D8+7), Knee Strike (1D8+7), & Leap Kick (3D8+7; counts as two actions)						
Disarm attacks	Needs a natural 17-20 as a defensive move, gets a +6 to all offensive disarm attempts.						
Fire based attacks	See <i>Psionic Abilities</i> on back side for details about <i>Burning Touch</i> , <i>Throw Fire</i> , <i>Fire Bolt</i> , and more.						

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

Equipment

oil skin duster, western shirt, jeans, steel toed boots, wallet, wristwatch, sunglasses, cowboy hat, ammo belt, pistol holster, Zippo lighter, pack of cigarettes, 50ft of rope, pocket knife (1D4), pocket flashlight, smartphone, silver cross on a necklace, balloons to make balloon animals, and some personal items.

Duffel Bag Contains: large flashlight, 2 boxes of matches, box of 12 candles, portable bottle of oil, small fire extinguisher, small acetylene torch, roll of duct tape, 2-foot length of plastic tubing, roll of old newspapers, bottled water, protein bar, towel, mini umbrella, mini umbrella, a few maps of Seattle, and 2 cans of hairspray

Note: hairspray does 2D6 damage per 5 foot area blast attack, and has a 01-20% chance to start an unintentional fire with each blast.

Unique Items

Owns a 10 year old (but still running good) black Ford F-150 pick up modified with a lockable decked drawer system to hold his gear. Also has a gallon of gas and other equipment as needed.

Lives in a 2-bedroom apartment in Bellevue, Washington with a friend firefighter; doesn't spend much time at home beyond sleeping, showering and a place to hang his hat and keep his clothes.

His horse "Dollar" is back in Oklahoma on a family member's ranch, he's not been back in awhile and misses Dollar a lot.

Note: See *Fire & Rescue* related gear on back side of this sheet.

Mark's Personal Information

Age: 30 Height: 6' 3" Weight: 220 lbs. Hair: keeps his red hair shaggy but short

Eyes: blue Birth Order: 2nd of two Money: \$100.00 cash on hand

General Appearance: Favors western clothing, including cowboy hats, shirts, jeans, boots, rodeo belt buckles, rarely clean shaven and actively tries to keep his western/Oklahoma accent. However, he changes to steel toed boots and leaves his hat in the truck when going into the field to investigate the paranormal.

Disposition: A classic good ol' boy attitude. A confident & tough dude, and yet easy going.

Family History: Of German & Irish descent; no known history of paranormal phenomena.

Environment: From an agricultural & cattle ranch community in Oklahoma.

Reason for Paranormal Investigating: Publicly he'll shrug and say "I like doing it, so why not?"

Secretly, he's dealing with the guilt of something he did back home and wants to "balance the books"

Outlook on being Psychic: Uncertain: While he loves the flashiness of pyrokinesis and the thrill of hunting the supernatural, he's worries that he might have another fiery outburst and kill someone.

Goals in Life: "I dunno, maybe one day become the Fire Marshall of my firehouse, light a bunch of monsters up like a Christmas tree. And who knows? Maybe I'll meet a nice gal and settle down".

Insanity: Addiction-Cigarettes: Mark smokes almost a pack a day and has no plans to quit anytime soon. They are calming and conveniently show off his pyrokinetic abilities.

Secret: Haunted by the deaths of his best friend (Brad) and girlfriend (Chloe), who both died in a fire he unintentionally started after he caught them together. Had a pyrokinetic outburst in a jealous rage at set Brad's house ablaze. This was a driving force behind his becoming a fireman.

Fire & Rescue Related Equipment

silver plated fire Axe

Description: dynamic entry rescue axe, is both a tool & weapon

Abilities: Axe head pick does 1D8+7 damage to mortals, 2D8+7 to creatures vulnerable to silver.

Handle has an electrically non-conductive polymer handle for user safety and grip.

Nylon Rope

Description: 300ft of 3/8 diameter reflective orange nylon rope

Abilities: Heavy duty, all purpose, nylon rope with a tension strength of 600 lbs. Ideal for knot tying, tree cutting, swinging, counterweight pulley work and various rescue operations.

30" Halligan Bar

Description: carbon steel fire/rescue tool

Abilities: Used to pry, pull or lift during forcible entry or overhaul. Removes automotive trim during extrications. Has a molded finger grip for a good hold. Does 1D4+5 damage with the spiked end.

Res-Q-Rench

Description: five life saving fire/rescue tools in one

Abilities: Made of solid polycarbonate construction, this multi tool includes a gas shutoff tool, a pry tool, a seat belt cutter, a spanner wrench, and a carbide tip window punch.

Intoximeter Aclo-Sensor

Description: pocket size breath tester (field equipment)

Abilities: Offers both direct and passive sampling, can also detect alcohol in a solution.

Uses a electrochemical sensor to create an electric response to breath alcohol concentration.



Leap, Run, Swim and other Miscellaneous Notes

Leaping Distance: Up: 2.5 feet / 5 feet (power) Across: 5 feet / 10 feet (power)

Run: 15.6 mph (max) 20 melees 345 feet per round 87 feet per action

Swim: 5.7 mph (max) 20 minutes 126 feet per round 25 feet per action

Bonus to Charm/Impress: 30% Maximum carry weight: 459 lbs. Max lift weight: 918 lbs.

Mark's Pyrokinetic abilities

Psionics: Base I.S.P.: 18 Note: I.S.P. Increases by +2 every level of experience

Multipliers: Under the Microscope/scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Pyrokinetic Abilities

I.S.P.

Burning Touch-page 44: His touch burns supernatural beings and creatures of magic; requires physical contact. Against mortals his touch may seem warm, like he has a fever, but it does no damage whatsoever. It will, however, burn Witches and others who have willingly joined or merged with supernatural evil, unless they have some sort of supernatural or magical defense. Range: Touch/Punch. Damage: 2D6+7 4

Commune with Fire-page 44: After 30 seconds of focus and concentration, he can sense the size and speed of the fire's growth and rate of expansion, the path it will travel, where it has already traveled (meaning he can tell where it started), and how long before it consumes the entire area/structure. Duration: 3 minutes. 4

Fire Awareness/Sense Fire-Page 44: He can sense fire within a 100 foot diameter in all directions. -

Resistant to Fire-page 44: Never adversely affected by hot air temperatures; up to 100 degrees Fahrenheit feels comfortable. However, he dislikes the cold, feels chilled and must dress in a sweater and/or coat in temps below 58 degrees. He can also physically pick up and handle hot (not burning) objects such as a hot potato right out of the oven or a hot cup of coffee, a warm coal, and takes half damage from steam and fire.

Sense Temperature-page 44: He can estimate the heat/temp of the air, fire, hot items, etc., within 1D6 degrees Fahrenheit. To tell the temperature of a flame, hot physical item or liquid, the character must put his hands within six inches of it. To tell air temperature he need only pause and concentrate with his palms open. Counts as two melee actions. Duration: Instant. 1

Extinguish Fire-page 94: He can instantly extinguish a 20 foot diameter area of fire. If directed at one controlled flame that is smaller than 10 feet (torch, oil lantern, bonfire, fireplace, etc., he can extinguish it in a heartbeat. Larger fires will have to be extinguished one section at a time. Similarly, he can simultaneously extinguish as many as 36 tiny fires (like candles), within his area of influence; all go out at once. 5

Create Fire-page 94: Creates a small tongue of fire; needs combustible material to stay lit or it goes out in 1D4+3 seconds. Good for lighting candles, cigarettes, and starting campfires. Range: Touch. 6

Throw Fire-page 98: Snatch a tongue of fire from an existing source of fire (candle, lantern, or from a larger flame like a campfire) in his hand and quickly throws it at a specific target up to 30 feet away.

The thrown fire looks like a miniature fiery comet with a spherical front and a tapering tail of flame behind it.

Note: +6 to strike when using this attack, and is one of Mark's favorites to use. 7

Fire Bolt-page 95: Create a flamethrower-like burst of flame that shoots from his hands. The effect is and impressive, but is only truly effective against the supernatural and creatures of magic.

Damage: 3D6 damage to supernatural beings, creatures of magic, Witches and others who have willingly merged with the supernatural. 2 points of damage total to humans/mortals. 10

Set Supernatural Ablaze-page 96: This devastating attack only works on supernatural creatures and objects (including magic items) that are possessed/inhabited by a supernatural force or otherwise cursed and empowered by the supernatural. He must grab or touch the creature (or object) to cause it to burst into flame, its entire body consumed by the fire. While consumed by fire the creature is in agony and should seek to extinguish the fire, but should it continue to fight, attacks per melee round are reduced to only two, the creature loses all combat bonuses, performs skills at -60% and cannot cast magic, though it may continue to use psionic powers and natural abilities (without bonuses). 25

Thermal Imaging Vision-page 98: See heat images/radiation the same as thermal imaging goggles and optic systems. He can see through smoke, tell if an engine has been recently running or not, if a gun has been recently fired (within the last 15 minutes), see the heat signature of warm-blooded animals and people in total darkness, and see infrared beams. Range: 600 feet. Duration: 90 seconds. 6

The Western Wisdom of Mark (quotes to use during the adventure)

"Courage is being scared to death... and saddling up anyway."

"Never approach a bull from the front, a horse from the rear, or a fool from any direction."

"Ride bulls, meet nurses."

"Don't worry about bitin' off more'n you can chew; your mouth's probably a whole lot bigger'n ya think."

"If you aint never drank your beer from a mason jar, then you aint never gone drinking."

Notable trait: Has a nagging habit of referring to young women as "Darlin". However, he's respectful of motherly types (refers to them as "mam") and talks to children with pet names like "Sugar" or "Pumpkin" for young girls and "Ranger" or "Scout" for young boys. This is more upbringing related than anything.

Note: In his late teens through early 20's, Mark was a rodeo clown and was good at it.