

Claire de Veilmond

Alignment: Unprincipled (leaning towards Scrupulous)

P.C.C.: Psi-Mechanic

Occupation: Computer Repair Technician



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

SMYTHE: So, to clarify, you started developing psychic abilities at age 12?

VEILMOND: Oh yes, just after I saw a dimensional door appear out of nowhere in my backyard one night. I didn't know what it was at the time and it freaked me out, so I researched it. Soon after, my psychic abilities started showing up.

SMYTHE: Do you think the dimensional door had anything to do with your psychic abilities manifesting?

VEILMOND: I don't know. Maybe? It might have been coincidental, or it might have been incidental. There was so much going on at that time in my life. Full on puberty, the stress of my dad getting caught and arrested for financial embezzling, my mom moving us across the country to avoid the falling out from that, my needing to build a thick skin quickly and becoming the protective big sister from all the ridicule that came from my dad's very public crime. If I had to pinpoint one thing... I'd blame stress.

SMYTHE: You'd be surprised how often a tumultuous childhood is believed to be the catalyst that triggers the beginning of psychic abilities. While that doesn't surprise me, I find it interesting that your psychic abilities became machine oriented, considering your family's known financial background.

VEILMOND: I think that happened out of necessity. With my dad in prison and most of our family finances seized or frozen for years, I started learning how to fix things around the house to help mom make ends meet. Back then the internet was just becoming the place to learn the step-by-step of how to fix stuff. It could've been fate as much as it could've been convenient. Either way, I got pretty good at fixing stuff. But my real love was fixing, building, and modifying computers and so I followed my heart. I would either become a PC tech or an MMA fighter. Actually, I could still try out amateur MMA fighting if I wanted. I'm still in fighting shape.

SMYTHE: Indeed. When did you get into martial arts?

VEILMOND: Honestly, most of my fighting technique was learned the hard way. When the bullying in school got really bad, my mom sprung for the cost of a "strip mall karate" place for my little sister and me. I took what I got from there and mixed it in with a lot of street fighting. While I was in college, I took some self-defense classes and discovered Kick Boxing, which I really love and still train in. Nothing like kicking a supernatural creature square in the face!

SMYTHE: (an audible laugh) I like your confidence. I'm glad you've decided to become a member of the **Lazlo Society** and I look forward to working alongside you and seeing what you can do with your devices.

Beyond the Supernatural

Player: Pregenerated Player Character

Character: Claire de Vielmond

Nickname/Alias: **"That Hardware Gal"**

P.C.C.: Psi-Mechanic (pages 77-80)

Sex: Female Alignment: Unprincipled

Occupation: Computer Hardware Technician

Attributes **Hand to Hand Combat**

I.Q.: <u>11</u>	HTH: <u>Expert</u>
M.E.: <u>20</u>	Actions per Round: <u>5</u>
M.A.: <u>12</u>	Initiative:+ <u>1</u>
P.S.: <u>17</u>	Damage:+ <u>2</u>
P.P.: <u>14</u>	Strike:+ <u>2</u>
P.E.: <u>16</u>	Parry:+ <u>3</u>
P.B.: <u>16</u>	Dodge:+ <u>3</u>
Spd.: <u>25</u>	Roll with Impact:+ <u>2</u>
P.P.E.: <u>4</u>	Pull Punch (11+):+ <u>4</u>
I.S.P.: <u>17</u>	Knockout/Stun Roll: <u>-</u>
S.D.C.: <u>45</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points: <u> </u>	Death Blow Roll: <u>-</u>

Perception: +3 (+4 involving machines and traps)

Armor: half suit / point blank vest A.R.: 10 S.D.C.: 70

Level: 5 Experience Points: N/A

Special Abilities/Skills

Can create, design and build "Psi-Devices" (page 78)

Recognize magical devices & enchanted objects 60/40%

+1 save vs. hypnosis, mind control and illusions

+1 save vs. Telepathic & Empathic probes and attacks

+2 save vs. "Bio-Manipulation"

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		+2	
Poison: Lethal	14	+1	13+
Poison: Non-Lethal	16	+1	15+
Harmful Drugs	15	+1	14+
Insanity	12	+3	9+
Psionics	12	+3	12+
Magic Spell	12	+1	11+
Magic Ritual	16	+1	15+
Coma/Death		+4%	
Possession		+3	
Curses	15	+1	14+
Disease	14	+1	13+
Pain	16	+3	13+

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	92
Literacy: English	80	-	2	88
Mathematics: Basic	72	-	3	84
Pilot: Automobile	60	-	3	72
Basic Electronics	30	10	5	60
Computer Operation	60	15	3	87
Computer Repair	30	25	5	75
Electronic Countermeasures	30	15	5	65
General Repair & Maintenance	45	25	5	90
Jury-Rig	25	15	5	60
Sensory Equipment	30	10	5	60
Technical Writing	30	10	5	60
Sign Language	25	15	5	60
Cryptography	25	15	5	60
Basic Mechanics	30	5	5	55
Munitions Expert	40	5	5	65
Salvage	35	15	5	70
Lore: Demons & Monsters	30	10	5	60
Lore: Paranormal & Psionics	30	10	5	60

Skills	Base	Bonus	+%/lvl	Total%
Jogging / Running				Run 16 miles without fatigue
Kick Boxing				Physical Attribute Bonuses
Aerobic Athletics				Physical Attribute Bonuses
Swimming	50	-	5	70
Hobby: UFC / MMA Fighting	40	-	5	60
Hobby: Anime	40	-	5	60
Weapon Proficiencies: Recognize Weapon Quality (45%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Knife (expert)	+4	+4	+4	
Blunt	+2	+2	+1	
Modern Weapon Proficiencies	Strike	Aimed	Burst	
Handguns	+2	+4	+1	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
"Asuma's Chakra Knife"	+6	+7	+6 / 17 feet	melee	carries one	1 lbs.	1D6+5 per strike
Silver plated knife	+6	+7	+6 / 17 feet	melee	carries one	1 lbs.	1D6(2x if vulnerable to silver)+5
Nunchaku (wood)	+4	+5	+3 / 9 feet	melee	carries one	1 lbs.	2D4(2x if vulnerable to wood)+5
9mm Beretta M92 Pistol*	+3 / +5 Aimed		135 feet	single/burst	18 / 2 clips	0 lbs.	3D6; x2 with a three round burst
Karate Punch / Kick				Called shots (nose, eyes, groin, etc.) can penalize target			1D4+2 (punch) / 2D4+2 (kick)
Elbow / Knee strikes				Note: Called Shots & Power Strikes cost two attacks to perform			1D6+1 (elbow) / 1D8+3 (knee)
Kick Boxing strikes:				Roundhouse Kick (3D6+4), Axe Kick (2D8+4), & Leap kick (3D8+4, but counts as two actions)			
Disarm Attacks				Needs a Natural 17-20 as a defensive move; gets a +2 bonus to offensive disarm attempts.			

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

Equipment

glasses, coveralls, boots, touch screen gloves, smartphone, earbuds, pen, pencil, notepad, pocket flashlight, ball cap, tool belt w/ gun holster attached, sheath for boot knife, anti-static wrist wrap, microfiber cloth, pocket portable charger, fitness tracker, multi-tool knife, pepper spray, bottle of Purell, small lock pick tool set and some personal items.
waterproof backpack contents: iPad, Kindle Fire, digital camera, digital audio recorder, 30 piece computer technician tool kit, organizer (holds cables, devices, & accessories as needed), packs of handi wipes, bottled water, energy bar, small towel, can of compressed air, goggles, extra bottle of pepper spray, extra bottle of hand sanitizer

Unique Items

drives a two-year-old *Nissan Leaf* (ocean blue color)
 lives in a studio apartment in central Seattle
 self employed computer tech; runs business in her studio
 has a membership in the "Green Seattle" society
 has tickets to an upcoming UFC event (front row seats!)
Laptop bag: holds her Alienware PC laptop & thumb drive
 *has laser sight attached (+1 to Aimed and Called Shots)

Personal Information

Beyond the Supernatural

Claire's Psi-Devices

Age: 27 Height: 5' 7" Weight: 134 lbs. Hair: strawberry blonde; long and straight
Eyes: blue Birth Order: 1st born of two Money: \$300.00 cash on hand
General Appearance: Claire's style is "tomboyish" with baggy t-shirts, ill-fitting jeans, boots, and usually keeps her hair in a ponytail. Wear very little makeup in most occasions, relying on her "naturally pretty" looks. Wears her enchanted coveralls when she's part of a team of paranormal investigators. Keeps her psi-devices close and ready to go at a moment's notice.
Disposition: Confident and self assured, even arrogant and a little cocky at times.
Family History: No recent history of psychic phenomena in the last few generations.
Environment: Grew up in a white collar family in Woodinville, Washington (NE of Seattle).
Reason for Paranormal Investigating: After witnessing a dimensional doorway open one night, her curiosity led her to researching what she saw. Her psychic abilities started soon after.
Outlook on being Psychic: She's gonzo about it, if not a little upset that her abilities are not as flashy as those she sees on all her favorite anime's. She loves having and using her abilities.
Goals in Life: "I'd love to become a voice actor for anime's and cartoons one day. I've also thought about trying my hand at amateur MMA fighting, just to see where it takes me."
Insanity: Secretly, Claire is near obsessive-compulsive about personal safety. Always checks her locks, keeps her gun loaded, keeps pepper spray, Taser and smartphone near her, etc.

Psionics: Base I.S.P.: 17 Increase per level of experience: +1
Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Claire's Machine Psionic Abilities I.S.P.

Charge Battery-pg. 103: Can give a dead battery renewed life, charging it with the touch of her hand and focused mental energy. Duration: 50 minutes worth of life. 6
Energy Conduit-pg. 103: By touching an active energy source and a mechanical or electrical device that needs power, she can be the conduit that channels power between them. 10
Living Battery-pg. 103: Can power up to three electronic devices at a time. varies
Machine Psychic Diagnosis-pg.104: Can sense mechanical & electrical problems, sabotage, system failure, faulty components/parts, low power supply and more. 5
Machine Activation-pg.104: Can turn electronic machines and devices on and off. 5
Mental Electronic Messaging-pg.104: Can send telepathic-like messages to smartphones, radio's PC's, laptops, television, or GPS system. Can be a text message, mental image or spoken words for audio devices. 8

Notes

Claire has been "Pro-Green" since she was a child and still does what she can to keep up the good work, like recycling, driving a hybrid car and jogging instead of driving when she can.

Claire is a big fan of the Ultimate Fighting Championship. She attends when they're in town, and knows a lot about many of the fighters, their fighting styles and statistics.

As an avid jogger and runner, Claire can run 16 miles without undue fatigue, and 32 miles before collapsing.

Miscellaneous

Leaping Distance: Up: 2 feet / 4 feet (power) Across: 4 feet / 8.5 feet (power)
Run: 17 mph (max) 16 melees 375 feet per round 75 feet per action
Swim: 6.9 mph (max) 16 minutes 153 feet per round 30 feet per action
Bonus to Charm/Impress: 30% Maximum carry/lift weight: 272 lbs. / 544 lbs.

Enchanted Coverall's Description: mechanic's coveralls with added tech & wires
Abilities: By dialing a code on the repurposed blackberry keypad sewn onto her left arm sleeve, she can cast *Impervious to Cold*, *Resist Pain* and *Resist Fatigue*.

Impervious to Cold-pg.111: Suffers no ill effects or discomfort from cold conditions. I.S.P.: 1.
Resist Pain-pg.113: Can push pain out of her mind and stay on her feet until below -20 Hit Points! Also reduces damage and penalties from drugs, torture, poison, disease & psychic attacks. I.S.P.: 3.
Resist Fatigue-pg.112: Can engage in physical activity without suffering from exhaustion. Range: Self. Duration: 2 hours & 40 minutes. I.S.P.: 3

Enchanted Trifield meter Description: handheld meter reader with added wires & crystals
Abilities: While it functions as a Gaussmeter, electric & radio field strength reader, it can also be used to cast the *Detect Psionics*, *Sense Evil*, and *Sense Magic* psychic abilities.
Detect Psionics-pg.99: Can detect the presence of psychic energy in the area. I.S.P.: 3.
Sense Evil-pg.126: Track the source of supernatural evil like a bloodhound, by sensing how close it is. Also indicates general number of supernatural evil, the intensity of the evil and pinpoint the source to a particular room, object and distance. Range: 140 feet. I.S.P.: 3.
Sense Magic-pg.126: Feels magic energy and can determine the distance of the source. I.S.P.: 3.

Enchanted Taser X26C Description: self defense tool with added tech, wires & crystals
Abilities: While it functions like a normal taser, Claire can also use it to cast *Burst of Light*, *Steam Blast* and *Fire Bolt* while aiming it at a target.
Burst of Light-pg.93: The end opens and explodes into a blinding source of light! Everyone caught in the blast is blinded (-10 to strike, parry, dodge and other combat rolls) for one round. I.S.P.: 2.
Steam Blast-pg.98: Creates a 10 foot blast of steam that does 2D6 damage. The victim loses initiative and one action. If shot into victim's face (16+ Called Shot), victim is also blinded for 1 round. I.S.P.: 3.
Fire Bolt-pg.95: Does 5D6 damage to supernatural beings (+3 to strike). Range: 100 feet. I.S.P.: 5.

Enchanted Smartphone Description: smartphone with added tech, wires & crystals
Abilities: While it works as a normal smart phone, she can also *See Aura*, *See the Invisible* and *Speed Reading* while using the camera / video function.
See Aura-pg.125: Can read a person's aura to discern various aspects about them. I.S.P.: 3.
See the Invisible-page 126: Can see entities, invisible creatures, energy beings, objects & creatures that can turn invisible or are naturally invisible. I.S.P.: 2.
Speed Reading-pg.127: Can read and comprehend the written word quickly. I.S.P.: 1.

Bluetooth Headset Description: audio accessory with added tech, wires & crystals
Abilities: While it functions as normal, it can also be used to cast *Empathy*, *Mind Block* and *Telepathy*.
Empathy-pg.119: Makes her aware of, or feel, the emotions of other people, animals and Supernatural creatures. The strongest emotions are easiest to sense & impossible to mistake: hate, anger, terror, lust, envy, love, and so on. Range: 100 feet. Duration: 8 minutes.
Mind Block-pg.121: Can close herself off from all psychic / mental emanations. I.S.P.: 2.
Telepathy-pg.126: Can eavesdrop on what another person is thinking. Range: 60 feet. I.S.P.: 2. Can also send a directed thought message to one person at a time. Range: 160 feet.

Pepper Spray note

Maximum Strength Pepper Spray Description: bottle of "police strength" pepper gel with belt holster
Abilities: Shoots a stinging chemical gel that blinds one's opponent at a safer distance than spray. Range: 18 feet. Victims are -6 to strike, parry and dodge for 4D4 round's. 18 bursts in bottle.