

Alexander *"The Kid Psychic"* Michaud

Alignment: Unprincipled

P.C.C.: Latent Psychic

Occupation: Defamed Television Personality and Professional Psychic

Alexander is the very byproduct of his environment. The only child in a long line of psychics, Alex began exhibiting psychic abilities by the age of five. With his family's connections to paranormal enthusiasts, fellow psychics and television producers, they seized an opportunity to start a reality television show about a child psychic growing up amongst psychic family members, friends and paranormal enthusiasts and experts. It was an instant hit.

Being a cute and charismatic kid, Alex was the show's anchor. Through his eyes, viewers got to see the "paranormal world" while Alex learned from and worked with the "best" minds in the field. Alex also made guest appearances on a variety of shows and public appearances. there was even talk of starring in a movie or two.

Meanwhile, the life of child stardom (growing up in front of the camera, the constant traveling and wanting for nothing) began taking its toll on Alex. He became a spoiled, mouthy, arrogant little brat who mastered how to get his way and throw his weight around by the age of nine. Quotes like *"Do you have any idea who I am?"* and *"You don't have a show without me"* became common from him. By eleven he was forming an arrogant rebellious streak.

Some say what happened next was inevitable. Alex was challenged to investigate a reportedly haunted castle in Scotland alongside a famous debunker. Alex dove in headfirst and made a major media ordeal out of it. On live television Alex made several claims that the castle was haunted and even spoke to a spirit or two. Then all he could do was watch as the debunker explained away everything that Alex had "experienced", pointing out that the castle was rigged with sounds systems and other tricks to fool him into believing it was a haunted.

Alex became a social pariah in the paranormal field overnight. "His" show was quickly cancelled; the calls for public appearances dried up and no one would return his agent's calls. Alex's reputation was gone, and the humiliation affected his family as people began to speculate that all of them were hacks and charlatans. Still full of foolish pride, rebellion and a head full of steam, Alex spent the next few years learning and discovering new things that he'd missed out on while growing up.

What fuels Alex's motives today is this: he really did speak to entities that night in the castle. He truly sensed and experienced things. He's a real psychic, and he's eager to prove it on television. For the moment, he hones skills that will make him more interesting on camera (like parkour, skateboarding, bicycling and breakdancing) while sharpening his psychic talents via investigating the paranormal as a member of the **Lazlo Society**. He's got an attitude, and he's got a hero complex, but he's also got real psychic ability, and he's going to prove it to everyone!

Alexander *"The Kid Psychic"* Michaud

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

Occupation: Defamed Television Personality, YouTuber,
Content Creator and Professional Psychic



"Nothing keeps me down! Well, except gravity."

Player: <u>Pregenerated Player Character</u>	
Character: <u>Alexander Michaud</u>	
Nickname/Alias: <u>"The Parkour Psychic"</u>	
P.C.C.: <u>Latent Psychic (pages 54-58)</u>	
Sex: <u>Male</u>	Alignment: <u>Unprincipled</u>
Occupation: <u>Defamed Psychic and Television Personality</u>	
Attributes	Hand to Hand Combat
I.Q.: <u>10</u>	Type: <u>Martial Arts (Judo) & Parkour</u>
M.E.: <u>20</u>	Actions per Round: <u>4</u>
M.A.: <u>16</u>	Initiative:+ <u>-</u>
P.S.: <u>14</u>	Damage:+ <u>-</u>
P.P.: <u>15</u>	Strike:+ <u>3</u>
P.E.: <u>16</u>	Parry:+ <u>5</u>
P.B.: <u>14</u>	Dodge:+ <u>5</u>
Spd.: <u>20</u>	Roll with Impact:+ <u>7</u>
P.P.E.: <u>10</u>	Pull Punch (11+):+ <u>3</u>
I.S.P.: <u>10</u>	Knockout/Stun Roll: <u>-</u>
S.D.C.: <u>30</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points: <u>20</u>	Death Blow Roll: <u>-</u>
Perception: <u>+1</u>	
Armor: <u>Protective Sports Gear</u>	A.R.: <u>12</u> S.D.C.: <u>80</u>
Level: <u>2</u>	Experience Points: <u>N/A</u>

Special Abilities/Skills	
Mind Storm:	Special - see page 57 for details.
Precognitive Dream:	A dream that is a warning about the future or a coming danger, enemy or monster, or meaning of a clue, or events unfolding within the next 7-14 days.
High P.P.E. Base:	Able to use magic items and weapons, activate magic circles or symbols and Psi-Mechanic devices.

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

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	90
Literacy: English	80	-	2	84
Mathematics: Basic	72	-	3	78
Pilot: Skateboard (professional)	40	10	5	55
Pilot: Bicycling	50	-	5	55
Computer Operation	60	10	3	73
Detect Concealment	25	20	5	50
Parapsychology	30	15	5	50
Photography	35	10	5	50
Research	40	15	5	60
Streetwise: Weird	30	20	5	55
Performance	25	20	5	50
T.V. / Video	35	10	5	50
Wardrobe & Grooming	50	10	4	64
Sensory Equipment	30	10	5	45
First Aid	40	10	5	60
Athletics	physical & attribute bonuses			
Running/Jogging	physical & attribute bonuses			
Kick Boxing	physical & attribute bonuses			

Skills	Base	Bonus	+/-%/lvl	Total%
Lore: Demons & Monsters	30	30	5	65
Lore: Entities & Ghosts	30	20	5	55
Lore: Magic	25	25	5	65
Lore: Magic Arcane	20/40	15	5	40/60
Lore: Mythology	30	15	5	50
Lore: Superstitions	30	15	5	50
Lore: Paranormal & Psionics	30	15	5	50
Hobby: Skateboarding	40	-	5	50
Hobby: Gaming	40	-	5	50
Hobby: "YouTuber"	40	-	5	50
Parkour	50	-	5	55
Weapon Proficiencies: Recognize Weapon Quality (35%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Blunt (bat, crowbar, pipe, nightstick, etc.)	+1	+1	-	
Chain (nunchaku, morning star, flail, etc.)	+1	-	-3	

Weapons, Psychic Abilities & Hand-to-Hand Attacks							
Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Wooden Baseball Bat	+4	+6	+3 / 32 feet	melee	carries one	3 lbs.	1D12 (2D12 if vulnerable to wood)+1
Silver-capped Nunchaku	+4	+5	- / 16 feet	melee	carries one	1.5 lbs.	2D4 (4D4 if vulnerable to silver)+1
Bone Shiv	+3	+5	+3 / 16 feet	melee	carries one	.5 lb.	1D6 (2D6 if vulnerable to bone)+1
Firebolt	+6	An impressive looking 20-foot flamethrower-like burst of flame that shoots from his hands; 2D6 damage.					
Demon Punch ability	+3	Does 3D6 damage against Supernatural beings, Entities and Creatures of Magic (page 108)					
Karate Punch / Kick		Called shots (nose, eyes, groin, etc.) can penalize target					1D4 (punch) / 2D4 (kick)
Elbow / Knee strikes		Note: Called Shots & Power Strikes cost two attacks to perform					1D6 (elbow) / 1D8 (knee)
Kick Boxing attacks		Can perform a Roundhouse Kick (3D6), an Axe Kick (2D8), or a Leap kick (3D8, but counts as two actions)					
Body Block / Tackle		1D4 Damage; 01-50% chance to knock down opponent, losing their next attack & initiative. Costs two attacks.					

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

<p>Equipment</p> <p>street clothes, Seeley shoes, hoodie, sunglasses, Vans hat, gloves, wallet, pocket flashlight, silver cross on a necklace, smartphone, headphones, shoelace bracelet, kinetic watch, pocket compass, Zippo lighter, 6" silver plated crucifix and some personal items.</p>	<p>Unique Items</p> <p>Has a custom pro skateboard to go with his helmet, vest and pads</p> <p>Owns a high quality BMX bike he can use to get around if needed</p> <p>Note: Being underage, Alex needs transportation to get to an active investigation. "Lenny Kenny" is his driver when available.</p>
<p>Backpack contents: Wireless Bluetooth speaker, first aid kit, towel, tablet, 4 stakes, mallet, zippo lighter, box of candles (12), digital audio recorder, GoPro camera's with mounts and mods, bottle of cologne, sani-wipes, infrared flashlight, Ouija board, small scrying mirror, bottle of talcum powder, deck of tarot cards, some "trigger objects", crystal dowsing pendulum, notebook, 2 pens, and an electromagnetic/microwave radiation detector.</p>	<p>Has a "ghost hunting kit" from his TV days, but prefers using his psychic abilities as they make for more dramatic looking videos.</p> <p>Has more than enough savings from his TV personality days and professional appearances to go to college, but he's been burning through it this past year as part of his "reboot" to become a famous personality again, branded as "The Parkour Psychic".</p> <p>Lives with his family in nice suburb north of Seattle.</p>

Personal Information

Age: 14 Height: 5' 5" Weight: 125 lbs. Hair: brown, straight and trendy casual
Eyes: Brown Birth Order: Only Child Money: \$100.00 in cash on hand

General Appearance: A teenage white male who prefers wearing baggy urban style clothing. Accessorizes with headphones, hats, sunglasses, Seeley shoes, hoodies and the like.

While Alex carries his skateboard and backpack virtually everywhere he goes, he always has his ghost hunting kit, helmet, protective sporting gear and specialty weaponry ready to go.

Disposition: A stubborn, arrogant and entitled little snot, but has a good heart underneath.

Family History: Of English/German ancestry with a long history of psychic phenomena.

Environment: From an upper-middle class family in Bellevue (north Seattle suburb), Washington.

Reason for Paranormal Investigating: Loves being a psychic as much as he loves showing off.

Comes from a long line of psychics and really wants to prove his psychic abilities to everyone.

Outlook on being Psychic: Alex is thrilled with being a psychic; see himself as a superhero investigator to the point of being overly excitable, unrealistic and overreaching in his work.

Goals in Life: To get back on television and become famous again while proving that he really is psychic. Also actively working on growing his YouTube and Instagram base with his action videos.

Insanity: Alex is extremely overconfident and takes unnecessary risks by putting himself and others in harm's way at times. Has a "Superman Syndrome" that he may never grow out of.

Special Skill Notes:

Pilot: Skateboard: The practiced skill and ability to ride a skateboard for fun, travel, and performing flips, hops, jumps, quick turnarounds and stunts at speeds faster than running. Can slide down and along railings, curbs, and low walls, hop gaps (1-4 feet), jump curbs and low obstacles (1-3 feet tall), and navigate streets, sidewalks, tunnels, and the hallways of empty buildings. Skateboards are most effective and fast on clean, smooth surfaces and have the advantage of being able to weave through narrow openings and paths, around vehicles and debris in the streets, and ride on sidewalks, through parking structures, down into built-in swimming pools, downstairs, up and along curbs, and outmaneuver most people (and some monsters) on foot. Gets a +2 bonus to dodge and +1 to roll with impact/fall. See attached paper for more details.

Parkour: Specialized training involving the art of evasion and pursuit, incorporating running, leaping, vaulting, tumbling, and elements of martial arts, gymnastics, and acrobatics, originating from French military obstacle course training for chases and fleeing in an urban environment. Masters of Parkour can navigate urban environments by quickly bounding over and on top of low walls and barricades, running along the top of brick walls and narrow ledges; running up the side of a wall or building to leap up to a higher wall, ledge, handhold, or over a wall or fence, or on top of another one; or to reach a higher staircase, fire escape, beam, branch, sign, pole, rope, handhold, etc. Parkour also involves leaping and bounding down to lower elevations. All of this without the use of equipment in order to elude, chase, follow, or capture an enemy. All maneuvers are performed with considerable speed and agility.

Parkour techniques include running, jumping, vaulting, tumbling, rolling, sliding, climbing, swinging, and moving on all fours with great speed and using the obstacles themselves (low walls, fences, bicycle racks, statues, boulders, parked cars, garbage dumpsters, railing, ledges, etc.) to help propel oneself, but which also serve as obstacles and barriers that slow down or stop pursuers in their tracks in order to elude capture or being followed. In the alternative, Parkour may be used to tail and give chase of an enemy on foot or in a vehicle moving at a moderate speed without fear of being slowed down or lost due to obstacles in the way. See attached paper for more details.

Miscellaneous

Leaping Distance: Up: 2 feet / 3.5 feet (power) Across: 3.5 feet / 7 feet (power)

Run: 13.6 mph (max) 16 rounds 300 feet per round 75 feet per action

Swim: - mph (max) - minutes - feet per round - feet per action

Bonus to Trust/Intimidate: 40% **Maximum carrying / lifting limit:** 140 lbs. / 280 lbs.

Alex's Special Equipment

Professional Level Skateboard Description: skateboard deck covered in graphics and decals

Abilities: A.R.: 6, S.D.C.: 25, and can be used as a weapon that does 1D6+1 blunt damage.

Can move at a top speed of 15 miles per hour (30 mph down an incline) on flat, ideal surfaces.

Medium Protective Sports Gear Description: skateboard and motorcross/off-road related gear

Abilities: A helmet, shoulder, elbow and knee pads, shin guards, armor vest and other related padding offers good protection, especially against natural and hand-to-hand weapons.

Stealth Ultra 2nd GEN Shoes Description: Parkour & Freerunning, Movement Training Shoes

Abilities: DESIGNED TO BE THE BEST PARKOUR & FREERUNNING SHOE IN THE WORLD!

The Stealth Ultra 2nd GENs were designed & developed by elite Parkour and Ninja Warrior athletes and for elite Parkour and Ninja Warrior athletes! It performs for them, and it will perform for you and help you take your training to the next level. Expect lifestyle, performance, durability and comfort from these shoes!

Contacts

Dr. Edmond Smythe Occupation: Parapsychologist Notes: Manager of the Seattle branch of the *Lazlo Society* and has known / worked with Alex since he was six years old.

Dr. Angela Jean Strauss Occupation: Parapsychologist Notes: He's worked with her a few times, but doesn't like or trust her. Something about the way she observes his abilities really bothers him.

Emma Walker Occupation: Full-Time Student Notes: They've been going to school together since Kindergarten. Alex has a crush on her and gets backward and weird around her.

Lenny Kenny Occupation: Social Media Manager Notes: Works as Alex's driver, videographer and social media handler. Note that while Lenny will follow and film Alex's investigation work, he is NOT a fighter (frankly, he's a coward) and will run and hide while in danger. That said, Lenny will try to peer around corners and hiding places to get video of Alex in action for potential online video material.

Psonics: Base I.S.P.: 10 Note: I.S.P. Increases by 1 at every new level of experience

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

Alex's Latent psonic abilities

I.S.P.

Mind Storm page 57: A flood of psychic information he cannot stop, limit or control - it just keeps coming until he collapses or it stops on its own. This is a sort of uncontrolled "opening of oneself" to the supernatural. Sometimes occurs when Alex is worried about an upcoming event or confrontation with the supernatural. Also occurs when a supernatural being tries to take control of his mind. 0

Precognitive Dream page 57: A dream that warns him about the future or coming danger, enemy, monster, or the meaning of a clue, or a clue is provided that has to do with events unfolding within the next 7-14 days. Usually occurs when he's focused on trying to figure out a clue or puzzle, or worried about a specific person object, problem, or event, and when he, or someone on his team is being targeted by a supernatural force. Ultimately the GM should determine when such dreams occur.

Latent Psychic note: Alex can use three of his favorite abilities below at will; player's choice.

Burst of Light page 93: Make a source of existing fire explode into a blinding burst of light. Those caught in the flash are -10 to strike, parry, dodge for 1 round. Has a 12ft area of effect. 4

Firebolt page 95: An impressive looking 20 foot flamethrower-like burst of flame that shoots from his hands. Does 2D6 damage to the supernatural beings, creatures of magic, and Witches. 2 points to mortals/animals. Ability lasts for one round; each Fire Bolt counts a one attack. Has a +6 to strike with this attack. 10

Demon Punch page 108: Does 3D6 damage against supernatural beings, energy being, entities and Astral Travelers. Does 6D6 against Ancient Evil & Alien Intelligences and their avatars. 6

Telekinetic Leap page 115: Leaps an extra 4 feet high and 6 feet long. Can be used in conjunction with a leap kick attack (5D8; costs 2 attacks), but takes 1D8 damage himself from the impact. 8

Impervious to Fire page 111: Endure intense heat without pain, damage or injury. 4

Liedenfroest Effect page 112: Draws ambient moisture to his extremities surrounded by an invisible, protective, psychic energy field that enables him to walk across, sit on or handle extremely hot, cold or sharp objects without injury or pain. Can also lie on a bed of nails or juggle knives without injury. 2

Exorcism page 99: Performs a Rite of Exorcism that uses psychic energy to expel the being from its mortal host body. Success ratio: 35%; can be a complete or a partial success. 10

Commune with Spirits page 119: Alex can "feel" (not see) the presence of spirits, including Entities, Astral Travelers / Beings, the splintered life essence of a god or and Alien Intelligence and the like. 6