

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 assnat 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 Cardshark"</u>			
P.C.C.: <u>Psychic Diviner (pages 40-43)</u>			
Sex: <u>Male</u>		Alignment: <u>Unprincipled</u>	
Occupation: <u>Bounty Hunter / Manhunter</u>			
Attributes		Hand to Hand Combat	
I.Q.:	<u>11</u>	Type:	<u>Expert (favors punching)</u>
M.E.:	<u>20</u>	Number of Attacks:	<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, Behind</u>
Hit Points:	<u>32</u>	Death Blow Roll:	<u>-</u>
S.D.C.:	<u>59</u>		
Armor:	<u>Bulletproof Vest</u>	A.R.:	<u>10</u>
Level:	<u>3</u>	S.D.C.:	<u>70</u>
	<u>Experience Points</u>		<u>N/A</u>

Special Abilities / Skills

Psychic Dowsing: 35% Divining Range: 1.5 miles

Reads signs, omens and portents of things to come

Reading Clues and the Obvious: 50%

Palm Reading / Touch Conveyance

See the Aura of the Supernatural & Aura of Magic

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

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

Saving Throws	Base	Modifier	Roll Needed
Poison: Lethal	14	+2	12
Poison: Non-Lethal	16	+2	14
Harmful Drugs	15	+2	13
Insanity	12	+3	9
Psionics	10	+3	7
Magic Spell	12	+3	9
Magic Ritual	16	+3	13
Coma/Death		+8%	-
Horror Factor		+3	-
Possession		+1	-
Curses	15	+1	14
Disease	14	+2	12
Pain	14	+2	12

Impervious to most kinds of *Negative Energy*

Last updated on 11/1/15

Skill	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
Athletics	Physical Bonuses Only			
Boxing	Physical Bonuses Only			
Law (General)	35	15	5	60
Undercover Ops	30	25	5	65
Escape Artist	30	10	5	50
Swimming	50	10	5	70
Wrestling	Physical Bonuses Only			
Find Contraband	26	10	4	44
Streetwise	20	10	4	38
Cardsharp	24	16	4	48
Gambling	30	10	5	50
Gambling (Dirty Tricks)	20	10	4	38
Pick Pockets	25	10	5	45
Tailing	30	5	5	45
I.D. Undercover Agents	30	20	4	58

Skill	Base	Bonus	+%/lvl	Total %
Prowl	25	10	5	45
Pick Locks	30	20	5	60
Bartending	35	10	5	55
Physical Labor	Physical Bonuses Only			
Land Navigation	36	10	4	54
Lore: Demons/Monsters	30	-	5	30
Streetwise: Weird	30	-	5	30
Weapon Proficiencies: Recognize Weapon Quality (35%)				
Ancient W.P. List		Strike	Parry	Throw
Knife		+1	+2	+2
Blunt		+2	+2	-
Modern W.P. List		Strike	Aimed	Burst
Handguns		+1	+3	-
Shotguns		+2	+4	-

Weapons & Hand-to-Hand Attacks

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Ithaca Stakeout Shotgun	+2/+4	-	200 ft	single	5/10 shells	7 lbs.	4D6 per blast
Beretta Model 92 Pistol*	+1/+4	-	140ft	single/burst	12/2 clips	4 lbs.	3D6; 3 round burst x2
Silver-plated trench knife	+4	+9	knuckle guard	melee	-	1 lbs.	1D6+11 / 2D6+11 (S)
Louisville Slugger	+5	+9	34"	melee	-	7 lbs.	1D12+10
Karate Punch** / Kick	Called shots to specific areas (nose, eyes, groin, etc.) can penalize target						2D4+11 / 1D8+9
Power Punch/ Haymaker	Does double damage, but counts as two attacks						2D4+11x2
Body Block/Tackle	Opponent is knocked down, loses initiative and one attack						1D4+9
Disarm Attacks	Needs a Natural 17-20 as a defensive move; gets a +2 to offensive disarm attempts.						

Equipment

biker vest, undershirt, jeans, cell phone, 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, and his dowsing rods.

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: 240 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. Wears biker, trucker or other durable clothing. Speaks with a harsh southern drawl that makes him sound dumber than he really is. Has a constant "stink eyed" glaring look like he's always angry.
 Disposition: Cocky, self reliant, likes to take charge and takes needless risks.
 Family Origin: Of English & Irish descent w/ no past history of psychics in the family.
 Environment: From a lower class family of criminals and con artists 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... these sum bitches all need some 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 somewhere nice, like in the bayou's or sumthin like that... I likes me them bayou's.
 Insanity: Has a VERY soft spot for women, violent acts towards women can send him into a fit of hysterical aggression on the poor bastard who's upsetting him.

Psionics: Base I.S.P.: 14
 Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Psionic Abilities	I.S.P.		
Reading Signs (pg. 40)	<u>0</u>		
Palm reading (pg. 41)	<u>3</u>		
Touch Conveyance (pg. 42)	<u>5</u>		
See Aura of the Supernatural	<u>3</u>		
See Aura of Magic (pg. 42)	<u>4</u>		
Psychic Dowsing: 35% (pg. 40)	<u>2</u>		
Object Read (pg. 122)	<u>6</u>		
-Impressions 60%	<u>-</u>		
-Images 52%	<u>-</u>		
-Present 42%	<u>-</u>		
Mind Block (pg. 121)	<u>4</u>		
Meditation (pg. 121)	<u>-</u>		
See the Invisible (pg. 126)	<u>4</u>		
Sense Evil (pg. 126)	<u>2</u>		

Miscellaneous

Leaping Distance: Up: 3ft / 6ft (Power) Across: 6ft / 12ft (Power)
 Run: 12.2 mph (max) 19 melees 270 feet per melee 54 feet per attack
 Swim: 9.5 mph (max) 19 minutes 216 feet per melee 43 feet per attack
 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.

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