Mark O'Conner

Alignment: Unprincipled P.C.C.: Fire Walker Occupation: Firefighter and Rescue

You are Mark O'Conner, the younger of two siblings from a family of farmers and cattle ranchers in a rural community just outside of Oklahoma City. Your family worked long, hard hours year round, and you grew up a strong and capable man. Fortunately you also grew up with a laid back *Good Old boy* attitude with a healthy dose of *cowboy swagger* to help you through the tough times.

This attitude helps smolder an Irish temper lurking deep down like a dormant volcano; with the right chain of events your known to erupt and explode, affecting everything around you. Your calm attitude took years of therapy, family intervention and faith to develop, and perhaps because of this tempering you've developed a literal analogy of your inner rage, developing pyrokinetic abilities in your late teens.

While you planned to be on the family cattle ranch for life, your abilities changed your life dramatically. Realizing that fire was a part of your being now, like your temper, you had to learn to control your fiery outbursts, learning where it comes from and what provokes it. Your last uncontrollable outburst was years ago, catching your girlfriend in bed with your best bud. Your outburst of fiery anger set her house ablaze, causing both of their deaths before you could get a hold of yourself. Escaping the fiery blaze you ran away that night, taking your guilt and shame with you. Eventually, you found your way to Los Angeles where an opportunity for enrolling in a firefighter's academy fell into your lap. Seizing this opportunity created an ironic fact where your abilities are well suited for fighting fires while the discipline and training of the academy in turn helped you control your personal fires.

Graduating with honors, you spent several years in L.A. before transferring to Seattle. Seattle turned out to be a very different place for you. The sun and heat were replaced by cloudy overcasts and rain, and the happy cushy life of California replaced by an artistic and deep thinking crowd. There's also an underground element to this city, more than just the punk (Grunge) and other alternative lifestyle movements. There is supernatural evil in this city, and lots of it. Your powers are more intense than ever before, and you've found your calling; to burn away the evil that's lurking in, around and under the city.

You're still got a guilty conscience over the fiery outburst that took the lives of the two closest people in your life. Your guilt has ironically helped you become a champion of humanity where you're always ready to go head-to-head with whatever supernatural evils you come across. You are fearless in the face of evil, and will not hesitate to hunt down the supernatural and be the first to confront it, replacing their horrors with their ashes.

Beyond the Supernatural [™] Player: Pregenerated Player Character			Skill	Base	Bonus	+%/lvl	Total %	Skill Base		Bonus	+%/lvl	Total %	
			Speak English	88	-	1	90	Boxing	-	-	-	-	
			Read English	80	-	2	84	Kick Boxing	-	-	-	-	
Character: Mark O'Conner			Basic Math	72	-	3	78	Basic Mechanics 30		-	5	40	
Nickname/Alias:				Automobile	60	10	3	76	Swimming 50		-	5	60
P.C.C.: Firewalker				Body Building	-	-	-	-	Lore: Demons/Monsters 30		-	5	40
Sex: Male Alignment: Unprincipled				Climb	40/30	20	5	70/60	Streetwise: Weird 30		-	5	40
Occupation: Fire Fighter & Rescue				Computer Operation	60	10	3	76					
Attributes Hand to Hand Combat			Cook	35	15	5	60						
I.Q.:	12	Type: Expert (street fight	ter/brawler)	Excavation	40	20	5	70					
M.E.:	13	Number of Attacks:	5	Firefighting	40	25	5	75					
M.A.:	15	Initiative:+	1	Paramedic	40	10	5	60					
P.S.:	20	Damage:+	5	Radio: Basic	50	15	5	75					
P.P.:	14	Strike:+	2	Rope Works	30	25	5	65					
P.E.:	20	Parry:+	6	Truck	56	14	4	78	Weapon Proficiencies: Recognize Weapon Quality			(35%)	
P.B.:	16	Dodge:+	6	Navigation	50	10	5	70	Ancient W.P. List		Strike	Parry	Throw
Spd.:	20	Roll w Punch/Impact:+	4	Tracked Vehicles	54	10	5	74	Axe		+2	+2	-
Percepti	on: +1	Pull Punch:+	3	Athletics	-	-	-	-	Modern W.P. List		Strike	Aimed	Burst
P.P.E.:	4	Knockout/Stun Roll:	Natural 20	Munitions Expert	40	-	5	50	Handguns		+1	+3	+1
I.S.P.:	14	Critical Strike Roll:	Natural 20	General Horsemanship	40/20	10	4	58/38	Shotgun		+2	+4	+1
Hit Point	is: 35	Death Blow Roll:	-										
S.D.C.:	56								-				
Armor T	ype: Har	d Vest A.R.: 12 S.D	.C.: 120										
Level: 3 Experience Points N/A						Weapo	ons & Han	d-to-Hand notes					

Special Abilities/Skills

+3 Perception when dealing with fire, firefighting, etc.								
Commune with Fire (pg.44)								
Fire Awareness of Sense Fire (pg. 44-45)								
Fire Knowledge 83% (pg. 44-45)								
Resistant to Fire (pg. 45)								
Sense Temperature (pg.45)								

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

Weapons & Hand-to-Hand notes											
Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage				
(2) Colt Anaconda's	+2	-	135ft	single	6/36 bullets	3 lbs each	5D6+3				
Double-barreled Shotgun	+2	-	150 ft	single/double	2 /12 shells	7.7 lbs	5D6(s) / 5D6x2(d)				
Silver Plated fireman axe	+2	+2	3 foot reach	melee	-	6.1 lbs	Axe: 2D6+2 / Pick: 1D8				
Hatchet	+2	+2	40ft if thrown	melee	-	2 lbs	Blade: 2D4 / Blunt: 1D4				
Kick Boxing Strikes:	Roundhouse Kick (3D6), Axe Kick (2D8), Knee Strike (1D8), & Leap Kick (3D8, but counts as two actions)										
Karate Punch / Kick	Calle	ed shots t	2D4 / 2D6+Damage								
Disarm Attacks	Needs a natural 17-20 as a defensive move, gets a +2 to offensive disarm attempts.										
Burning Touch (pg. 44)	Mar	k's touch	2D6+2D4+Damage								

Equipment	Unique items
pil skin duster, western shirt, jeans, steed toed boots,	Owns a 10 year old (but faithful) black Ford F-150 pick up truc
silver cross on a necklace, ammo belt with pistol holsters,	
Zippo lighter, pack of cigarettes, sunglasses, cowboy hat,	Lives in a 2 bedroom apartment in Bellevue, Washington
100ft of rope, pocket knife (1D4), pocket flashlight, cell phone,	
wristwatch, wallet, and some personal items.	Back home in Oklahoma his family keeps his horse groomed
Duffel Bag Contains: large flashlight, box of 12 candles,	and maintained on the family ranch for him.
3 boxes of matches, portable bottle of oil, 2 cans of hairspray,	Name of his horse: "Sand Dollar" or "Old Dollar"
small fire extinguisher, map of Seattle, bottle of water,	
small acetylene torch, roll of duct tape, gallon of gasoline,	
wo foot length of plastic tubing, roll of old newspapers	
	-

Beyond the Supernatural[™] Personal Information **Character Notes** Age: 30 Height: 6' 4" Weight: 210 lbs Hair: keeps his red hair short and unkempt Quotes: "Hey, you ever drink a beer from a mason jar? No? Then you aint never gone drinking." Eves: blue Birth Order: 2nd born of two Monev: \$175.00 cash on hand "Hey there darling, you like helping animals? Save a horse... ride a cowboy." General Appearance: Tends to wear western style clothing, including cowboy hats. "Never approach a bull from the front, a horse from the rear, or a fool from any direction." western boots, western clothing and accessories, even speaks with a slight accent. "It don't take a genius to spot a goat in a flock of sheep." During an investigation he changes his western boots to something more mobile. "Don't worry about bitin' off more'n you can chew; your mouth is probably a whole lot bigger'n Disposition: A classic good ol' boy attitude. A tough guy, yet easy going and fun. vou think." Family Origin: Of Irish descent w/ no known history of psychics in the family "I've been gone from the ranch back home for so long, I think I've become "de-ranged." Environment: From a farming/cattle ranch in the outskirts of Oklahoma City, Oklahoma. "Courage is being scared to death... and saddling up anyway." Sentiment toward Mages & Psychics: Save for them ghost hunters & physical types, "Ride bulls, meet nurses, Attitude: Mark loves drawing wisdom and thoughtful words like a gun. He'll always keep his calm they don't do much for busting up monsters in my book, but they're ok Joes I guess. Sentiments toward Supernatural: "The only good monster is a dead one!" Mark has laid back attitude about almost anything except direct personal insults and dealing with the little patience for anything inhuman looking and is liable to kill it before talking to it. supernatural. Also loves referring to all women by "Darlin", or sometimes even "Sugar". Goals in Life: To become the fire Marshall of the firehouse he works at. Light a bunch of Contacts monsters up like a Christmas tree. Maybe settle down someday with a nice gal. Name: Dr. Angela Jean Strauss Occupation: Parapsychologist Notes: Besides working with Insanity: Addiction: Cigarettes. Mark smokes about a pack a day and currently has no her regularly via the Lazlo Agency, he wouldn't mind dating her (Mark's got a thing for strong women). Name: plans to quit anytime soon. They are calming and convenient for his talents. Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of **Psionics:** Base I.S.P.: 14 the lead agents of the Seattle based Lazlo Society, and frequently works with Mark. Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10 Name: Callie Rodenburg Occupation: Exotic Dancer Notes: Callie and Mark have fought the supernatural together in the past, and occasionally hook up (nothing serious, just for fun). Psionic I.S.P. 4 Burning Touch (pg. 44) **Fire/Rescue and Useful Equipment** Commune w/ Fire (pg.44) 4 Fire Awareness (pg.44) Name: Silver Plated Fireman Axe Type: weapon and tool Description: dynamic entry rescue axe Abilities: While axe head(2D6+2) and pick(1D8) does normal damage, they do x2 damage to beings Fire Knowledge (pg. 44-45) vulnerable to silver. Axe has an electrically non-conductive polymer handle for user safety and grip. Resistant to fire (pg.45) -1 Name: Nylon Cord standard gear 300ft of nylon rope Sense Temperature (pg. 45) Type: Description: 15 Abilities: Heavy duty, all purpose, nylon rope with a tension strength of 600 lbs. Circle of Fire (pg. 93) 6 Create Fire (pg.93) Fire Bolt (pg. 95) 10 Name: Intoximeter Aclo-Sensor Type: field equipment Description: pocket size breath tester Burnt Offering (pg. 93) 15 Abilities: Offers both direct and passive sampling, can also detect alcohol in a solution. Uses a 5 Heat Point Focus (pg. 95) electrochemical fuel cell sensor to create an electric response to breath alcohol concentration. 6 Impervious to Fire (pg. 96) Name: 30" Halligan Bar Type: fire/rescue tool Description: one piece carbon steel tool 25 Abilities: Used to pry, pull or lift during forcible entry or overhaul. Removes automotive trim during Set Supernatural Ablaze (pg.96) 4 Shed Light (pg. 97) extrications. Has a molded fingergrip for a good hold, does 1D6 damage with the spike end Thermal Imaging Vision (pg. 98) 6 Name: Res-Q-Rench Type: fire/rescue tool Description: five life saving tool in one 7 Throw Fire (pg. 98) Abilities: Made of solid polycarbonate construction, this multi tool includes a gas shutoff tool. 5 Steam Blast (pg. 98) a pry tool, a seat belt cutter, a spanner wrench, and a carbide tip window punch Extinguish Fire (pg. 94) 5 Unique Fire/Rescue tools depicted below:

Miscellaneous											
Leaping Distance: Up:			2.5 / 5ft (P	Across:	5ft	: / 10ft	t (P)				
15.6	mph (max)	20	melees	345	feet per mel	ee	87	feet pe	er attack		
5.7	mph (max)	20	minutes	126	feet per mel	ee	25	feet pe	er attack		
Bonus to Impress: 30% Maximum carry weight: 400 lbs. Max lift weight: 80									800 lbs.		
	15.6 5.7	15.6 mph (max) 5.7 mph (max)	15.6 mph (max) 20 5.7 mph (max) 20	Distance: Up: 2.5 / 5ft (P 15.6 mph (max) 20 melees 5.7 mph (max) 20 minutes	Distance: Up: 2.5 / 5ft (P) 15.6 mph (max) 20 melees 345 5.7 mph (max) 20 minutes 126	Distance: Up: 2.5 / 5ft (P) Across: 15.6 mph (max) 20 melees 345 feet per melet 5.7 mph (max) 20 minutes 126 feet per melet	Ding Distance:Up:2.5 / 5ft (P)Across:5ft15.6mph (max)20melees345feet per melee5.7mph (max)20minutes126feet per melee	Ding Distance: Up: 2.5 / 5ft (P) Across: 5ft / 10ft 15.6 mph (max) 20 melees 345 feet per melee 87 5.7 mph (max) 20 minutes 126 feet per melee 25	Distance: Up: 2.5 / 5ft (P) Across: 5ft / 10ft (P) 15.6 mph (max) 20 melees 345 feet per melee 87 feet per melee 5.7 mph (max) 20 minutes 126 feet per melee 25 feet per melee		

Halligan Bar

Res-Q-Rench

Intoximeter Aclo-Sensor