

Roxy Rowe

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

ROWE: Okay, so, uhm... (amused giggle) sorry, so what do you want me to say?

SMYTHE: (laughs) No need to apologize. I'd like you to talk about what it was like for you becoming a **Night Hunter**, and how you met your mentor, **Moses Magnum**.

ROWE: Well, I've known **Moses** since I was little; he's the minister at my family's church. We had a bond long before I became psychic. He's a good man.

SMYTHE: Yes, he is. You're lucky; most people don't have a mentor like Moses.

ROWE: Right? I've talked to some of the other psychics in the Lazlo Society, and most of them had it really hard becoming psychic; it wasn't like that for me, and that's because of **Moses**. He's always there for you when you need him. I trust him. I trusted him so much that I talked to him in private after church about three years ago, when the "weird psychic stuff" started happening.

He just listened to me talk and then asked me to follow him out to the shed the church uses for storage. There's a workbench inside and he asked me to help him fix a lawn mower the church uses. I thought it was gonna be a Bible lesson or something and I went along with it since I kinda like building stuff, but no... we just talked about whatever.

SMYTHE: He's a greater teacher than most people will ever know. So how did that go?

ROWE: It was awesome! I didn't realize until we were done, but I never looked at the mower guide. I just had a this... "sense" of how to help Moses fix it. By the next week or so I was using the shed to work on my cosplay project for "Blanche, the Silver Ghost" from the "Ghost Bunny" anime series. She carries this futuristic sci-fi sidearm that I wanted to replicate. Before I knew it, I was building my Ghost Gun! It just kinda happened. It was like I had it all worked out in my head, and I just built it from various stuff. Moses explained that building psi-devices is a part of me now, and I've been building all my weaponry and gear in that workshop ever since.

SMYTHE: And being a **Night Hunter** himself, that's when **Moses** started training you?

ROWE: Yeah, we practiced a lot the first two years. Learning about my psychic abilities and how to use them, lots of swordsmanship and target practice, building, tweaking, maintaining my gear, stuff like that. That's also when I joined the martial arts academy over in Redmond, and the kick boxing place down the street. For the first several months I was pretty much training and getting buff. Then one night, we started investigating the paranormal together.

At first it was a few simple ghost hunts, then it evolved into more physical dangers like ghouls, gremlins, hell hounds... oh yeah, one time we took on this giant Nacarrant together in the wildlife reserve on Bainbridge Island. Our most dangerous night was when we hunted down a Windigo in the middle of a snowstorm. We saved the guy it ambushed and brought back to its cave and everything.

SMYTHE: Excellent! I also heard you've started going to college to be a security specialist, and you even got a part-time job at **Obsidian Security**. How's all of that going?

ROWE: Pretty good. I spend most of my time doing security guard work at different events, but I've also started training and assisting with installing and maintaining security alarm systems in homes and buildings. I'm enjoying security work a lot more than I thought I would.

SMYTHE: So, what's next for you?

ROWE: Last Sunday I told Moses that I think I'm ready to start attending investigations without him, and he agreed with me! So... got an investigation for me?

SMYTHE: It just so happens that I do...

Lazlo Society

Name: Roxy Rowe

P.C.C.: Night Hunter / Ghost Hunter

Alignment: Unprincipled

Occupation: College Student,
Cosplayer and part-time Security

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Observation Notes:

- Her Psi-Devices includes a "Devil Sword", a "Ghost Gun", an "Ecto-Slayer Shotgun", "Ghost-vision Goggles" and "Ghost Armor".
- Possesses both machine & physical psionics
- Displayed various mechanical aptitudes
- Energetic & impatient
- Martial Arts training
- Loves anime and cosplaying



"A rabbit's greatest strength is its ability to bounce back."

Seattle, Washington

Dr. Edmond Smythe

Lazlo Agency

Beyond the Supernatural

Player: Pregenerated Player Character

Character: Roxy Rowe

Nickname/Alias: _____

P.C.C.: Ghost Hunter / Night Hunter (pages 51-53)

Sex: Female Alignment: Unprincipled

Occupation: Security Specialist & full-time College Student

Attributes **Hand to Hand Combat**

I.Q.: 12 Hand to Hand: Martial Arts

M.E.: 15 Actions per Round: 4

M.A.: 13 Initiative:+ 3

P.S.: 20 Damage:+ 5

P.P.: 21 Strike:+ 5

P.E.: 21 Parry:+ 7

P.B.: 18 Dodge:+ 7

Spd.: 23 Roll with Impact:+ 4

P.P.E.: 8 Pull Punch (11+):+ 5

I.S.P.: 11 Knockout/Stun Roll: -

S.D.C.: 31 Critical Strike Roll: Natural 20

Hit Points: 32 Death Blow Roll: -

Perception: +4 (+6 while hunting the supernatural)

Armor: "The Silver Ghost" armor A.R.: 13* S.D.C.: 24*

Level: 3rd Experience Points: N/A

Special Abilities/Skills

Mechanical Aptitude: see page 51

+2 to Perception when hunting/seeking the supernatural

Intuitive Weapon Knowledge: see page 51

Fire an Empty Gun: page 51 / **Spirit Fist:** page 51

Intuitive Combat: page 51: +3 initiative, +1 strike & parry,

+4 dodge, +4 pull punch, +2 roll with impact, +2 disarm,

and cannot be caught by surprise, even from behind.

Has a bonus to Charm or Impress at 40%

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+3</u>	
Poison: Lethal	14	<u>+3</u>	<u>11+</u>
Poison: Non-Lethal	16	<u>+3</u>	<u>13+</u>
Harmful Drugs	15	<u>+3</u>	<u>12+</u>
Insanity	12	<u>-</u>	<u>11+</u>
Psionics	12	<u>-</u>	<u>12+</u>
Magic Spell	12	<u>+4</u>	<u>8+</u>
Magic Ritual	16	<u>+4</u>	<u>12+</u>
Coma/Death		<u>+21%</u>	
Possession		<u>+4</u>	
Curses	15	<u>-</u>	<u>15+</u>
Disease	14	<u>+3</u>	<u>11+</u>
Pain	16	<u>+5</u>	<u>11+</u>

Skills

	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	90
Literacy: English	80	-	2	84
Mathematics: Basic	72	-	3	80
Pilot: Automobile	60	8	3	74
I.D. Undercover Agent	30	15	4	53
Surveillance	30	20	5	60
Optic Systems	30	15	5	55
T.V./Video	35	20	5	65
Sensory Equipment	30	10	5	50
Computer: Operation	60	10	3	76
Radio: Basic	50	15	5	75
Pick Locks	30	20	5	60
Prowl	25	20	5	55
Tailing	30	15	5	55
Lore: Religion	35	10	5	55
Lore: Demons & Monsters	30	20	5	60
Munitions Expert	40	10	5	60
Mechanical: Basic	30	10	5	50
Electronics: Basic	30	5	5	50

Skills

	Base	Bonus	+%/lvl	Total%
Jogging / Running				Jogs 21 miles without fatigue
Kick Boxing				Physical attribute bonuses
Athletics (General)				Physical attribute bonuses
Climb: Hobbyist	40	15	5	65
Wardrobe & Grooming	50	-	4	58
Sewing	40	-	5	50
Beautification				+2 to Physical Beauty
Hobby: Anime	40	-	5	50
Hobby: Cosplaying	40	-	5	50

Weapon Proficiencies: Recognize Weapon Quality (35%)

	Strike	Parry	Throw
Ancient W.P. List			
Swordsmanship	+2	+1	-
Modern W.P. List			
Handguns	+1	+3	-

Weapons and Hand-to-Hand Attacks

Weapon / Attack	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Devil Sword	+7	+8	- / 20 feet	melee	2 I.S.P. p/ hour	5 lbs.	3D6+9 to supernatural beings
Ghost Gun:**Energy bolt	+1/ +5 Aimed		140 feet	single/burst	24 bolts	4 lbs.	2D6 to entities & energy beings
Ghost Gun:**TeleK bolt	+1/ +5 Aimed		240 feet	single/burst	24 bolts	4 lbs.	5D6 to supernatural beings
Ecto-Slayer Shotgun	- / +2 Aimed		150 feet	single	2 I.S.P.	7 lbs.	3D6+3 to supernatural beings
Ruger SR22 auto-pistol	+1/+3 Aimed		135 feet	single/burst	10 (2 clips)	4 lbs.	2D4 (4D4 if vulnerable to silver)
Silver plated Kunai's	+5	+7	- / 40 feet	melee	carries two	4 lbs.	1D6 (2D6 if vulnerable to silver)+5
Spirit Fist (costs 6 I.S.P.)	Damages vampires, entities, astral beings, etc. All physical attacks with hands, feet, head or body does 2D6+5						
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4+5 (punch) / 2D6+7 (kick)
Kick Boxing strikes	Roundhouse Kick (3D6+7), Axe Kick (2D8+7), & Leap kick (3D8+7, but counts as two actions)						

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

Equipment

smartphone, black jump suit, leather long coat, weapon holsters, steel toed boots, gloves, sunglasses, jewelry, pullover knit cap, silver cross on a necklace, pocket flashlight, walkie-talkie, lock picking set, multi-tool and some personal items.

Duffle Bag Contents: large flashlight, binoculars, 50 feet of rope, collapsable grappling hook, 12" wooden cross, 3 smoke grenades, 4 phosphorous grenades, 6 wooden stakes & a mallet, holy bible, compact gun cleaning kit and weapon repair kit, and a whetstone.

A small metal tool box that contains the following: key blanks, a set of screwdrivers, pliers, wrenches, scissors, ice pick, roll of duct tape, battery powered drill and nails/screws.

Unique Items and Notes

Drives an 8-year-old, two-door grey *Ford Fiesta*

Lives with her parents in a three bedroom house in Redmond, WA.

Uses *Moses'* church workshop to build, maintain and repair her gear.

* When activated, her armor's A.R. raises to **17** and its S.D.C. raises to **68**. Costs 4 I.S.P. to activate her armor's force field for one hour

**Targeting laser attached to gun (+1 to all Aimed & Called Shots)

Roxy's Personal Information

Age: 19 Height: 5' 8" Weight: 127 lbs. Hair: Currently her shoulder length hair is silver-white
 Eyes: steel blue Birth Order: 2nd of two Money: \$200.00 cash on hand

General Appearance: Likes wearing jeans or leggings with T-shirts, sneakers & jackets with a "nerdy" or "anime" flair to them. Likes to cosplay at conventions. While attending an investigation she wears a black jump suit, boots, leather long coat and her psi-devices and ghost armor.

Disposition: Energetic; has a hard time sitting down. Gets impatient and is easily excitable.

Family Origin: Of Irish & Russian descent w/ no known history of psychic phenomena

Environment: From a white collar family in Bellevue, Washington.

Reason for Paranormal Investigating: While she genuinely enjoys hunting the supernatural, its her protective nature that really motivates her to be a paranormal investigator.

Outlook on being Psychic: She was embarrassed about her abilities at first, but has since learned to appreciate what she's capable of; she's become an eager player in the game.

Goals in Life: Wants to finish college and became a bonded security specialist. She also enjoys cosplaying and has considered taking a stab at doing it professionally, if only on the side.

Insanity: has an incredibly hard time dealing with dead bodies, corpses and skeletons.

Need to make a save vs. *Horror Factor* roll when confronting / dealing with them.

Psionics: Base I.S.P.: 11 Note: I.S.P. increases by 1 at every new level of experience.

Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Machine and Physical Psionic Abilities I.S.P.

Mechanical Aptitude: Page 51: Can use devices made by another *Ghost Hunter* or *Psi-Mechanic* and can assist *Psi-Mechanics* with making their devices, but lacks their full range of Abilities.

Intuitive Weapon Knowledge: page 51: Knows how to build all of her Psi-Devices intuitively.

Fire an Empty Gun: page 51: The weapon fires a TK bullet without the sound of gunfire (a soft, poof-poof sound is made) or residue of sulfur and gunpowder left behind. TK bullets will work on mortals/animals, magical beings and supernatural creatures, including entities.

Creates up to 6 bullets that lasts up to 15 minutes. Damage as per the gun used. 7

Spirit Fist: page 51: Punches that do damage to supernatural beings that are otherwise impervious to ordinary weapons and punches, including Vampires, Astral Beings, Entities, ghosts, spirits, and the undead. Lasts for one full melee round. 6

Intuitive Combat: page 51: A form of telepathy geared to give her an advantage in combat. Lasts 10 rounds and is unable to use any other psychic power while this is in use.

Bonuses: +3 initiative, +1 strike & parry, +4 dodge, +4 to pull punch, +2 to roll with impact, and +2 to disarm. Cannot be caught by surprise, even by attacks from behind or from long-range. Unable to use any other psionic power while in use, but can cancel with a thought. 10

Open Lock: page 105: Considered a *Psychic-Enhanced Pick Lock* skill at 84% 4

Telemechanics: page 105: The ability to mentally communicate with machines. 10

Stop Bleeding(self): page 114: A form of mind over matter to stop bleeding & blood loss 4

Telekinetic Push: page 116: TeleK force that pushes target with a P.S. of 8 like a body block.

Does 1D4 damage, knocks ordinary people back 6 feet, has 1-60% chance of knocking opponent off their feet. Objects under 50 lbs. slides 12 feet away. Range: 3 feet. 4

Telekinetic Leap: page 115: Leaps +2 ft up & 3 ft across; can be used with *leap kick*. 8

Impervious to Fire: page 111: Can endure intense heat, fire, burning coals, etc. 4

Weight and Movement

Leaping Distance: Up: 1.5 feet / 3 feet (Power Leap) Across: 3 feet / 6 feet (Power Leap)

Run: 15.6 mph (max) 19 melees 345 feet per round 86 feet per action

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

Max Carrying Limit: 320 lbs. Max Lifting Limit: 640 lbs. Can throw 320 lbs. up to 6.5 feet away

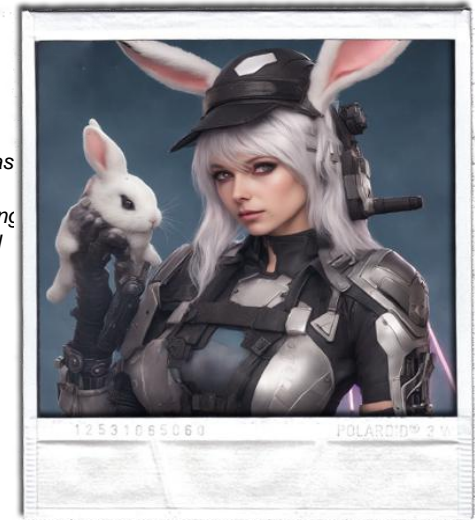
Sample quotes from Roxy

"Naruto was my first anime growing up, and he once said 'Don't underestimate me! I don't quit... and I don't run'... To me, those are words to live by."

"One of my first investigations was hunting a Dar'ota who was hiding in plain sight as a cosplayer. Luckily my Psi-Devices were designed after an anime character so I was able to bring all my devices into the anime con. So I found and destroyed the Dar'ota while dressed as one of my favorite heroines!"

"My current cosplay is "Blanche the Silver Ghost" from the "Ghost Bunny" series. It's a very 90's style anime with half animal, half human S.W.A.T. officers saving the city. Blanche has ghost like abilities and talks to a ghost bunny who's like a mentor to her. It's a silly show, but it was a lot of fun to watch, and designing Blanche's look into my Psi-Devices works really well."

"Silver plated kunai... Coolest. Knives. Ever!"



Roxy's Night Hunter equipment and weapons

The "Hare Splitter" Devil Sword Description: an augmented short sword with added hilt guard
 Abilities: Three crystals are built into the handle, holy symbols are carved into the blade, and two I.S.P. powers the weapon for one hour. Only does 2D6+5 damage to humans/mortals.

Ecto-Slayer Shotgun Description: An augmented, anime inspired shotgun
 Abilities: A sawed off shotgun with extra tubing and wires. When activated with two I.S.P, each blast fires a bolt of flaming energy. Only does 1D6 damage to humans/mortals.

"The Silver Ghost" Armor Description: A sci-fi anime stylized home-made suit of fiberglass armor
 Abilities: A lightweight chest plate molded from fiberglass. Its reminiscent of the armored chest plates worn by ancient Romans. Color is black & grey ("like Batman") and trimmed with real silver.

"Thumper" Ghost Gun Description: An oversized, sci-fi anime inspired handgun
 Abilities: Her handgun is oversized, of an unusual design and configuration, and looks more like a cosplay prop than it does a weapon. Has laser targeting and an infrared scope built into it.

Ghost Vision Goggles Description: A pair of augmented night-vision goggles
 Abilities: Can see the invisible as well as provide the equivalent of conventional passive night-vision goggles. Can also see *Ectoplasmic Disguises*. I.S.P. : 1 point to activate for 30 minutes.

Roxy's Night Hunter training notes

Roxy and her family attend the "Ashburn Baptist Church" located in Bellevue, Washington. **Moses Magnum** (a fellow *Night Hunter* and her mentor) is the Minister of their church; they've known each other for years.

Roxy & Moses currently train/practice in the privacy of the church's indoor basketball court. Her parents think she's attending bible studies, which is half true as a lot of parables, spirituality, and Bible lessons are involved in Moses' methods of training and teaching. While Roxy's not as spiritually motivated as Moses, she does feel some sort of a calling with her evolving Night Hunter abilities.

Roxy has begun attending paranormal investigations without Moses being present, and is doing well so far.

While its been a challenge balancing her college, part-time job and Night Hunter duties, she's doing better than she expected. Luckily she's got the energy to keep up with it all.

She just started practicing knife fighting to become proficient at using the *Naruto* inspired "silver plated kunai" knives she recently made in the church workshop. They're not necessary as her devices and abilities are more than enough to deal with any supernatural danger she comes across, but she loves having them.

Notes

All of Roxy's extra cosplay gear (like her rabbit ears and hat) is designed to be removed quickly and easily so that she can begin investigating or hunting the Supernatural quickly.