

Zain “The Slugger” Lomax

Alignment: Unprincipled **Occupation:** Bail Recovery Agent
P.C.C.: Psychic Diviner

I straight up tell y'all what right now... I didn't plan on being no bounty hunter when I grew up or anything like that. I wanted to do something fun and exciting, like play baseball for the Reds, or something like that.

But nah... I grew up in “Park Hill”, the worst hood in Louisville to grow up in. My folks spent more time in jail than out, so my ass hat of an uncle watched over me and my four siblings. Well... he was supposed to anyway, but he was usually too high or drunk to care or even notice us. So naturally, we all grew up like hood rats. Stealing, destruction of property, getting high and all that was basically my whole damn childhood. I basically blew my chances to play ball in college before I hit my teens.

I grew up tough in a tough hood, and after I dropped out of High School, I got a job as a warehouse worker. I worked there for most of the last seventeen years. I tried to get out and get other jobs, like the time I worked in the “Louisville Slugger” factory for the summer, but eventually I'd screw it all up and wind up back at the warehouse.

I wasted all my free time drinking, or doping, or riding, or being violent... you know, just plain makin' one bad decision after another. I'd basically given in to the idea that this was gonna be my whole life. I hated it, but what else was there? Prison? But then I met “Grizzly”.

After a night of drinking and a bar fight, I was spending an overnigher in the tank with a guy named Billy “The Grizzly” Adams. Now Billy was a Bounty Hunter and was in for similar reasons. We got to talkin' and we just hit it off. Similar life stories and all that. We became good buds overnight and started hanging out. In time I learned that Bounty Hunting or being a “Bail Recovery Agent” as the gov'ment calls it, was an ideal job for me.

This was especially true as my psychic abilities began to show up about this time. I've always had a good eye for things, but being a diviner takes it to another level! Over the next few years I cleaned up my act, got my GED, my Level III (armed) Security Officer license, and I learned the job with Billy while figuring out my new psychic talents. Then came high time that I go and make my own way for a while.

That's how I ended up here in Seattle. I hear there's lots of bounty hunting work, and lots of supernatural sum' bitches to deal with. When it comes to investigating, I follow the signs, I help the Lazlo folks hunt them supernatural sum' bitches down, then I help em kick some ass!

Player: <u>Pregenerated Character Sheet</u>			
Character: <u>Zain Lomax</u>			
Nickname/Alias: <u>"The Slugger"</u>			
P.C.C.: <u>Psychic Diviner (pages 38-43)</u>			
Sex: <u>Male</u>		Alignment: <u>Unprincipled</u>	
Occupation: <u>Bail Recovery Agent / Bounty Hunter</u>			
Attributes		Hand to Hand Combat	
I.Q.:	<u>10</u>	Type:	<u>Expert (favors punching)</u>
M.E.:	<u>20</u>	Attacks per Round:	<u>5</u>
M.A.:	<u>16</u>	Initiative:+	<u>1</u>
P.S.:	<u>24</u>	Damage:+	<u>9</u>
P.P.:	<u>17</u>	Strike:+	<u>3</u>
P.E.:	<u>19</u>	Parry:+	<u>7</u>
P.B.:	<u>11</u>	Dodge:+	<u>8</u>
Spd.:	<u>18</u>	Roll w Punch/Impact:+	<u>5</u>
Perception:	<u>+4</u>	Pull Punch:+	<u>4</u>
P.P.E.:	<u>3</u>	Knockout/Stun Roll:	<u>-</u>
I.S.P.:	<u>14</u>	Critical Strike Roll:	<u>20</u>
Hit Points:	<u>32</u>	Death Blow Roll:	<u>-</u>
S.D.C.:	<u>59</u>		
Armor:	<u>Poink-Blank Vest</u>	A.R.:	<u>10</u>
Level:	<u>3rd</u>	S.D.C.:	<u>70</u>
	Experience Points:		<u>N/A</u>

Special Abilities / Skills

Add +4 to Perception rolls when looking for "signs"

Reading Clues and the Obvious: 50% (page 41)

Can recognize obvious clues and trails concerning magic, monsters and the supernatural.

+10% bonus if signs are faked or a forgery.

Crush / Squeeze attack does 1D4+9; takes one action

Saving Throws	Base	Modifier	Roll Needed
Horror Factor		+3	
Poison: Lethal	14	+2	12
Poison: Non-Lethal	16	+2	14
Harmful Drugs	15	+2	13
Insanity	12	+3	9
Psionics	10	+4	6
Magic Spell	12	+3	9
Magic Ritual	16	+3	13
Coma/Death		+8%	
Possession		+1	
Curses	15	+1	14
Disease	14	+3	11
Pain	14	+2	12

Impervious to most kinds of Negative Energy

Last updated on 10/18/2019

Skills	Base	Bonus	+%/lvl	Total %
Basic Math	72	5	3	83
Speak English	88	-	1	90
Read English	80	-	2	84
Pilot: Motorcycle	60	10	3	76
Law (General)	35	15	5	60
Undercover Ops	30	25	5	65
Interrogation	30	10	5	50
I.D. Undercover Agents	30	20	4	58
Find Contraband	26	10	4	44
Streetwise	20	10	4	38
Basic Electronics	30	-	5	40
Computer Operation	60	-	3	66
Surveillance	30	10	5	50
Tailing	30	10	5	50
Pick Locks	30	20	5	60
First-Aid	45	-	5	55
 Lore: Demons/Monsters	30	-	5	40
 Lore: Superstions	30	-	5	40
Land Navigation	36	10	4	54

[illegible]

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Glock 17 (9mm auto)*	+1/+4	Aimed	135 feet	single/burst	17 / 2 clips	3 lbs.	3D6; a 3 round burst does x2
37M Ithaca Shotgun	+2/+4	Aimed	150 feet	single	5 / 10 shells	2 lbs.	4D6 per blast
Louisville Slugger	+5	+9	-/20 feet	melee	-	7 lbs.	1D12+10 per hit
Silver-plated trench knife	+4	+9	+6 / 30 feet	melee	-	6 lbs.	1D6+10 / 2D6+10 (silver) per hit
Karate Punch**/ Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4+11 / 1D8+9 per hit
Elbow / Forearm / Knee	<u>Note:</u> <i>Called Shots & Power Strikes</i> cost two attacks to perform						1D6+9 per hit
Body Block / Tackle	Opponent is knocked down, loses initiative and one attack/action						1D4+9 per hit
Disarm Attacks	Needs a Natural 17-20 as a defensive move; gets a +2 bonus to offensive disarm attempts.						

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

Equipment

biker vest, undershirt, jeans, smartphone, Hollister boots, wallet, sunglasses, skull cap, wristwatch, compass, biker gloves, pistol holster, silver cross on a necklace, 3 sets of handcuffs, pack of Marlboro's, Zippo lighter, deck of cards, small flashlight, nylon sheath & nylon shoulder harness for trench knife

Dobby polyester backpack Contents: large flashlight, ID cards, notebook, 3 pens, atlas of the U.S., map of Seattle, first aid kit, foot powder, small hand pick (1D6), small shovel (1D4), deck of Tarot cards, dowsing pendulum, basic lock picking set, and one of his dowsing rods (player's choice).

Unique Items

Rides a Harley-Davidson vivid black 2014 Road King Classic
Keeps extra clothing and personal items in a spare backpack

Currently lives out of cheap motels, never stays for long

*Targeting laser attached to pistol (+1 to Aimed & Called Shots)

****Sap Gloves:** adds +2 to punch damage while wearing, but -5% to skills that requires using his hands.

Takes 1 melee round to put them on.

Zain's Personal Information

Age: 35 Height: 6' 4" Weight: 260 lbs. Hair: brown but greying; hairline's goin' north
Eyes: brown Birth Order: 3rd born of five Money: \$700 cash on hand
General Appearance: Lots of tattoos, goatee and a gruff exterior. Favors durable biker gear.
Speaks with a harsh southern drawl that makes him sound dumber than he really is.
Has a constant glaring "stink eye" look, like he's always angry at you.
Disposition: Cocky, self reliant, tough-guy; likes to take charge and needless risks.
Family Origin: Of English & German descent with no know history of psychic phenomena.
Environment: From a lower class family of criminals and white trash in Louisville, KY.
Sentiments toward Mages/ Psychics: He's new to the psychic community and is still learning about them, but so far they do some of the most "gawd damndest things ever!"
Sentiments toward Non-Humans: "I straight up tell y'all what right now; them sum' bitches all need killin, and that's what gawd straight up made bastards like me for!"
Goals in Life: "Y'all know what? I'm hoping to get rich someday and settle down some-where nice, like in the bayou's or sumthin like that... I likes me them bayou's.
Insanity: Has a very soft spot for women & children; violent acts towards them can send Zain into a fit of hysterical aggression on the poor bastard that's enraging him.

Psionics: Base I.S.P.: 14 Increase per level of experience: +2
Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10
Psionic Abilities I.S.P.

Psychic Dowsing 35%-pg.40: Can use a dowsing rod to sense & follow magic energy, water, earth energy/ley lines, places of power, beings (mortal & supernatural) and more.
May include bonuses or penalties. I.S.P. cost is for every 10 minutes of dowsing. 2
Reading Signs -pg.40: Reads signs, omens and portents of things to come -
Palm Reading -pg. 41: Derives knowledge & information from reading a person's palm.
Requires physical contact, sufficient light, and close examination for one minute. 3
Touch Conveyance -pg. 42: Derives information from reading the flow of energy in and around the person being touched. Requires 5 seconds of physical contact. 5
See Aura of the Supernatural -pg. 42: Can see the aura of supernatural beings and can recognize exactly what they are if he's seen that type of creature before. 2
See the Aura of Magic -pg. 42: Can tell if an object contains magic energy and whether if it's a magic object or cursed item; can tell if the energy is beneficial or destructive. 2
Object Read -pg. 122: Receive impressions and images from reading an object.
Impressions: 60%, Images 52%, Present 42% (must spend an extra 4 I.S.P.) 6
Mind Bolt -pg.121: Can hurl a bolt of mental force at a visible target. Range: 60 feet.
Amount of damage depends on how much I.S.P. is used. See page 121 for a list.
All bolts are +4 to strike, but adding an additional 10 I.S.P. increases the bonus to +6.
Mind Block -pg.121: Can completely close himself off from all psychic/mental emanations.
Cannot sense anything, use other psychic abilities, nor be influenced by others. 4
Sense Supernatural Evil -pg.126: Sense the general location and number of supernatural beings nearby. Range: 140 feet. Also sense evil humans/mortals within 6 feet. 2

Miscellaneous

Leaping Distance: Up: 3 feet/ 6 feet (power) Across: 6 feet / 12 feet (power)
Run: 12.2 mph (max) 19 melees 270 feet per round 54 feet per action
Swim: 9.5 mph (max) 19 minutes 216 feet per round 43 feet per action
Bonus to Intimidate: 40% Maximum carry weight: 480 lbs. Max lift weight: 960 lbs.

Beyond the Supernatural

Example quotes from Zain:

"I may be a late comer to the psychic party, but I've been kicking ass my whole life."

"Detects several supernatural beings close by"
"Hmm... I sense some monsters about to get their asses kicked."

"Dude, c'mon. I just wanna read your palm for a minute. Don't make it weird."

*"While tracking via Psychic Dowsing with "Louis"**
"When I find the thing I'm tracking, I'm gonna shove Ol' Louis here straight up its ass!"

"I can find all sorts of things while dowsing!
Hell, I once found someone's hidden stash of moonshine... then I got too smashed to find anything else that night."



Special Equipment and Magic Weapons & Objects

Name: **silver plated trench knife** Type: weapon Description: brass knuckles & tall blade
Abilities: Silver plated blade does 1D6 damage, but 2D6 damage to beings vulnerable to silver.
Knuckle grip doubles as "brass knuckles", which does 1D6+10 damage (2D6+10 for silver damage)
Name: **motorcycle helmet** Type: protective gear Description: 3/4 helmet with sun shield
Abilities: A common motorcycle helmet, designed in the *Classica* style; painted black & tinted visor.
While worn, helmet provides an A.R. of 14 to his head, and has 50 S.D.C., but is -1 to Perception.
Name: **"Louis"** Type: gear Description: wooden dowsing rod
Abilities: Carved from a branch of a tree that was used to make *Louisville Slugger* baseball bats
Divining Note: See page 40 for details on Psychic Dowsing.
Name: **"My Favorite Toy"** Type: gear & weapon Description: modified slingshot
Abilities: Fashioned from an old slingshot Zain's had since he was a kid. Could refashion it back into a slingshot in 1D4 actions if desired (1D6 damage). Has a pouch of ball bearings for ammo.
Name: **"Iron Side"** Type: gear & weapon Description: modified rebar
Abilities: 2 pieces of rebar that were welded together and bent into a Y-Shape for dowsing.
Can be used as a blunt/bashing weapon that does 1D6+10 damage.

Character Notes

-Zain's *Louisville Slugger* is a very personal item to him as he made it himself one summer while working at the factory (a failed attempt at getting out of warehouse work). Would be very upset if lost.
-Zain loves watching and playing baseball! His favorite baseball teams are the *Louisville Cardinals* and the *Louisville Bats* (and by extension its major league affiliate, the *Cincinnati Reds*).
When Zain was a kid, he had dreams of going to college just to play for the Cardinals.
Most of Zain's possessions "back home" with his family is baseball related paraphernalia.
Boxing Notes: Adds +2 to punch damage and automatically knocks out an opponent on a natural 20 for 1D6 melee rounds. Does not have to announce that he's trying a knockout punch.