

Conrad Lee Timmons

P.C.C.: Psychic Sensitive

Alignment: Unprincipled

Occupation: Professional Psychic

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

SMYTHER: I'm glad you decided to make the move to Seattle. You've been invaluable to both the community and the **Lazlo Society**. But I've been meaning to ask, what brought you up here?

TIMMONS: I wanted to make a name for myself. Everybody back home, well they know the Timmons name; its synonymous with everything from fortune telling and various psychic work, to exorcisms, monster and ghost hunting. Has been since the Spiritualist period. My grammy, my folks and all three of my sisters, they're all in the family business; I was just one of the Timmons down there. But up here, I'm "Conrad L. Timmons, Professional Psychic".

SMYTHER: Its true, the Timmons name is not unknown, especially to anyone involved in the paranormal community. In fact, I met your parents more than thirty years ago, during a trip to New Orleans for a voodoo fest. I believe your mom was pregnant at the time with your eldest sister, Bernadette.

TIMMONS: I didn't know you met my parents! Cool! I bet they invited you for dinner, huh? They're always doing that. If mama aint fortune telling, then she cooking something for somebody.

SMYTHER: Oh yes, the best gumbo, red beans and rice I've ever had. But we're getting off topic. How's business been?

TIMMONS: Ya know, I stay busy. The whole reason I came here is because I heard there was so much traffic and work potential for psychic investigators. What I didn't know is that it would see me driving all over the Pacific Northwest to do my jobs, but it's all good.

SMYTHER: How varied has the work been?

TIMMONS: I handle a lot of hauntings as of late. I'm not sure why, but the energy up here makes for a lot of Haunting Entities. Maybe not as much as back in "Nawlin's", but there's a lot. Vampires and Werewolves both seem to be on the rise as well. And all the goddamn Grave Ghouls.

SMYTHER: Ah yes, I heard that you have a vendetta against Grave Ghouls. Any reason why?

TIMMONS: Beyond the fact that they nasty? Yeah. One of my first gigs was hunting down a vampire, which led me to a graveyard during the full moon. I knew that ghouls are compelled to be on the surface, but I was young and overconfident. I came across a pack of em, must have been a dozen. Feeling bold with larger numbers, they beat me bloody, dragged me over and threw me into a coffin they'd opened, burying me alive! I think they'd planned to let me rot there awhile and come back to eat me later.

SMYTHER: How did you escape?

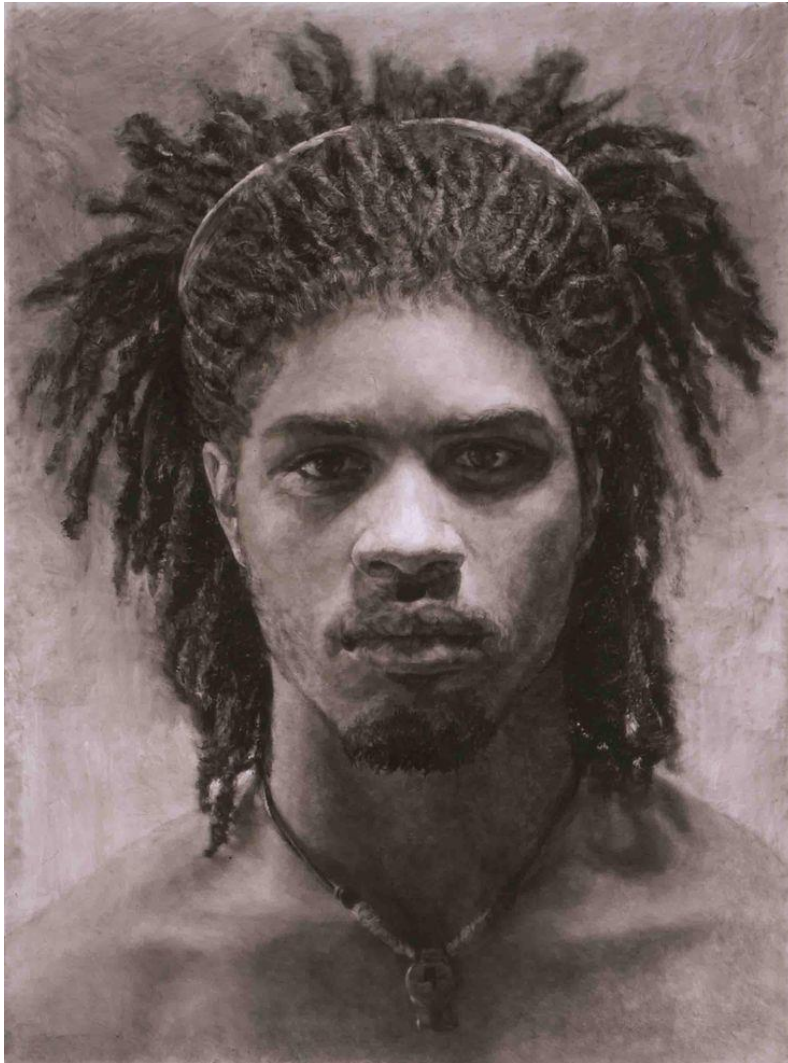
TIMMONS: Funny story, that vampire I was hunting? He came back and dug me up. I bet he thought I'd be easy prey in there, but he didn't know that I could sense him, even from inside that coffin. I had my silver-plated Athamé and a stake ready for him. I've had it out for Grave Ghouls ever since.

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Beyond the Supernatural

Player: Pregenerated Player Character

Character: Conrad Lee Timmons

Nickname/Alias: _____

P.C.C.: Psychic Sensitive (pages 89-91)

Sex: Male Alignment: Scrupulous

Occupation: Psychic Investigator

Attributes Hand to Hand Combat

I.Q.: 11 HTH: Expert

M.E.: 19 Actions per Round: 6

M.A.: 18 Initiative:+ 1

P.S.: 21 Damage:+ 6

P.P.: 19 Strike:+ 4

P.E.: 19 Parry:+ 8

P.B.: 12 Dodge:+ 8

Spd.: 20 Roll with Impact:+ 4

P.P.E.: 2 Pull Punch (11+):+ 3

I.S.P.: 16 Knockout/Stun Roll: -

S.D.C.: 40 Critical Strike Roll: Natural 20

Hit Points: 39 Death Blow Roll: -

Perception: +4 (+7 while *open to the supernatural*)

Armor: armored vest / vambraces A.R.: 12 S.D.C.: 100

Level: 4 Experience Points: N/A

Special Abilities/Skills

Recognize Possession 65%-pg.90: Can recognize when a human or animal is possessed.

Recognize Magic Enchantment 50%-pg.90: Can feel strong magic energies and can tell if they're intended for good or evil. +10% if magic is evil/hurtful, +20% if item is possessed by an evil supernatural being.
+3 Save vs. Mental Confusion & Mind Altering Drugs

Saving Throws | Base | Modifier | Roll Needed | |--------------------|------------|-------------| | | +5 | | | Poison: Lethal | +2 | 12+ | | Poison: Non-Lethal | +2 | 14+ | | Harmful Drugs | +2 | 13+ | | Insanity | +2 | 10+ | | Psionics | +2 | 8+ | | Magic Spell | +3 | 9+ | | Magic Ritual | +3 | 13+ | | Coma/Death | +8% | | | Possession | +3 | | | Curses | - | 15+ | | Disease | +2 | 12+ | | Pain | +2 | 14+ | | Magical Charms | +3 | |

Skills	Base	Bonus	+%/lvl	Total%	Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	-	3	97	Wardrobe & Grooming	30	10	5	55
Literacy: English	80	-	1	83	Lore: Demons & Monsters	30	35	5	80
Mathematics: Basic	72	-	1	75	Lore: Entities and Ghosts	30	20	5	65
Pilot: Automobile	60	-	3	69	Lore: Religion	35	15	5	65
Computer Operation	60	10	3	79	Lore: Mythology	30	20	5	65
Research	40	10	5	65	Lore: Paranormal & Psionics	30	10	5	55
Streetwise	20	10	4	42	Lore: Magic	25	20	5	60
Streetwise: Weird	30	20	5	65	Recognize Wards & Runes	15	5	5	35
Surveillance	30	15	5	60	Recognize Circles	15	5	5	35
Cryptography	25	10	5	50	Recognize Enchantment	10	5	5	30
Detect Concealment	25	15	5	55	Hobby: New Orleans Saints fan	40	-	5	55
Detect Ambush	30	5	5	50	Hobby: "Goin' Clubbin"	40	-	5	55
Find Contraband	26	10	4	48	Weapon Proficiencies: Recognize Weapon Quality (40%)				
Interrogation	30	15	5	60	Ancient W.P. List				
Pick Locks	30	10	5	55	Knife		+2	+2	+2
First Aid (2nd level)	45	-	5	50	Blunt		+2	+2	-
Jogging / Running	Run 19 miles without fatigue				Modern W.P. List				
General Athletics	Physical Attribute Bonuses				Handguns		+2	+4	+1
Boxing (K.O. with a Natural 20)	Physical Attribute Bonuses				Rifles		+2	+4	+1

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Vintage iron crowbar	+6	+10	+4 / 30 feet	melee	carries one	4 lbs.	2D6+8 / 3D6 if vulnerable to iron
Silver-plated Athamé	+6	+10	+6 / 40 feet	single/burst	18 / 2 clips	0 lbs.	1D6+8 / 2D6 if vulnerable to silver
Colt M1911 .45 ACP*	+3/+5 Aimed		135 feet	single/burst	12 / 2 clips	2.5 lbs.	4D6 / x2 with a burst of 3 rounds
Remington 700 Tactical*	+3/+5 Aimed		2000 feet	single	5 / 2 clips	8.5 lbs.	5D6 per shot
-silver ammo for rifle	+3/+5 Aimed		1800 feet	single	5 / 2 clips	8.5 lbs.	6D6 to beings vulnerable to silver
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target				2D4+8 (punch) / 1D8+6 (kick)		
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform				1D6+6 (elbow) / 1D8+6 (knee)		
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 combined

Equipment

coat, shirt, pants, boots, gloves, smartphone, wallet, sunglasses, knit cap, ammo belt, holsters, silver cross on a necklace, Zippo, small flashlight, digital recorder, pocket mirror, compass, handkerchief with *New Orleans Saints* logo, some personal items

Duffle bag contents: 6 wooden stakes & a mallet, first aid kit, 5 vials of holy water, large flashlight, box of 100 plastic gloves, high quality digital camera with case, LED lantern, bolt cutters, good quality lock picking set, light/half gas mask, bottle of water, towel, chalk, baby powder, container of salt, notebook, pen, pencil, plastic box of candles and matches, dowsing pendant

Unique Items

drives a five-year-old black *Dodge Charger*

Rents a flat in a bad part of Seattle ("*but hey, the rent's cheap*")
Items of note include PC tower, monitor & printer, Wi-Fi, TV, DVR, DVD player, basic wardrobe, some dress clothes, one suit, library of paranormal/supernatural related books & materials a cabinet full of "to-go" cups from Mardi Gras, his "lucky" jersey with the New Orleans Saints logo (for game day), and lots of unique jewelry and paintings from the "local artists".

*Both guns have a laser sight & illuminator attached under their frames; can switch from flashlight to infrared light.

Conrad's Personal Information

Age: 29 Height: 6' 0" Weight: 180 lbs. Hair: dark brown; kept in short dreadlocks
Eyes: blue Birth Order: 3rd of four Money: \$300.00 in cash on hand

General Appearance: An African-American male with a medium build in his late 20's. Keeps himself in shape with jogging, boxing and various sporting activities (especially football). Wears trendy fashions with his own flair in public, athletic clothing while exercising, and comfortable but durable dark clothing while investigating the paranormal.

Disposition: Easy going, personable and friendly; finds it easy to make friends and contacts.

Family Origin: Of African-American decent with a long history of psychic phenomena.

Environment: From a rundown neighborhood in New Orleans, Louisiana.

Reason for Paranormal Investigating: "I come from a long line of professional psychics, the paranormal and the supernatural is just a fact of life for us, and always will be."

Outlook on being Psychic: Conflicted; he'd prefer to be selfish and free-spirited, but his psychic "Sensitivities" makes it impossible not to feel the pain and suffering of those who need him.

Goals in Life: "I like to keep my goals simple; get rich, get out of this dangerous line of work, open up a jazzy nightclub over in the Pioneer Square so these folks hear what real jazz is."

Insanity: Was traumatized after being buried alive by a pack of Grave Ghouls; now suffers a -3 to save vs. Horror Factor when dealing with confining enclosures.

Psionics: Base I.S.P.: 16 Increase per level of experience: +2
Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 12
Psionic Abilities **I.S.P.**

Sense Supernatural Evil (450ft)-pg.90: Automatically sense when supernatural beings are present. Costs no I.S.P. and he doesn't have to *open himself to the supernatural* to sense it.

Opening Oneself to the Supernatural-pg.90: Can sense supernatural evil, large fluxes of energy, magic power, P.P.E. (20+), opening of dimensional portals, the arrival of Ancient Evil, the flow of ley line energy, electromagnetic energy, etc. Range: 1000 feet. No I.S.P. cost.

Meditation: Advanced-pg.121: Regenerates I.S.P. at an accelerated rate. Recovers 4 I.S.P. every 30 minutes (8 per hour), but requires 2 I.S.P. to delve so deep inside oneself.

Empathy-pg.119: Makes him aware of, or feel, the emotions of other people, animals and supernatural beings. The strongest emotions are easiest to sense & impossible to mistake: hate, anger, terror, lust, envy, love, happiness. Range: 100 feet. Duration: 8 rounds. 4

Sense Evil-pg.126: He can track the source of supernatural evil, like a bloodhound, by sensing how close it is to him. Also indicates general number of supernatural evil, the intensity of the evil and pinpoint the source to a particular room, object, person and its distance. 2

Commune w/ Spirits-pg.119: Can "feel" the presence of spirits and can ask questions by speaking out loud. Only he hears the answers. 6

Dispel Spirits-pg.119: Any lesser spirits, ghosts or minor Entities within a 50 foot radius are forced to immediately flee the area. Does no damage to the spirits. 10

Sixth Sense-pg.127: Gets a clairvoyant flash of imminent danger to himself or someone near him. **1st Round Bonus:** +6 Initiative, +4 Perception +2 parry, +3 dodge and cannot be surprised by a sneak attack from behind. Note: This ability is triggered automatically. 2

Mind Bolt-pg.121: Can hurl a bolt of mental force at a visible target. Range: 80 feet. Amount of damage depends on how much I.S.P. is used. See page 121 for the list. All bolts are +4 to strike, but can increase to +6 by adding an additional 10 I.S.P.

Miscellaneous

Leaping Distance: Up: 2.5 feet / 5 feet (power) Across: 5 feet / 10 feet (power)
Run: 13.6 mph (max) 19 rounds 300 feet per round 75 feet per action
Swim: - mph (max) - minutes - feet per round - feet per action
Bonus to **Trust/Intimidate:** 50% Maximum carry/lift weight: 420 lbs. / 840 lbs.

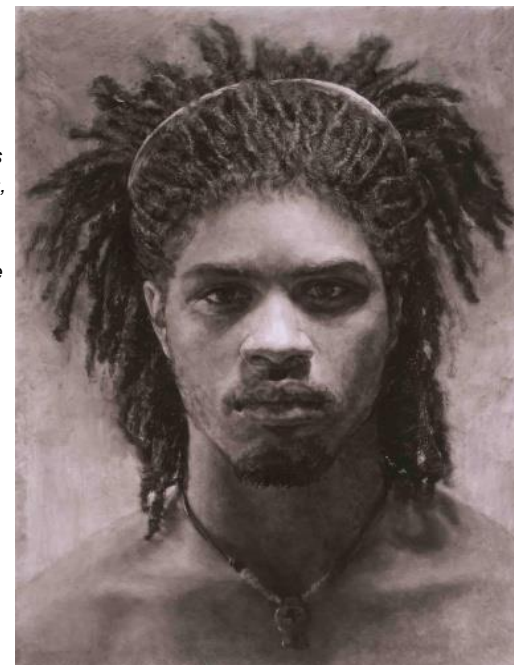
Beyond the Supernatural

"The worst part of being a Psychic Sensitive? Now let me tell you sumthin', its not the feeling what other people feel, good or bad... its being so wide open to telepathic and empathic probes that's the worst. Hypnotic Suggestions, illusions, and various empathic transmissions just come at me all the time.

My grammy, my mama, and all my sisters have the ability to **Mind Block** these transmissions, but I've never been able to develop it myself. Then again, none of them can **Dispel Spirits**, nor have a **Sixth Sense** like I do."

"Unlike most sensitives, I had to learn how to fight as I don't have much in the way of mental defenses. Now, I'm strong in mind and all, but I'm susceptible to a lot of things I wish I wasn't, so I train hard to whoop whatever's ass that decides to mess with my head."

"I HATE Grave Ghouls. Period."



Contacts

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: One of the lead agents of the Seattle area Lazlo Society, and assigns Conrad to his paranormal investigations regularly.

Name: Rajesh Kumar Majhi Occupation: Craftsman/Artisan Notes: A fellow Sensitive and his best friend since moving to Seattle. Rajesh makes his leather vambraces and bone knives.

Conrad's Magic Weapons & Objects

Object: charmed bone knife Description: a magically charmed "knife" carved from a deer femur.
Abilities: Does 1D6+8 damage to mortals, but 2D6+9 to beings that are vulnerable to bone.

Knife was carved by his friend Rajesh Kumar Manjhi and then charmed by arcanist Merwin Jameson.

Object: leather vambraces Description: pair of forearm guards with metal reinforcement
Abilities: tailor-made fit, light, durable, and most monsters cannot bite or claw through them.
Can parry with them and not take damage unless targeted directly. A.R.: 13 S.D.C.: 50 for each guard.

Object: charmed necklace Description: a magically charmed "local art" necklace
Abilities: While worn, Conrad gets +1 to save vs. Horror Factor (added to Saving Throws on front page). This necklace is a treasured keepsake from back home (New Orleans) and he wears it everywhere.

Notes on opening himself to the supernatural

Being Open to the Supernatural: Conrad is -2 save vs. Illusions, Hypnotic Suggestions, Telepathy, Empathy, Empathic Transmission and similar Telepathic & Empathic probes & attacks.

The act of opening up requires concentration: costs 1 action and loses any chance for initiative.

Must open himself (letting his guard down) to use any of his sensory abilities. Gets **no** bonuses to save vs. psychic attack apply when in *sensing mode*, but still gets to save on a roll of 10+.

While he can sense Supernatural Evil and can close in on it, it's a two-way street; the inhuman being can sense him in return. This makes him a natural enemy of the supernatural and likely to be one of the first people targeted by intelligent beings.

Personal Note

Vendetta against Grave Ghouls: +20% when rolling *Lore: Demon/Monster* for them and gets a +2 to Strike against them. However, he gets reckless and suffers a -1 to Parry & Dodge in return.