

## Minister Moses Magnum

**Alignment:** Principled   **P.C.C.:** Ghost Hunter  
**Occupation:** Minister of “Ashburn Baptist Church”

You are Moses Magnum, the youngest of three brothers in a lower class, but spiritual family from St. Louis, Missouri. While your family was poor financially, they firmly held the belief that “*we are a family that’s rich in the heart, where it counts most.*” Your family were all pillars of the community to both the church and the downtrodden part of the city it was located. It seemed like everyone looked up to your Southern Baptist minister father and family for support and guidance in their hard knock lives. Everyone but you that is.

In retrospect, maybe it was rebellion while growing up in the shadow of your father, maybe it was being an impressionable child hanging out with a bad crowd, maybe it was because you were simply a stubborn hard-headed boy, or maybe it was a mixture of all the above. What’s certain is you were a challenge for your family’s patience and endurance. Many felt that it would take a miracle to get to on the straight and narrow.

Well, the lord works in mysterious ways, for that miracle came in the form of unexpectedly developing Ghost Hunter abilities. Seeing this as a sign from god, you found your way to becoming a good and honorable man. Training hard under another Ghost Hunter who was part of your church’s congregation while studying hard to become an ordained minister, you were reformed into a weapon of god, forged to protect the meek and smite the Supernatural.

Your travels as both a Ghost Hunter and a minister have taken you far and wide. Over the years you’ve been blessed with a beautiful wife, a healthy and strong family, and serving as minister of the “Ashburn Baptist Church” located in downtown Seattle. Like your childhood church, this church is in the worst part of the city and like your father you’ve strived to become a pillar of strength the community can rely on.

Seattle has also proven to be a hell mouth where demons of all kinds spawn from more than anywhere else you’ve seen. It’s as if God had called you to this place to smite the wicked and plunge them back into the fiery pits from whence they came... and you’ve done so frequently, and mercilessly.

Being a Ghost hunter for twenty years now, you feel its time to train new hunters, starting with Roxy Rowe. Her family are members of your congregation, and you’ve known her since she was a child. Her parents believe she attends advanced bible studies with you, but in reality, the church has become your training grounds.

# Beyond the Supernatural

Player: Pregenerated Character Sheet

Character: Minister Moses Magnum

Nickname/Alias: \_\_\_\_\_

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

Sex: Male Alignment: Principled

Occupation: Baptist Minister at "Ashburn Baptist Church"

## Attributes

I.Q.: 11

Type: Marital Arts Academy

M.E.: 12

Number of Attacks: 5

M.A.: 19

Initiative: +2

P.S.: 21

Damage: +6

P.P.: 19

Strike: +3

P.E.: 17

Parry: +6

P.B.: 11

Dodge: +6

Spd.: 16

Roll w Punch/Impact: +4

Perception: +2

Pull Punch: +3

P.P.E.: 5

Knockout/Stun Roll: -

I.S.P.: 15

Critical Strike Roll: Natural 20

Hit Points: 53

Death Blow Roll: -

S.D.C.: 39

Armor Type: Ghost Armor A.R.: 13\*\* S.D.C.: 24\*\*

Level: 5 Experience Points: N/A

## Special Abilities/Skills

Mechanical Aptitude: +10% to all Mechanical skills

+2 to Perception when hunting/seeking the supernatural

Intuitive Weapon Knowledge (pg. 51)

Fire an empty gun (pg. 51)

Spirit Fist (pg. 51)

Intuitive Combat (pg. 51)

## Saving Throws

	Base	Modifier	Roll Needed
Horror Factor	-	+5	-
Poison: Lethal	14	+1	13
Poison: Non-Lethal	16	+1	15
Harmful Drugs	15	+1	14
Insanity	12	-	12
Psionics	12	-	12
Possession	-	+4	-
Magic Spell	12	+2	10
Magic Ritual	16	+2	14
Coma/Death	-	+15%	-
Curses	15	-	15
Disease	14	+1	13
Pain	14	+1	13

Last updated 2/20/18

Skills	Base	Bonus	+%/lvl	Total %	Skills	Base	Bonus	+%/lvl	Total %
Speak English	88	-	1	92	Streetwise: Weird	30	20	5	70
Read English	80	-	2	88	Physical Labor	Physical & Combat Bonuses			
Basic Math	72	-	3	84	Athletics	Physical & Combat Bonuses			
Computer Operation	60	20	3	92	Fencing +1 Strike & Parry with a sword or knife, +1D6 to sword				
Creative Writing	25	20	5	65					
Cryptography	25	20	5	65					
History: North America	40	15	4	70					
Speak Latin	50	15	5	80					
Read Latin	40	20	5	80					
Sign Language	25	5	5	50					
Research	40	25	5	85					
Public Speaking	30	15	5	65					
Wardrobe & Grooming	50	10	4	76					
Basic Mechanics	40	10	5	70					
Auto Mechanics	30	10	5	60					
Lore: Religion	35	30	5	85					
Lore: Demons/Monsters	30	20	5	70					
Lore: Ghosts / Entities	30	20	5	70					
Lore: Superstitions	30	10	5	50					

  

Weapon Proficiencies: Recognize Weapon Quality (45%)			
Ancient W.P. List	Strike	Parry	Throw
Sword (includes Fencing bonus)	+3	+3	+1
Knife (includes Fencing bonus)	+3	+3	+2
Modern W.P. List	Strike	Aimed	Burst
Shotgun	+2	+4	+1
Handguns	+2	+4	+1

## Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Ecto-Slayer Shotgun	+2/+4	Aimed	100 feet	single	2 I.S.P.	7 lbs.	5D6+5 / 1D6 to humans
Ghost Gun: Energy Bolt*	+3/+5	Aimed	170 feet	single	7 I.S.P. =	4 lbs.	2D6 to energy beings
Ghost Gun: TeleK Bolt*	+3/+5	Aimed	300 feet	single	24 Bolts	4 lbs.	5D6 to the supernatural
Phoenix HP22A Pistol	+2/+4	Aimed	135 feet	single/burst	10/ 2 clips	1 lb	2D6; a burst of three does x2
"Devil Slayer" Sword	6	9	+4 / 30 feet	melee	2 ISP p/ hour	5 lbs.	4D6+16 / 2D6+6 to humans
Spirit Fist (costs 6 I.S.P.)	Damages supernatural beings impervious to normal weapons				2D6+6 per punch/kick/elbow/knee		
Karate Punch / Kick	Called shots to specific areas (nose, eyes, etc.) can penalize target				2D4+6 / 2D6+6		
Body Flip / Throw	Opponent is "thrown" to the ground; loses initiative and one attack				1D6+6		

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

## Equipment

black jump suit, leather long coat, steel toed boots, gloves, ammo belt, weaponry holsters, smart phone, wristwatch, silver cross on a necklace, pocket sized Holy Bible, breath mints, pocket flashlight, wallet, sunglasses and some personal items.

**Duffle Bag Contents:** large flashlight, magnifying glass, binoculars, basic portable tool kit, butane lighter, 12' silver cross, 3 smoke grenades (20ft cloud radius, -8 strike, parry & dodge) 4 phosphorous grenades (burns, starts fires), 6 wooden stakes, wooden mallet, 12" wood cross w/ sharpened base

## Unique Items

Owns a five year old black *Dodge Durango*  
Lives in a 4 bedroom house in Tacoma, Washington

Basic portable tool kit includes set of screwdrivers, pliers, wrenches, hammer, scissors, ice pick/hole punch, duct tape, battery operated drill, and a small selection of nails and screws.

\*Targeting laser attached to gun (+1 to Aimed & Called shots)

\*\* When activated, Moses's *Ghost Armor* A.R. raises to 17 and its S.D.C. raises to 98. Costs 4 I.S.P. to activate for 1 hour

This pregenerated character sheet is available for download on [houseofbts.net](http://houseofbts.net)

## Moses' Personal Information

Age: 39 Height: 6'2" Weight: 226 lbs. Hair: bald; kept cleanly shaven daily.  
 Eyes: brown Birth Order: last born of three Money: \$250.00 cash on hand  
 General Appearance: Always keeps himself well groomed & presentable. Wears suits with a white collar in public, his armor, coat, and hunting gear during investigations, and active sports wear when practicing or training a new Ghost Hunter.  
 Disposition: A good, honorable and compassionate man; very spiritual and protective.  
 Family Origin: Of African descent w/ some known history of psychic phenomena.  
 Environment: From a lower class, but spiritual family in St. Louis, Missouri.  
 Sentiment toward Mages & Psychics: "We are all God's chosen weapons to smite the wicked and plunge them back into the fiery pits below! Can I get an Halleluiah?!?"  
 Reason for Paranormal Investigating: Spiritual by nature, Moses believes his gifts are the power of God granted to him to fight the supernatural while protecting those around him.  
 Goals in Life: To continue serving God and the church, to raise his family with pride and duty, and to continue training and educating newly realized Ghost Hunters.  
 Insanity: Moses is a reborn man; was once a burden on society with a checkered past, but since his rebirth he's been a pillar of grace, strength, honor and spirituality.

**Psionics:** Base I.S.P.: 15

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

### Psionic Abilities I.S.P.

<b>Intuitive Weapon Knowledge</b> (page 51): Knows how to make all of his gear intuitively.	
<b>Fire an Empty Gun</b> (page 51): The weapon fires a TK bullet without the sound of gunfire (a soft, poof-poof sound is made) or leaving the telltale residue of sulfur and gunpowder left by conventional methods. Creates up to 10 bullets that last 25 minutes.	<u>7</u>
TK bullets work on mortals, magical and supernatural creatures, including entities.	
<b>Spirit Fist</b> (page 51): Punches that do damage to supernatural beings that are otherwise impervious to ordinary weapons and punches, including vampires, Astral beings, Entities, spirits, Astral Beings, and the Undead. Last 1 full melee round.	<u>6</u>
<b>Intuitive Combat</b> (page 51): A form of telepathy geared to give Moses an advantage in melee combat. Lasts for 10 melee rounds, but is unable to use any other psychic power while this is in use. Can cancel it with a thought.	<u>10</u>
<b>Open Lock</b> (page 105): Considered a Psychic-Enhanced Pick Lock Skill	<u>6</u>
<b>Telemechanics</b> (page 105): The ability to mentally communicate with machines.	<u>10</u>
<b>Stop Bleeding-self</b> (page 114): A form of mind over matter to stop bleeding.	<u>4</u>
<b>Deaden Senses</b> (page 108): Can make targets less alert and attentive to things.	<u>4</u>
<b>Summon Inner Strength</b> (page 114): Can draw up inner reserves of strength.	<u>4</u>
<b>Impervious to Fire</b> (page 111): Can endure intense heat, fire, burning coals, etc.	<u>4</u>
<b>Telekinetic Lift</b> (page 115): Helps lift and carry 20% more weight than normal.	<u>6</u>
<b>Living Battery</b> (page 103): Can power up to three electronic devices at a time.	<u>varies</u>
<b>Telemechanic Paralysis</b> (page 106): Can prevent machines from functioning.	<u>20</u>
<b>Mechanical Aptitude</b> -page 51: Can use devices made by Psi-Mechanics & Ghost Hunters	

### Miscellaneous

**Leaping Distance:** Up: 4 feet / 7 feet (Power) Across: 7 feet / 11 feet (Power)  
 Run: 12.2 mph (max) 17 melees 240 feet per melee 48 feet per attack  
 Swim: - mph (max) - minutes - feet per melee - feet per attack  
 Bonus to Intimidate: 55% Maximum carry weight: 420 lbs. Max lift weight: 840 lbs.

## Beyond the Supernatural

### Quote examples from Moses

*"The best way to spread the word of God to the supernatural is with a full clip."*

*"Praise the Lord, Pass the Ammunition."*

*"If God wanted the supernatural to live he wouldn't have created me!"*

\*Fires his shotgun at a monster\*  
*"Can I get a Halleluiah?!?"*

\*Fires his shotgun at the same monster\*  
*"Can I get an Amen?!?"*

*"When I stand before God at the end of my life, I would hope that I would not have a single bit of talent left and could say, I used everything you gave me."*



### Ghost Hunter Weapons & Equipment

Name: <b>"Devil Slayer" Sword</b> Type: <u>weapon</u> Description: <u>augmented large sword</u>
Abilities: <u>Three crystals are built into the handle, holy symbols are carved into the blade, and two I.S.P. powers the weapon for an hour. Only does 1D10 damage to humans/mortals. See page 53.</u>
Name: <b>Ecto-Slayer Shotgun</b> Type: <u>weapon</u> Description: <u>augmented shotgun</u>
Abilities: <u>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. See page 53.</u>
Name: <b>Ghost Armor</b> Type: <u>equipment</u> Description: <u>suit of fiberglass armor</u>
Abilities: <u>A lightweight chest plate molded from fiberglass. Its reminiscent of the armored chest plate worn by ancient Romans. Color of armor is grey and trimmed with real silver. See page 53.</u>
Name: <b>Ghost Gun</b> Type: <u>weapon</u> Description: <u>an oversized handgun</u>
Abilities: <u>This handgun is oversized and of unusual design and configuration, making it look more like a toy than a weapon. Has laser targeting &amp; an infrared scope built into the gun. See page 53.</u>
Name: <b>Ghost Vision Goggles</b> Type: <u>equipment</u> Description: <u>augmented Goggles</u>
Abilities: <u>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.</u>

### Personal Notes

Moses has a wife (Emma) and two daughters, 10 year old Shelby and six year old Sabrina.

Moses has been helping train and educate **Roxy Rowe**, a recently realized *Night Hunter* in her late teens. Her family attends his church and they've been secretly been training under the guise of of Roxy taking Bible studies under Moses's tutelage.

**Isaiah 11:4** *"But with righteousness shall he judge the poor, and reprove with equity for the meek of the earth: and he shall smite the earth with the rod of his mouth, and with the breath of his lips shall he slay the wicked."*