Crystal Dravucz

Alignment: Scrupulous **P.C.C.**: Psychic Diviner **Occupation**: Lawn and Landscaping/Gardener

You are Crystal Dravucz, the oldest of four siblings from a farming community in northern Idaho. From an early age you had a love of farming, gardening, camping, and the great outdoors in general. This attitude towards nature virtually foretold that you would become a *Psychic Diviner* as you possess many of their common attributes.

Like most psychics, your abilities began to develop during puberty and were puzzling to you as there are no known psychics in your family's history. But even so, being such a self-reliant and adventurous young woman, you've never feared your abilities; in fact you learned to appreciate and enjoy them early on. Your psychic dowsing abilities even proved useful to your farming chores and outdoor activities.

After high school, you moved to Seattle to try college for a while, but found it boring and lacking in adventure. Then you tried modeling for a short time (mostly because you've been told 1001 times that you're a natural beauty), but found that lacking as well. Through trial and error you eventually found something more your style, working for a lawn and landscaping company, and have since discovered a penchant for flower and plant arrangement. You've also started getting involved with various "Green Earth" projects and hope to start your own little eco-organization some day.

You're still very much a country/nature girl at heart and carry a fondness for healthy living. You take very good care of yourself physically and participate in regular exercise & recreational sports in your spare time. You've even found a love for the shooting range and find yourself practicing marksmanship regularly.

Your nurturing attitude encompasses your personal being in general. You tend to be paternal, concerning, protective and at times a bit overbearing to everyone around you. Fortunately people are usually quite taken by your caring personality and say that you'll make an incredible wife and mother someday. While the idea appeals to you, you're not ready yet to settle down. You've still got a lot of adventuring and experiences to have.

As a *Psychic Diviner* you see and feel the natural flow of energy all around you, and in everything. Therefore you can see firsthand how the supernatural taints, spoils and diseases all they touch and you're compelled to do your part in destroying them. You're not a warrior by any means, but you do attend a local martial arts, practice kick boxing and your marksmanship training ensures that you can hold your own. Your abilities include tracking down the supernatural, seeing & reading signs no one else can see, and feeling the natural aura of Earth's energy just as much as you do the energies of the supernatural, making you an ideal support member of paranormal investigations, or supernatural monster hunting.

Beyond the Supernatural™

Player: Pregenerated Player Character Character: Crystal Drayucz Nickname/Alias: P.C.C.: Psychic Diviner Sex: Female Alignment: Scrupulous Occupation: Landscaping and Gardener Attributes **Hand to Hand Combat** Type: Basic (Self Defense Class) I.Q.: M.E.: Number of Attacks: M.A.: 12 Initiative:+ P.S.: 19 Damage:+ P.P.: Strike:+ 22 P.E.: Parry:+ P.B.: 20 Dodge:+ Spd.: 28 Roll w Punch/Impact:+ Pull Punch:+ Perception: +2 P.P.E.: 2 Knockout/Stun Roll: I.S.P.: 14 Critical Strike Roll: Natural 20 Hit Points: 36 Death Blow Roll: S.D.C.: Armor Type: A.R.: 10 S.D.C.: Vest Level: Experience Points N/A

Special Abilities/Skills

Psychic Dowsing: 35% Divining Range: 1.5 miles
Reading 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
+4 to Perception when looking for "signs"

Saving Throws	Base	Modifier	Roll Need
Poison: Lethal	14	+4	10
Poison: Non-Lethal	16	+4	12
Harmful Drugs	15	+4	11
Insanity	12	+1	11
Psionics	10	+1	9
Magic Spell	12	+5	7
Magic Ritual	16	+5	11
Coma/Death		+14%	-
Horror Factor		+2	-
Possession		+1	-
Curses	15	-	15
Disease	14	+5	9

Skill	Base	Bonus	+%/lvl	Total %	Ski
Speak English	88	-	1	90	Snov
Read English	80	-	2	84	Swin
Basic Math	72	-	3	78	Outo
Pilot Automobile	60	10	3	76	Recy
Botany	40	10	5	60	Cool
Gardening	36	24	4	68	Sens
General Repair/Maint.	45	10	5	65	
Identify Plants & Fruits	25	35	5	70	
Land Navigation	36	22	4	66	-
Whittling	40	10	5	60	
Rope Works	30	15	5	55	
Holistic Medicine	30/20	10	5	50/40	
Fishing	40	15	5	65	V
Wilderness Survival	30	15	5	55	
Physical Labor	-	-	-	-	Blun
Aerobics	-	-	-	-	Knife
Jogging / Running	-	-	-	-	
Kick Boxing	-	-	-	-	Hand
Climbing: Hobbyist	40/30	-	5	50/40	
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Snowmobile / Motorcycle	60	-	4	68		
Swimming	50	-	5	60		
Outdoorsmanship	-	-	-	-		
Recycling	30	-	5	40		
Cooking	35	-	5	45		
Sense of Balance	30		5	40		
Weapon Proficiencies: Recognize Weapon Quality (35%)						
Ancient W.P. List		Strike	Parry	Throw		
Blunt	-	+2	+2	-		
Knife		+1	+2	+2		
Modern W.P. List		Strike	Aimed	Burst		
Handguns	-	+1	+3	-		

Base

Bonus

+%/lvl

Total %

Weapons &	Equipment
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Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
*Beretta Model 92 Pistol	+2/+1	-	140 Ft	single/burst	15/45 (3 clips)	4lbs.	3D6+1(s) / 3D6+1x2(b)
Silver Plated Knife	+1	+2	40ft if Thrown	melee	-	1lbs.	1D6+1 / 2D6+2(S)
Baseball Bat (aluminum)	-	-	20ft if thrown	melee	-	5 lbs.	1D8+1
Swiss Army Knife	+1	+2	40ft if Thrown	melee	-	1lbs.	1D4+1
Punch / Kick Attack Called shots to specific areas (nose, eyes, groin, etc.) can penalize target 1D4 / 1D8+2							
Kick Boxing Strikes: Roundhouse Kick (3D6+2), Axe Kick (2D8+2), Knee Strike (1D8+2), & Leap Kick (3D8+2, two actions)							
Disarm Attacks	Needs a natural 18-20 as a defensive move, gets a +1 to offensive disarm attempts						

Equipment

smartphone, jacket, T-shirt, jeans, hiking boots, wristwatch, plain jewelry, weapon holster, ammo belt, umbrella, baseball cap, Swiss army knife, pocket flashlight, gold cross on a necklace, pocket mirror, and some personal items.

Back Pack Contents: large flashlight, first aid kit, bottled water, compass, digital camera, binoculars, box of waterproof matches, 4 road flares, bag of trail mix, small shovel (1D6), hand pick (1D4) 100ft of rope & grappling hook, map of Washington state, both of her dowsing rods, whittling knife, and some personal items

Unique items

Owns a 2007 Toyota Prius (Silver)

Rents a modest 2-bedroom apartment in Tacoma, Washington

Keeps a briefcase sized kit that holds a variety of herbs & plants and materials that are useful for holistic medicine

Owns an oak dowsing rod from a tree on her family's farm
Owns a steel dowsing rod, does 1D6+1 damage as a weapon

*Beretta has a targeting laser sight attached (+1 Strike)

Personal Information

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Age: 25 Height: 5' 11" Weight: 145 lbs. Hair: raven black; kept long and straight	
Eyes: brown Birth Order: 1st of four Money: \$200.00 cash on hand	
General Appearance: Dresses in hiking boots, jeans & T-shirts while working and	
during paranormal investigations. Wears athletic gear when exercising, and wears	
trendy but comfortable clothing during her modeling shoots (still models on rare occasion).	
Disposition: Self-reliant and adventurous as well as protective and defensive of others.	
Family Origin: Of Hungarian descent w/ no recent history of psychic phenomena.	THE STATE OF THE S
Environment: From a farming / rural community in north Idaho.	
Reason for Paranormal Investigating: Enjoys the adventure and experience of it all just as	
much as she does helping and protecting people from the supernatural.	
Outlook on being Psychic: She's never been afraid of her abilities. She sees them as	A DEPOSIT OF THE PARTY OF THE P
another way of helping people when she can. Tries to use them responsibly.	
Goals in Life: Start her own landscaping company, start an organization to support	
a greener Earth, maybe settle down and start a family with lots of kids someday.	
Insanity: Crystal is terrified of spiders; in the presence of <i>Death Weavers</i> she is	
negative -3 to vs. Horror Factor against them!	
Psionics: Base I.S.P.: 14 Current I.S.P.: -	
Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10	
Psionic I.S.P. Psionic I.S.P.	
Dowsing -33% (pg.40) 2	
Reading Signs (pg.40-41) -	
Reading Clues- 50% (pg.41)	
Palm Reading (pg.41) 3	
Touch Conveyance (pg.41) 5	
See Aura of the Supernatural 2	
See the Aura of Magic (pg.42) 4	
Empathy (pg.119) 4	ランドルである。 は、 は、 は、 は、 は、 は、 は、 は、 は、 は、
Presence Sense (pg.124) 4	
Object Read (pg.122) 6	Contacts
* Impressions: 60%	Name: Rick Martinez Occupation: Business Owner Notes: Her manager at the
*Images: 52% -	landscaping company she works and has been a friend of hers since moving to Seattle.
*Present: 42% 4	Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of
	the lead agents of the Seattle based Lazlo Society, and frequently works with Crystal.
	Name: Anita Burkette Occupation: Fashion Model Notes: She met Anita through
	her modeling work, and they've been friends before they were both members of the Lazlo Society.
	Notes
	She has an old Harley Davidson motorcycle back home in Idaho, and enjoy cruising on it while she's
· · · · · · · · · · · · · · · · · · ·	back home and visiting the family. Also loves using the snowmobile her family has in winter.
	Enjoys whittling as a hobby, and has a talent for it. She particularly loves carving animals. She's been
Miscellaneous	attempting more challenging projects, like flutes and small statues as well as using different mediums
Leaping Distance: Up: 2.5ft / 5ft(P) Across: 5ft / 10ft(P)	like bone and horns.
Run: 19 mph (max) 22 melees 420 ft/melee 158 feet/attack	
Swim: 5.18 mph (max) 22 melees 114 ft/melee 29 feet/attack	
Bonus to Impress: 50% Maximum carry weight: 380 lbs. Max lifting weight: 760 lbs.	

M48 Kommando Tactical Shovel

The M48 Kommando Tactical is the ultimate tactical shovel that also doubles as a defensive weapon! Features virtually indestructible, injection-molded nylon handle with 30% fiberglass & nylon reinforcement. The shovel head is made of tempered 2Cr13 stainless tool steel with a hard, black oxide coating. The shovel point edge is sharpened, with a partially serrated edge on one side, and a concave chopping edge on the other. Perfect for camping and outdoors use, light chopping, or for use as a defensive weapon in an emergency situation. Includes a reinforced nylon belt pouch. Length: 16 1/4".



Game Notes

Damage: 2D4 with bladed tip, 1D6+2 per action as a cutting tool, and 1D6 as chopping weapon. Edges of shovel can be coated with silver if desired/needed.

Can use either W.P. Blunt or W.P. Gimmick/Improvise for potential bonuses.

Cost: \$75.00

Supernatural Damage Note: Due to the materials and design used in making this tool, it can deliver up to (or parry an amount of up to) 50 points of damage before breaking!

Character note: Diviners, Fire Walkers, Physical Psychics, Psi-Mechanics, Psychic Mediums, and anyone with an occupation or a hobby that involves being in the outdoors would find this item to be particularly useful at times.