# Beyond the Supernatural™

Player: Available Player Character or NPC Character: Mercedes Lee Kingsolver Nickname/Alias: "Miss Sadie" P.C.C.: Autistic Psychic Savant (pages 34-38) Sex: Female Alignment: Scrupulous Occupation: None, lives at home with her family Attributes Hand to Hand Combat I.Q.: 18 / 7 Type: None M.E.: Number of Attacks: M.A.: 9 Initiative:+ P.S.: Damage:+ P.P.: 7 Strike:+ P.E.: 14 Parry:+ P.B.: 11 Dodge:+ Spd.: 13 Roll w Punch/Impact:+ Pull Punch:+ Perception: +1 P.P.E.: 12 Knockout/Stun Roll: I.S.P.: 10 Critical Strike Roll: Natural 20 Hit Points: 18 Death Blow Roll: S.D.C.: Armor: S.D.C.:

### Special Abilities/Skills

Experience Points:

Level:

Autistic Defensive Trance. Autistic Psychic Messaging.
Autistic Reading. Intuitive Skills and Clarity.
Psychic Bloodhound. See Multiple Levels of Reality.
Speak in Tongues. God's Wrath. Standard Meditation.
Impervious to Hypnotic Suggestion, Mind Control, and mos forms of mind control (including magic).

Saving Throws Horror Factor	Base	Modifier +5	Roll Need
Poison: Lethal	14	-	14
Poison: Non-Lethal	16		16
Harmful Drugs	15	-	15
Insanity	12		12
Psionics	10	-	10
Possession	,	+7	-
Magic Spell	12	+3	9
Magic Ritual	16	+3	13
Coma/Death			-
Curses	15	+5	10
Disease	14	-	14
Pain	14		14
Illusions		+6	

Skill	Base	Bonus	+%/lvl	Total %
Speak English	88		1	88
Read English	80	-	2	80
Basic Math	72	-	3	72
See Intuitive Skills and Cla	arity (pag	e 36) for de	etails abou	t skills



Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
God's Wrath: by Touch			touch/punch	melee	6 I.S.P.	-	4D6 per touch/punch
by "Bolt of light"	-	-	15 feet	melee	6 I.S.P.	-	1D6 per bolt
Mind Bolt	-	-	20 feet	melee	varies	-	Varies (see page 121
Punch / Kick Attack	Called	shots to s	pecific areas (nose	e, eyes, groin, et	tc) can penalize t	arget	1D4 / 1D8

Washans & Equipment

#### **Equipment**

jacket, shirt, jeans, sneakers, pocket flashlight, cloth doll or two, pocket mirror, silver cross on a necklace, pocket flashlight personal items

Backpack contents include: large flashlight, magnifying glass, notebook, 2 pens, 1 mechanical pencil, pack of chalk, crayons, box of dominoes, 5 packets of salt, 7 packets of sugar, 3 cloves of garlic, 4 candy bars, 8 sanitary wipes, 2 pairs of plastic gloves, 15 zip-lock sandwich bags, 11 rubber bands, hair brush, and wallet with her I.D.

#### **Unique Items**

Lives at home with her family, and has her own bedroom

Has a service dog named *Cora*, who sometimes comes with her during paranormal investigations (especially in treacherous locations like the wilderness or a crumbling and hazardous building). *Cora* is a pure breed German Shepard.

#### **Personal Information**

## Beyond the Supernatural™

#### **Character History**

Age: 17 Age: 5' 5" Weight: 125 lbs	. Hair: Sadie has straight, long brown	n hair					
Eyes: brown Birth Order: 2nd born of two Money: \$20.00 emergency cash							
General Appearance: Sadie has a very simple wardrobe of colorful t-shirts, sweaters,							
simple jeans, and shoes. Sadie requires help getting dressed and groomed daily, usually							
by her older sister Madison or her assisting	nurse Catherine.						
Disposition: Her autism makes it hard to tell, but she seems well mannered and caring.							
Family Origin: Of English/German ancest							
Environment: Born and raised in a loving,							
Reason for Paranormal Investigating: Sa							
involved in a paranormal investigation than							
Outlook on being Psychic: In Sadie's min		f story.					
Her gifts are intuitive to her, she simply has							
Goals in Life: Sadie wants to help people,		nt to					
hurt them". While she can't convey it, she	wants to become Psychic Investigator.						
Insanity: While its not an insanity, her auti	sm makes it hard for her to communicate	e, needs					
help doing the most simple tasks, and fear	lessly wanders into dangerous situations						
Psionics: Base I.S.P.:	10						
Multipliers: Scrutiny: x 1 Investigation: x	3 Lesser: x 5 Greater: x 8 Ancient	t: x <u>12</u>					
Psychic Abilites:	Notes	I.S.P.					
Autistic Defensive Trance (page 36)	temporary defensive maneuver	-					
Autistic Psychic Messaging (page 36)	form messages out of common items						
Autistic Reading (page 36)	reads signs, symbols and messages	-					
Intuitive Skills and Clarity (page 36)	her autism becomes less severe	-					
Psychic Bloodhound (page 36)	more cognizant/aware when needed						
See Multiple Levels of Reality (page 37)	sees things most others can't see	-					
Speak in Tongues (page 37)	speak foreign languages fluently						
God's Wrath (page 37)	ability to harm supernatural beings	6					
Meditation (page 121)	recovers 5 I.S.P. points per hour						
Group Mind Block (page 119)	protects herself and those around her	22					
Mind Bolt (page 121)	focus psionic energy into force bolts	varies					
Dispel Spirits (page 119)	forces spirits, ghosts & entities to flee	10					
Impervious to Fire (page 111)	endure heat, fire, hot coals and so on	4					
Telekinesis (page 115)	moves objects with her mind	varies					
Healing Touch (page 99)	can instantly heal cuts & wounds	6					
Increased Healing (page 100) stimulates healing energies							
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Miscellaneous								
Lea	ping Dis	tance: Up:	1ft / 2.5ft	(P)	Across:	2.5ft /	5ft (P)	_
Run:	8.8	mph (max)	14	melees	195	ft/melee	97.5	ft/attack
Swim:	2.7	mph (max)	14	melees	60	ft/melee	30	ft/attack
Maximum Carrying Weight: 100 lbs. Maximum Lifting Weight: 200 lbs.						-		

Mercedes was raised in a very loving and religious home. Her sister Madison as well as her nurse Catherine have spent a lot of time working with, educating, and taking care of her.

Around age twelve she began to exhibit her "savant" abilities, which were first recognized by her psychologist Dr. Beer, who'd watch her as she'd communicate with the spirits who wander the hospital he works in. Being a paranormal enthusiast, he began to work with her in getting an understanding of her talents before explaining and educating her sister Madison in private about what she is, and that her savant abilities can help others (something Sadie desires to do) but will need someone to help her. Her nurse Catherine also understands her talents and potential (being a paranormal enthusiast herself).

-Madison has begun taking Sadie to paranormal investigations (via the Lazlo Society), where she has indeed showed promise. With time and help, Sadie could become a great Psychic Investigator.

#### Contacts

Name: Madison Kingsolver Occupation: Waitress & Student Notes: Madison is her older sister (age 20) who helps to take care of her at home. Currently goes to nursing school full time.

Name: Dr. James Beer Occupation: Psychologist Notes: Dr. Beer has been caring for Sadie since she was a child, and was the first to determine that she's a savant.

Name: Catherine Saker Occupation: Assisted Living Nurse Notes: Catherine has been helping Sadie since she was a child as well, and encourages her to use her talents to help others.



#### **Notes**

**Recovering I.S.P.:** Sadie recovers 2 ISP points per hour of rest or relaxation, and 5 points per every 30 minutes of Meditation.

Concerning her Autism: Sadie has trouble relating to the natural world, most of the time she behaves like six or seven year old child, talks to her dolls and plush toys like they were real people, usually speaks in short sentences, repeats phrases over and over at times, seems to stare off into space in the middle of a paranormal investigation, can stare at photos or paintings on a wall for hours, she'll bravely walk into the most dangerous situations without regard for her safety at times, can't eat with a fork (sometimes she needs help eating) and constantly acts odd, awkward, distracted, and stilted, and yet she's still a psychic force to be reckoned with in any paranormal investigation!