

Jim Beavers

Alignment: Unprincipled **P.C.C.:** Psychic Healer

Occupation: Competitive Fisherman & Outdoorsman



“It’s just a flesh wound, don’t get all bent out of shape about it.”

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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 Jim.

Edmond: ... that's reminds me, we've been acquaintances and investigative colleagues for almost thirty years now, and I still don't know when your healing abilities began to develop. Can you tell me about it?

Jim: Sure, why not. I was about twenty or so the first time it happened. I was out bird hunting one weekend up at the game farm when I heard a guy calling for help. He was a hunter who'd taken a bad tumble off a ledge and broke his leg. I'm talking his leg was at a bad angle, a bone sticking out; just a bloody mess. Way beyond my first-aid knowhow at the time. While I was looking over his leg, the guy passed out from either blood loss or the pain, probably both. When I put both my hands on his leg... well, it just came to me. Like I knew what had to be done. I went into a "trance" as you call it, and his bleeding stopped, the bone went back inside, and the wound just patched itself up. After it was over, I was exhausted, and confused, and little scared about what I'd just done. I knew he could get back to the farm on his own ... mind you, I just 'knew' that somehow, and so I got up and left before he woke up. I left the game farm before he could find me and try to make me explain what happened.

Edmond: I understand that. A lot of psychics are scared and confused when their abilities first appear.

Jim: Yeah, I avoided using them for a long time after at. But people get hurt in the great outdoors, and I can't not help someone when they need it. So, I learned to hide my abilities out in the open by using first-aid techniques that "work really well". Soon after I heard about the *Lazlo Society* while talking to a friend of mine and became a member out of curiosity, which is when we met.

Edmond: Did you ever consider going into any sort of medical profession? You've obviously got a natural talent for it.

Jim: (sarcastic chuckle) Yeah, I've got *just* the right temperament and charming personality to deal with people all day. No, I'm an outdoorsman. I like it. I'm good at it. I've got the trophies and sponsorships to prove it... and I get to avoid people most days. Hell, you should feel lucky that I attend as many of your investigations as I do. I get that people need help, but I'm not much for people.

Edmond: Indeed, I am grateful for all the investigations you've attended with me. Confronting the supernatural is dangerous, and people get hurt. I'm especially grateful for you attending all those investigations that took us into the forests and mountains, which seems to happen regularly.

Jim: Yeah, you urbanites and city slickers are clueless when it comes to the woods. I still say that none of you would've made it back alive from that Wendigo hunt up on Rainier if I wasn't there to help.

Edmond: Ah yes... that was one of the last times I was in the field. My age was showing and my knees went bad and then I got the pace maker. Speaking of, you're not getting any younger either. Have you considered hanging it up? You must be one of the oldest people still competing.

Jim: Well, I've not gone to a tough-man competition in a year or so. I'm still pretty tough and strong for my age though, so you never know. And I can still hunt and fish with the best of them. I'm hoping I can get at least a few more years in, long enough to pay off my cabin and boat and squirrel away a little. I don't need much, so long as I can still fish and hunt, even when it's just to pass the time.

Edmond: That does sound nice.

Jim: And don't worry, no matter how old I get, I'll still be around, helping you and patching the investigators up like I always do. I'm like you... when it come the paranormal investigating, I'm a lifer.

Beyond the Supernatural

Player: Pregenerated Player Character

Character: Jim Beavers (changed from *de Beauvoir*)

Nickname/Alias: "Old Man Beavers"

P.C.C.: Psychic Healer (pages 80-82)

Sex: Male Alignment: Unprincipled

Occupation: Competitive Sportsman/Outdoorsman

Attributes **Hand to Hand Combat**

I.Q.: 12 HTH: Expert (*Tough Man* training)

M.E.: 14 Actions per Round: 4

M.A.: 17 Initiative:+ 1

P.S.: 19 Damage:+ 4

P.P.: 17 Strike:+ 3

P.E.: 24 Parry:+ 4

P.B.: 12 Dodge:+ 3

Spd.: 19 Roll with punch, fall or Impact:+ 2

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

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

S.D.C.: 43 Critical Strike Roll: Natural 20

Hit Points: 45 Death Blow Roll: -

Perception: +1 (see *Special Abilities* below for bonus)

Armor: Armored Vest and Guards A.R.: 12 S.D.C.: 120

Level: 4th Experience Points: N/A

Special Abilities/Skills

Resistance to Magic Illness & Curses-page 80:

Magic/Supernatural induced curses, disease, insanity, confusion and similar maladies lasts half as long as usual and only half the symptoms, damage & penalties.

Miraculous Healing Trance-page 80: Can heal wounds, stop internal bleeding/injury, purge self of poisons, etc.

+2 to Perception Rolls that involve injury, illness, disease, or death (i.e., examining a dead body or crime scene).

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+2</u>	
Poison: Lethal	14	<u>+5</u>	<u>9+</u>
Poison: Non-Lethal	16	<u>+5</u>	<u>11+</u>
Harmful Drugs	15	<u>+5</u>	<u>10+</u>
Insanity	12	<u>-</u>	<u>12+</u>
Psionics	10	<u>-</u>	<u>10+</u>
Magic Spell	12	<u>+6</u>	<u>6+</u>
Magic Ritual	16	<u>+6</u>	<u>10+</u>
Coma/Death		<u>+18%</u>	
Possession		<u>+8</u>	
Curses	15	<u>+3</u>	<u>12+</u>
Disease	14	<u>+8</u>	<u>6+</u>
Pain	16	<u>+5</u>	<u>11+</u>
Mind Altering Drugs		<u>+4</u>	
Magic Diseases		<u>+3</u>	

Last updated on 10/21/2022

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	91
Literacy: English	80	-	2	86
Mathematics: Basic	72	-	3	81
Pilot: Automobiles	60	6	3	81
Pilot: Motor and Racing boats	55	10	5	85
Fishing	40	30	5	75
Hunting	Related Skill Bonuses			
Land Navigation	36	20	4	68
Outdoorsmanship	Physical & Attribute Bonuses			
Swimming	50	15	5	80
Wilderness Survival	30	15	5	65
Climbing (Professional)	50/30	15	5	80/50
Prowl	25	12	5	52
Skin & Prepare Animal Hides	30	20	5	60
Track & Trap Animals	20/30	19	5	54/64
Whittling & Sculpting	30	10	5	55
First Aid	45	10	5	70
 Lore: Demons & Monsters	30	10	5	55
 Lore: Cattle & Animals (3rd lvl)	30	10	5	55

Skills	Base	Bonus	+%/lvl	Total%
Aerobic Athletics	physical & attribute bonuses			
Running/Jogging	physical & attribute bonuses			
Physical Labor	physical & attribute bonuses			
Hobby: <i>Seattle Kraken</i> fan	40	-	5	55
Hobby: <i>Seattle Mariners</i> fan	40	-	5	55
Hobby: <i>Seattle Seahawks</i> fan	40	-	5	55
Hobby: Whittling Art	40	-	5	55
Sense of Balance	30	3	5	48
Leather Working (2nd lvl)	45	15	5	65
Weapon Proficiencies: Recognize Weapon Quality (40%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Axe (Expert)	+2	+2	-	
Targeting	-	-	+2	
Archery (3 shots per round)	+2	+1 Parry & Disarm		
Modern Weapon Proficiencies	Strike	Aimed	Burst	
Handguns	+2	+4	+1	
Rifles	+2	+4	+1	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Colt Python Revolver	+2 /+4 Aimed		135 feet	single	6 / 12 bullets	3 lbs.	4D6 damage per hit
Silver Bullets for Python	+2 /+4 Aimed		120 feet	single	6 / 12 rounds	-	x2 damage if vulnerable to silver
*Winchester M70 Rifle	+3 /+5 Aimed		1,800 feet	single	5 / 3 clips	7.7 lbs.	5D6 damage per hit
Compound Bow	+5	+5	700 feet	3 per round	9 arrows	4.5 lbs.	2D6+1; target is -2 Armor Rating
Lumberjack's Axe	+5	+6	+5 / 8 feet	melee	-	5 lbs.	2D6+6 damage per hit
Silver Plated Hatchet	+5	+6	+6 / 40 feet	melee	-	1 lb.	2D4 (x2 If vulnerable to silver) +6
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4+4 (punch) / 2D4+6 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6+4 (elbow) / 1D8+6 (knee)
Disarm Attacks	Needs a Natural 16-20 as a defensive move; has a +6 bonus to all offensive disarm attempts.						

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

Equipment

baseball cap, camouflage jacket, t-shirt, jeans, hiking boots, buckskin gloves, wallet, neckerchief, pocket compass, sunglasses, windproof lighter, pocket flashlight, ammo belt, weapon holsters, broadhead hip quiver, multi-tool, Swiss Army knife (1D4 damage), good quality satellite phone, GPS unit and some personal items.

Boat Bag Contents: quality first-aid kit, 3 rolls of Ace Bandages, rescue blanket, towel, bottled water, bottle of aspirin, sani-wipes, large flashlight, compact fishing kit, insect repellent, binoculars, magnesium block fire starter, waterproof matches, whetstone, whittling kit, topographic map of Washington, camouflage poncho, skinning knife (1D4, but more of a tool than a weapon).

Unique Items

Drives a six-year-old grey Jeep Grand Cherokee w/ boat pull and stocked with various camping, fishing, and climbing gear. Keeps his weapons stored inside Jeep until needed.

Lives in a cabin adjacent to *Marymoor Park*, which is about a 40 minute drive from Seattle

Owns a nice Bayliner fishing boat which he uses for fishing competitions as well as for recreation.

*Rifle's grip is molded and calibrated to Jim's grip and stance; adds +1 strike to all attacks

Jim's Personal Information

Age: 56 Height: 6' 1" Weight: 189 lbs. Hair: brown but greying and kept short; balding
Eyes: brown Birth Order: 1st born of two Money: \$200.00 in cash on hand
General Appearance: Favors wearing rugged outdoor clothing, hiking boots and a ballcap. Starting to show his age as his hair is greying & balding and he's getting a potbelly, but is still in pretty decent shape overall. Always keeps a scruffy beard and looks ready to go fishing or hunting. Has fidgety hands and is always using them to hide it (like whittling a piece of wood).
Disposition: Comes off as a gruff, strong & silent type, but also wise and full of advice.
Family History: English & French heritage with no recent history of paranormal phenomena.
Environment: From a blue collared working class family in Brossard, Quebec.
Outlook on being Psychic: While not vocal about it, Jim is proud to be a psychic healer. He acts annoyed and grumbles about it, but he heals people dutifully and indiscriminately.
Reason for Paranormal Investigating: Has a good old fashioned "*I have the ability, so I have the responsibility*" mentality which drives him to be a good paranormal investigator.
Goals in Life: To earn enough sponsorships and/or funding to retire in the backwoods with a lake full of trout and salmon. Maybe he'll even meet a good woman and settle down.
Insanity: Jim has a serious fear of heights (Horror Factor 10). Anything higher than ten feet off the ground is enough to potentially unnerve him into vertigo.

Jim's Specialty Weaponry & Equipment

Silver Plated Hatchet Description: solid steel sportsman's axe that's silver plated
Abilities: Does 2D4+6 damage normally, but 4D4+6 damage to beings vulnerable to silver
Handmade Bone Shiv Description: deer femur whittled by hand with leather grip
Abilities: Does 1D4+6 damage normally, but 2D4+6 damage to beings vulnerable to bone. Handle has been leather wrapped. Kept in a handmade deerskin pouch when not in use.
Knee, forearm and elbow guards Description: metal based protective sports padding
Abilities: Padding designed with stainless steel, EVA foam, PU Leather and Elastic Bands. Designed for extreme sports protection, but also good for defending against physical attacks. Covers knees, shins, elbows and forearms. -5% to all physical skills due to weight and bulk.
A.R.: 12, **S.D.C.:** 40 for each guard; adds +2 to **Roll with Impact** attempts.
Note: Can use guards for parrying without risking damage; must be targeted to take damage.
Kel-lite Flashlight Description: A rust proof, heavy duty flashlight
Abilities: Designed for law enforcement and reputed to be "near indestructible". 10x brighter than a normal flashlight and does 1D6 damage as a blunt weapon.

Sample Quotes from Jim

I aint as strong as I used to be, but I make up for it with experience. Besides, I'm tough as ever. I've been fishing and hunting all my life. In other words, I aint never gone hungry a day in my life... and I never will.
You did what? Don't ever ask Google for medical advice, ya dummy! You'll go from having a mild headache to being clinically dead in about three clicks.
**while helping a badly injured person*: Don't sweat it son, limb's still attached to ya, which means I can patch it up. Now quit whining, I can't concentrate.*

Movement, Weight & Miscellaneous

Leaping Distance: Up: 2 feet / 4 feet (power) Across: 4 feet / 9.5 feet (power)
Run: 12.9 mph (max) 24 melees 285 feet per round 71 feet per action
Swim: 7.5 mph (max) 24 minutes 171 feet per round 42 feet per action
Bonus to Trust/Intimidate: 45% Can carry up to a max of 380 lbs., and can lift up to 760

Jim's Psychic Healer Details

Psionics: Base I.S.P.: 15 **Note:** I.S.P. Increases by 3 every level of experience
Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10
Psychic Healer Abilities **I.S.P.**

Resistance: Magic/supernatural induced curses, illness, disease, insanity, confusion, and similar maladies, last only half as long as usual and have only half the symptoms, damage and penalties.
Miraculous Trance Healing-pg.80: Can restore his Hit Points or S.D.C., close and heal wounds, stop internal bleeding / Injury and purge his body of poisons or drugs by going into a deep, uninterrupted meditative trance. The progress of the unwanted chemicals is instantly stopped and damage is reversed, healing 3D6+3 points of damage in eight minutes. This trance can also be used to purge himself of mind control, possession, magic disease or magic curse, but takes twice as long. There's no cost to heal in this manner, but he can only perform this twice per 24 hour period.
Note: Miraculous Healing can be performed on another mortal person or animal, but costs 20 I.S.P. and leaves him very weak (double the penalties). Both he and the patient will remain in the trance the entire time and it must not be interrupted for the healing to work. See page 80 for the list of penalties.
Psychic Diagnosis-pg.101: Can sense physical trauma/damage and pain, external & internal injury, poisoning, disease and possession with absolute clarity, enabling his to suggest treatment or to conduct psychic surgery or other healing. Needs two minutes of preparatory meditation. **4**
Stop Bleeding(Others)-pg.102: Stops bleeding from wounds and internal injury of others by laying his hands on them. Lasts as long as his hands are on them, or 16 minutes with a tourniquet. **4**
Exorcism-pg.99: Can perform a Rite of Exorcism that uses psychic energy to expel the loathsome supernatural being from its mortal host body. Requires 30 minutes of preparation. **10**
Resist Fatigue-pg.101: Enables him to engage in physical activity without suffering from exhaustion. Feels extremely tired and may collapse when the duration has elapsed. Lasts 80 minutes. **4**
Stop Bleeding(Self)-pg.102: Stops bleeding from wounds and internal damage for 16 minutes. **2**
Healing Touch-page 99: Instantly heals cuts, burns, bruises, and similar physical wounds. The touch restores 2D4 Hit Points or 2D6 S.D.C. Requires 2 minutes of preparatory mediation to perform. **6**
Bio-Regeneration(Self)-pg.98: Can mentally heal himself of disease, poison, or physical damage. Requires one full minute of concentration, and cannot use any other psionic powers during that time. Restores 2D6 Hit Points or 3D6 S.D.C. and can be performed once every two minutes. **6**
Suppress Fear-pg.102: Suppress the chemical & psychological components of fear in the recipient. Automatically saves vs H.F. Can cast on himself or one or two others. Lasts for four minutes. **8**
Cure Insanity(Temporarily)-pg.99: Temporarily push back and seemingly cure a Phobia, Obsession, Neurosis, Affective Disorder, or addictive behavior/craving for 1D8x10 hours. He must know that the insanity exists for cure it. Only one insanity can be cured per expenditure of 15 I.S.P. **15**
Mind Block-pg.101: Completely close or block himself from all psychic/mental emanations. Cannot sense anything, nor use psychic abilities, nor be influenced by others. Prevents Telepathy, Empathy, Hypnotic Suggestion, and Empathic Transmission. Also gets a +1 to save vs psychic attacks. **4**
Deaden Pain-pg.99: Negates existing pain or can be used as an anesthetic for surgery. **4**
Mind Bolt(Revisited): Unleash a nearly invisible bolt of mental force at a target with amazing accuracy and varying amounts of damage depending on the I.S.P. spent. See additional page for details.

Archery Notes

Arrows reduce target's Armor Rating by 2, making them easier to penetrate armor and inflict damage. Target not only takes damage, but suffers a -1 to all combat related rolls for each hit location (main body, arm, leg, hand, foot etc.) that has an arrow lodged in it until arrow has been removed. Takes one action to pull out an arrow (if victim is capable of doing so).
Note: Beings with *Supernatural Endurance* or are *impervious to pain* in some way do not suffer these penalties.

Mind Bolt, Revisited

Range: 100 feet per level of experience. Line of sight required.

Duration: Instant.

I.S.P.: Varies; 6, 9, 12, 20, or 40 I.S.P. depending on damage amount.

The psychic focuses his psionic energy and unleashes it as a nearly invisible bolt of mental force and hurls it at a target with amazing accuracy and varying amounts of damage depending on the I.S.P. spent. Though the Mind Bolt is invisible to the naked eye, it can be seen by those with optic systems or abilities to see different spectrums of light. This includes infrared, ultraviolet, and passive nightvision mechanical systems as well as beings able to See the Invisible via psychic ability, magic, or natural ability. As you might expect, it appears as a bolt of white energy.

Note: If it can be seen, a person can *try* to dodge or parry the blast, but suffers the usual penalties for dodging any gunfire or energy blasts (none of the character's usual dodge bonuses and an additional -10 to dodge).

This is a physical energy bolt created by psychic energy and force of will. As such, it inflicts physical damage upon whatever it strikes, whether it is a human being or a physical object like a computer, table, body armor, vehicle, wall, tree, and so on. Since people tend to be physically oriented and used to using their hands, most psychics point with their hand or finger at the target they want to strike. Some even make a throwing motion. However, the energy appears in front of the psychic and is instantaneously launched at the target. If the individual is pointing with a finger or hand the bolt seems to come from it. However, this means with practice and focus, the psychic can fire the Mind Bolt by simply staring at the target!

Line of sight is required in order to strike a target with any measure of accuracy. Firing off a Mind Bolt blind means no bonuses apply and, in addition, is -10 to strike. This applies whether the psychic cannot see due to darkness, fog, being blindfolded, or any reason. Firing blind is dangerous because the energy will hit something and that might be a friend, ally, innocent bystander, or valuable piece of equipment. However, if the blinded psychic knows his target is directly in front of him, or to his side, especially if the target is touching him (this might include objects like a rope or chain that binds the characters), the additional penalty for being blind is reduced to only -3, not -10.

Bonus to Strike: All Mind Bolts are +4 to strike, but adding an additional 10 I.S.P. increases the strike bonus to +8! Must be able to see the target for these bonuses to apply.

The amount of damage the Mind Bolt inflicts depends on the amount of I.S.P. spent on the blast and usually inflicts S.D.C./Hit Point damage. This is a *physical attack* that inflicts physical damage. It does not affect the mind of its victim and will strike the armor of anybody wearing body armor.

6 I.S.P.: 1D6 damage.

9 I.S.P.: 2D6 damage.

12 I.S.P.: 3D6 damage.

20 I.S.P.: 6D6 damage.

40 I.S.P.: 1D6x10+4 damage.

Ley Lines: Ley lines and nexus points increase the range and damage by 50%.

Special: 1. Ghost Buster: The nature of Mind Bolt energy is such that it does damage to ghosts, Entities, Elementals, and energy beings!

2. Astral Beings & Travelers: A Mind Bolt can be used in the Astral Plane against Astral Beings, Astral Travelers, and other things located in the Astral Plane. HOWEVER, an Astral Being/Traveler or psychic in Astral Form can NOT use Mind Bolt against a person or any target located in the physical world while he is in the Astral Plane or in Astral form.

3. Available to Psychic Healers for the cost of 2 Healing Powers: A Psychic Healer may select Mind Bolt as a means of psychic defense against the supernatural, but it counts as 2 of the Psi-Healer's psionic ability selections. Just as Psychic Healers are able to battle the supernatural by performing an Exorcism, they are also able to select and use the Mind Bolt ability. Note that a Psychic Healer using this ability ONLY works against supernatural beings. No damage to humans, mutants, animals, or physical objects.

Bayliner T22CX Fishing Boat

The T22CX's deep V-hull and user-friendly design puts big water adventure within reach. There's ample room for casting in the broad bow, which easily transitions into a comfortable lounge area by snapping the removeable cushions into place. Its dry-riding interior makes the run to your favorite fishing spot a lot more enjoyable. Anglers will also enjoy the convenience of a self-bailing cockpit for easy cleanup and an enclosed head compartment at the center console. With optional equipment like a ski tow pylon, this center console truly is ready for anything.

A.R.: 8. **S.D.C.:** 200. **Passengers:** 8-10. **Speed:** 35 mph. **Range:** 150 miles.
Length: 22'7. **Deadrise:** 18. **Width (Beam):** 8'6.

