

“Madame Mercy” Baitis



P.C.C.: Ordinary Human (Cursed)

Occupation: Fortune Teller and “Psychic Consultant”

Alignment: Unprincipled

Beyond the Supernatural

Player: Non-Player Character

Character: Mercy Anne Baitis

Nickname/Alias: "Madame Mercy"

P.C.C.: Professional Psychic

Sex: Female Alignment: Unprincipled

Occupation: "Fortune Teller" & Psychic Consultant

Attributes

I.Q.: 11

M.E.: 9

M.A.: 12

P.S.: 12

P.P.: 10

P.E.: 13

P.B.: 18

Spd.: 12

Perception: +2

P.P.E.: 9

I.S.P.: -

Hit Points: 26

S.D.C.: 15

Armor: none

Level: 3

Hand to Hand Combat

Type: Basic (Self Defense Class)

Number of Attacks: 4

Initiative:+ 1

Damage:+ -

Strike:+ -

Parry:+ 2

Dodge:+ 2

Roll w Punch/Impact:+ 2

Pull Punch:+ 2

Knockout/Stun Roll: Natural 20

Critical Strike Roll: Natural 20

Death Blow Roll: -

A.R.: - S.D.C.: -

Experience Points: N/A

Special Abilities/Skills

Personable (+1 to P.B.)

Endearing Smile (+1 to P.B.)

Pretty Eyes (+1 to P.B.)

Meditation Bonus: Gains +1 to save vs. psionic attack or possession while in a meditative state.

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+2</u>	<u>-</u>
Poison: Lethal	<u>14</u>	<u>-</u>	<u>14</u>
Poison: Non-Lethal	<u>16</u>	<u>-</u>	<u>16</u>
Harmful Drugs	<u>15</u>	<u>-</u>	<u>15</u>
Insanity	<u>12</u>	<u>-</u>	<u>12</u>
Psionics	<u>15</u>	<u>-</u>	<u>15</u>
Possession		<u>-</u>	<u>-</u>
Magic Spell	<u>12</u>	<u>+1</u>	<u>11</u>
Magic Ritual	<u>16</u>	<u>+1</u>	<u>15</u>
Coma/Death		<u>-</u>	<u>-</u>
Curses	<u>15</u>	<u>-</u>	<u>15</u>
Disease	<u>14</u>	<u>-</u>	<u>14</u>
Pain	<u>14</u>	<u>+2</u>	<u>12</u>

Skill	Base	Bonus	+%/lvl	Total %
Speak English	<u>88</u>	<u>-</u>	<u>1%</u>	<u>90%</u>
Read English	<u>80</u>	<u>-</u>	<u>2%</u>	<u>84%</u>
Math: Basic / Advanced	<u>72/64</u>	<u>-</u>	<u>3%/2%</u>	<u>78/68%</u>
Computer Operation	<u>60</u>	<u>10%</u>	<u>3%</u>	<u>79%</u>
Performance	<u>25</u>	<u>20%</u>	<u>5%</u>	<u>55%</u>
Holistic Medicine	<u>30/20</u>	<u>15%</u>	<u>5%</u>	<u>55/45%</u>
Photography	<u>35</u>	<u>10%</u>	<u>5%</u>	<u>55%</u>
Research	<u>40</u>	<u>15%</u>	<u>5%</u>	<u>65%</u>
Streetwise: Weird	<u>30</u>	<u>20%</u>	<u>5%</u>	<u>60%</u>
Lore: Demons/Monsters	<u>30</u>	<u>30%</u>	<u>5%</u>	<u>70%</u>
Lore: Entities & Ghosts	<u>30</u>	<u>20%</u>	<u>5%</u>	<u>60%</u>
Lore: Magic	<u>25</u>	<u>25%</u>	<u>5%</u>	<u>60%</u>
Lore: Faeries	<u>25</u>	<u>15%</u>	<u>5%</u>	<u>50%</u>
Lore: Creatures of Magic	<u>25</u>	<u>15%</u>	<u>5%</u>	<u>50%</u>
Lore: Mythology	<u>30</u>	<u>15%</u>	<u>5%</u>	<u>55%</u>
Business & Finance	<u>35</u>	<u>10%</u>	<u>5%</u>	<u>55%</u>
Wardrobe & Grooming	<u>50</u>	<u>-</u>	<u>4%</u>	<u>58%</u>
Sewing	<u>40</u>	<u>-</u>	<u>5%</u>	<u>50%</u>
Astrology	<u>25</u>	<u>10%</u>	<u>5%</u>	<u>45%</u>

Skill	Base	Bonus	+%/lvl	Total %
Talent: Divinatory Arts	<u>42</u>	<u>10%</u>	<u>2%</u>	<u>56%</u>
Astragalomancy	<u>42</u>	<u>10%</u>	<u>2%</u>	<u>56%</u>
Cartomancy	<u>42</u>	<u>10%</u>	<u>2%</u>	<u>56%</u>
Empromancy	<u>42</u>	<u>10%</u>	<u>2%</u>	<u>56%</u>
Kleidomancy	<u>42</u>	<u>10%</u>	<u>2%</u>	<u>56%</u>
Numerology	<u>42</u>	<u>10%</u>	<u>2%</u>	<u>56%</u>
Crystalomancy	<u>42</u>	<u>10%</u>	<u>2%</u>	<u>56%</u>
Meditation	<u>30</u>	<u>10%</u>	<u>5%</u>	<u>50%</u>
Crafts: Jewelry Making	<u>35</u>	<u>10%</u>	<u>5%</u>	<u>55%</u>
Crafts: Candle Making	<u>35</u>	<u>10%</u>	<u>5%</u>	<u>55%</u>
Recognize Wards	<u>15</u>	<u>25%</u>	<u>5%</u>	<u>50%</u>
Recognize Runes	<u>15</u>	<u>25%</u>	<u>5%</u>	<u>50%</u>
Recognize Circles	<u>15</u>	<u>25%</u>	<u>5%</u>	<u>50%</u>
Recognize Enchantment	<u>10</u>	<u>25%</u>	<u>5%</u>	<u>45%</u>
Weapon Proficiencies: Recognize Weapon Quality (35%)				
Ancient W.P. List		Strike	Parry	Throw
Blunt		<u>+2</u>	<u>+2</u>	<u>-</u>
Knife		<u>+1</u>	<u>+2</u>	<u>+2</u>

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Range / Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Louisville Slugger	<u>+2</u>	<u>+4</u>	<u>handheld</u>	<u>melee</u>	<u>-</u>	<u>5 lbs.</u>	<u>1D12+1</u>
Silver-plated Athamé	<u>+1 / +2</u>	<u>+4</u>	<u>handheld</u>	<u>melee</u>	<u>-</u>	<u>1 lb.</u>	<u>1D6+1 / 2D6+1 (S)</u>
Punch / Kick Attack	<u>Called shots to specific areas (nose, eyes, groin, etc.) can penalize target</u>						<u>1D4 / 1D8</u>
Elbow / Forearm / Knee	<u>Note: Called shots cost two attacks to perform</u>						<u>1D6</u>
Power Punch / Kick	<u>Does double damage, but counts as two attacks</u>						<u>1D4x2 / 1D8x2</u>

Note: All Hand to Hand Combat & Weapon Proficiency bonuses have been added in.

Equipment

smart phone, clothing, jewelry, boots, jacket, sunglasses, hat, scarf, glove, pocket flashlight

Messenger Bag contents: holistic medicine kit, map of city, small umbrella, bag of "Viking Runes", pendulum, Ouija board, deck of tarot cards, bottle of Mace pepper spray, wooden stake, notepad and 2 pens, Kel-lite flashlight, box of 12 candles, lighter, mini travel sewing kit, small digital camera

Unique Items

10 year old white Toyota Camry

Lives in a mobile home at a trailer park with her mother and younger sister.

Items of note at home include sewing machine, PC laptop, printer, Wi-Fi, small library of paranormal related books, and lots of materials used to help her in the work as a "Fortune Teller"

Works from home in the trailer unless she's out consulting for the police, a detective agency or private individuals and businesses.

Mercy's Personal Information

Age: 25 Height: 5' 5" Weight: 140 lbs. Hair: brunette; kept long and loose

Eyes: brown Birth Order: first of two Money: 1D10x\$10 at a given time

General Appearance: Has a "new age" look due to making her own clothes and always maintaining her "fortune teller" appearance at any given moment. Head scarves, jewelry, colorful skirts & blouses and dresses are all common aspects of her wardrobe.

Disposition: Her negative "doom & gloom" attitude is off putting to some people.

Family Origin: Of German ancestry with no known history of the paranormal.

Environment: Has lived all her life in a trailer park mall on the outskirts of town.

Reason for Paranormal Investigating: It's her only real viable method of making a living these days due to her "curse" of experiencing horrific visions of the future regularly.

Outlook on being Psychic: Sees her visions as an absolute curse! She hates them and what they put her through. Has no idea how she became cursed and wants it gone.

Goals in Life: Continue supporting her sick mother and younger sister and finding a way to remove her curse. Hopes to go back to school once she's free of her curse.

Insanity: Suffers from Anxiety and Panic Attacks brought on by the visions, especially when she recognizes or knows who or what is in the visions.

Notes on Mercy's various forms of Divination

Note: Mercy does not use (or has) I.S.P. Unknowingly her visions of the future come from a supernatural source that has not made itself known to her (yet).

Astragalomancy: divination by the use of dice or marked pieces of bone. Mercy uses her set of "Viking Runes" for this particular form.

Cartomancy: This form uses special decks of cards, known as Tarot, but can be done with a regular deck of playing cards. Each card is ascribed with a specific meaning and are laid in a pattern. Usually requires Mercy to study the pattern or even meditate to get the divination.

Empromancy: This is divination by the studying of objects placed in a sacrificial fire, especially as to any shapes or forms seen in the smoke or the fire itself. This is one of Mercy's favorite divination to use during appointments as her customers love to watch.

Kleidomancy: By suspending a pendulum over an alphabet and asking questions, the pendulum is supposed to spell out the answers. Works similar to an Ouija board.

Numerology: A very popular form of divination for the last hundred years or so, this art analyzes numbers connected to a person's name and date of birth, using a stringent system for reducing alphabetical names to numbers. Mercy is a fan of math and loves to use this form of divination when she can.

Crystalomancy: Another common form of divination, this technique uses a crystal ball as an aid for seeing into the future. Mercy despises this form as the visions are horrific in nature, but many of her customer love the spectacle and insist on her performing it.

Beyond the Supernatural

Mercy's History Notes

Mercy was a good student and had just started going to college when her mother got sick.

To help generate income, Mercy used her "girl next door" looks and flair for theatrics to become a "fortune teller" and a tarot reader at the trailer park mall she lives in with her mother and sister.

At some point, something sinister overheard her say that she "wished she could see the future" and gave her exactly what she wanted. However, her visions are all horrific in nature and always reveal a horrible danger, tragedy or death about to befall the individuals she divines.

Spent some time in a psychiatric hospital after having a mental breakdown over her visions.

Eventually she got over her despair for the sake of her mom and sister who needed her.

Her visions are so uncontrollable and happen so often that she can't have a normal life or job.

At this time she's trying to learn about & understand the nature of her visions and has delved into studying the paranormal & the supernatural to where she now works for paranormal investigators at times. She charges \$150 a hour for her services as a "psychic".

Contacts

Name: _____ Occupation: _____ Notes: _____

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Special Equipment and Magic Weapons & Objects

Silver Plated Athamé Type: weapon & tool Description: Ceremonial Dagger

Abilities: Does 1D6 damage (does double damage to beings that are vulnerable to silver).

Looks like a medieval double-edged ceremonial dagger.

Mace pepper spray Type: self defense Description: 0.7oz bottle w/ safety lock

Abilities: A stinging chemical spray that blinds opponent. Far more effective than hair spray.

Victims are -6 to strike, parry and dodge. Range: 4-6 feet. Duration: 4D4 melees.

Kel-lite flashlight Type: field equipment Description: large flashlight

Abilities: Reputed to be unbreakable, Anna's "Kel-lite" is 10 times brighter than a normal flashlight, (uses a quartz-halogen bulb) and does 1D6 damage as a blunt weapon.

Holistic Medicine Kit Type: field equipment Description: alternative first-aid kit

Abilities: Contents include aloe vera gel, arnica gel, lavender oil, tea tree oil, tiger balm ointment, and carrier oils like almond, jojoba, sesame and olive oil. Also includes gauze and medical tape.

Name: _____ Type: _____ Description: _____

Abilities: _____

Game Master Notes

Mercy's visions and divinations are absolutely life saving, and they make her a useful part of any paranormal investigation. However, the GM playing this NPC shouldn't make her an easy person to be around. Her visions & divinations makes her moody, morbid, extremely anxious and at times she may have a complete breakdown in the middle of an investigation or monster hunt.

This means that the group will need to help Mercy keep going and protect her during her most vulnerable moments. One minute she'll have a vision that gives the group just enough warning to dodge some horrible death, only to fall to the floor sobbing the next minute, allowing a monster to sneak up on the party while distracted by trying to help her recover the next.

Her visions may also prompt Mercy to call the group to warn them of a horrible death or tragedy that may take place soon. This aspect makes her a great NPC resource on its own.

Miscellaneous

Leaping Distance: Up: 3ft / 6ft (P) Across: 1.5ft / 3ft (P)

Run: 8.1 mph (max) 13 melees 180 feet per melee 45 feet per action

Swim: 3.6 mph (max) 13 minutes 108 feet per melee 27 feet per action

Bonus to Impress: 40% Maximum carry weight: 96 lbs. Max lift weight: 192 lbs.