# **Samuel LaFontaine**

## Occupation: Professional Hitman (cover is a *High School Shop Teacher*) Alignment: Aberrant P.C.C.: Ordinary Person

You are Sam Lafontaine, second born to an upper middle class family of hit men, thugs and thieves. Your family is the classic "bad fruits that bears bad seeds", and you grew up amongst families that kept away from yours. It was years before you understood why your classmates were told by their parents to avoid you. Your grandfather started the La Fontaine criminal history as a petty thief who raised his children to follow in his footsteps as no one would hire an ex-con for regular work. Your father grew up a thief and then a killer when he grew up; his good look looks and dangerous life style attracted your mother to him and together they founded a new generation of criminals.

However, you've never liked your family's image. You found yourself yearning for and missing a normal life. You don't care for the family's thieving, killing and mafia like attitude they're slowly evolving into. However, outnumbered amongst the family you kept these thoughts and feelings to yourself. Instead you decided to do something to improve your situation. While learning the "family business", you also hit the books hard in school, and while not an academic whiz you did manage to round up a scholarship or two to start college.

But when those funds ran out and more couldn't be acquired fast enough, you sunk to a level you hoped to avoid. You became the killer you had been taught to be all your life. The knife twisting in your back was that you have a talent for the craft and began to acquire regular contracts. By the time you earned your bachelors degree in education you had an underworld reputation as a reliable and efficient killer.

Fortunately your reputation allowed you to pick your contracts; selecting only the dregs of society that 'deserved' to be killed. You also found a job as a shop teacher at a high school in Seattle, which has earned you the nickname of *The Babysitter* amongst the criminal underworld. You took it all in stride, happy you've become more than some petty crook. Since starting, you haven't been able to quit the hit man business as you've found it lucrative and have acquired a taste for living the good life, a taste you couldn't keep on a teacher's salary. But one day you plan to earn enough to retire and live a life above and beyond your family roots.

Recently you got word that your youngest sibling Adam had bitten off more than he could chew; he was killed while tailing a hit of his own. The official story was that he was mauled by wolves outside the city limits, but your underworld contacts told you a different story. His hit was actually a mage who commanded hell hounds to protect him and Adam had been torn apart by supernatural monsters.

While you know it's foolish to be vengeful over Adam's death (he knew what he was getting himself into), you've since become a member of the *Lazlo Society* (and then the *Lazlo Agency*), using your talents of killing efficiently and destroying whatever supernatural creatures and monsters you find. Killing a mark is just business. But killing the supernatural? That's personal, and it's gratifying.

Revond t	he Si	inerna	atural™	Skill	Base	Bonus	+%/lvl	Total %	Skill		Base	Bonus	+%/lvl	Total %
Beyond the Supernatural™			Speak English	88	-	1	91	Wardrobe	e & Grooming	50	-	4	62	
Player: Pregenerated Character Sheet			Read English	80	-	2	86	Jury-Rig	Jury-Rig 25		-	5	40	
Character: Samuel LaFontaine			Basic Math	72	-	3	81	Carpentry		25	-	5	40	
Nickname/Alias: "The Babysitter"			I.D. Undercover Agent	30	20	4	62	Basic Me	Basic Mechanics 40		-	5	55	
P.C.C.: Ordinary Human			Undercover Ops	30	20	5	65	Basic Ele	ectronics	30	-	5	45	
Sex: Male Alignment: Aberrant			Munitions Expert	40	15	5	70							
Occupation: Hit man (cover: High School Shop Teacher)			Recognize Weapon Qu.	25	15	5	55							
Attributes Hand to Hand Combat			Boxing		Physical E	Bonuses Or	nly							
I.Q.: 13	Type: Ass	assin		Concealment	20	10	4	42						
M.E.: 15	Numb	er of Attacks:	6	Streetwise	20	15	4	47						
M.A.: 25		Initiative:+	2	Streetwise: Weird	30	15	5	60						
P.S.: 17		Damage:+	7	Tracking (Humans)	25	20	5	60						
P.P.: 13		Strike:+	4	Pilot Automobile	60	10	3	79	Weap	oon Proficiencie	s: Recogi	nize Weap	on Quality	(45%)
P.E.: 14		Parry:+	2	Pick Pockets	25	10	5	50	Paired W	eapons		See pa	age 214 fo	r details
P.B.: 17		Dodge:+		Pick Locks	30	10	5	55	Knife	1		+2	+2	+2
Spd.: 24	Roll w Pu	nch/Impact:+		Tailing	30	10	5	55		odern W.P. List		Strike	Aimed	Burst
Perception: +4		Pull Punch:+		Performance	25	10	5	50	_	s (Expert)		+4	+6	+2
P.P.E.: 2			Natural 20	Swimming	50	10	5	75		Sniper skill)		+2	+6	+1
I.S.P.: -			Natural 20	Running / Jogging	·	Physical E	Bonuses Or		Sniper	, ,		+2 to Aim	ed and Ca	alled shots
Hit Points: 31		ath Blow Roll:		0 00 0		,		,						
S.D.C.: 37														
Armor: Point bl	ank Vest	A.R.: 10	S.D.C.: 70											
Level: 4 Ex	perience Po	pints:	N/A				Weapon	ns & Han	d-to-Hand	Attacks				
				Weapon	Strike	Parry	Range/Re	ach R	Rate of Fire	Shots/Ammo	Weight	Damag	ge	
Special Abilities/Skills			*Dragunov sniper rifle	+3/7	-	4000	ft	single	20/40 (2 clips)	10.3 lbs	5. 5D6			
Observant (+2 to Perception Rolls)			*9mm Beretta M92 Pistol	+5/6		135 f	ft s	single / burst	12/36 (3 clips)	clips) 2.13 lbs. 3D6+1(s) / 3D6+1		+1 x2(b)		
Charismatic (+2 to M.A.)			9mm Uzi w/silver bullets	-	-	500 f	ft	automatic	30/60 (2 clips)	7.72 lbs		6(5) / 5D6		
	,			Silver Plated Knives	+2/2	+2	40ft if th		melee	6 Knives	1 lb. ead	_	06+2+Dan	· · ·
				Butterfly Knife	+2/2	+2	hand we	apon	melee	1 knife	.6 lbs.		04+2+Dan	-
				Karate Punch / Kick	·				damage roll	ed due to P.S. bo	nus	_	/ 2D6+Da	
				Elbow / Forearm / Knee					-	, etc.) can penaliz			D6+Dama	
								(	, ., ., .	, ,				<u> </u>
Saving Throws	Base	Modifier	Roll Need											
Poison: Lethal	14	-	14											
Poison: Non-Lethal	16		16	Equipment Unique items										
Harmful Drugs	15		15	trench coat, buttoned shirt, slacks, nice boots, leather gloves,							)i Convert	ble w/ all	the option	s
Insanity	12		12	trench coat, buttoned shirt, slacks, nice boots, leather gloves, shooting glasses, weapon holsters, ammo belt, smartphone,										
Psionics	15		15	Silver cross on a necklace, college ring, men's bracelet, wallet, Three bedroom luxury condo in Seattle, Washington										
Magic Spell	12	+1	11	sunglasses, <i>Rolex</i> wristwatch, pocket flashlight, and some										
Magic Ritual	16	+1	15	personal items. Keeps all of his illegal weaponry in a secret stash within city						city				
Coma/Death	10	-		Messenger Bag Contents: large flashlight, basic tool kit, limits to avoid being caught by the au								ony		
Horror Factor		+2		compass, glass cutter, ski mask, digital camera, duct tape,					avoid being cau	gin by the	autionities			
Possession		-						* Sniper rifle and Beretta have laser sights attached to them.						
Curses	15		- 15	night vision goggles, small bolt cutters, spool of thread,				Note: targeting laser is only effective on rifle up to 200ft.						
Disease	15 14		14	a bag of marbles, bottle of expensive cologne, Hooligan tool, pocket mirror, pocket umbrella, some personal items				Joung laser is Un			0 20011.			
Pain	14	-	14	Steel Case: for holding all of his weaponry securely										
	14				1 01 1113 W	superity se	ourory		- 1					

#### Personal Information

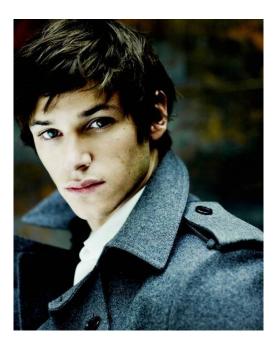
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**Character Details** 

Quotes: "What do I do for a living? I'm a high school shop teacher."

afford these clothes on a teachers salary.

Age: 27 Height: 5' 10" Weight: 164 lbs. Hair: black; "trendy bed head" style								
Eyes: brown Birth Order: 2nd born of four Money: \$2000.00 in cash on hand								
General Appearance: Wears extremely trendy & classy clothing in public and on the job.								
Even at home at his leisure he tends to dress down only to business casual clothing.								
Most people peg Samuel as being very "metrosexual" due to his manners and style.								
Disposition: Extremely patient, vigilant, charismatic, well mannered and poised in public.								
Family Origin: Of French descent w/ some family history of paranormal phenomena.								
Environment: From a lower middle class family of thieves/thugs/killers from Denver, CO.								
Sentiment toward Mages & Psychics: Indifferent towards them. Wouldn't hesitate to kill								
a psychic or magic scumbag (especially at the right price), but only in that case.								
Sentiments toward Supernatural: Hates them with a seething passion! Lost a brother to								
Hell Hounds over a year ago and has been hunting down and destroying them even since.								
Goals in Life: Make enough hits to retire wealthy and take up other interests, like hunting								
the supernatural for sport or becoming a master chess player.								
Insanity: Samuel has a phobia of large crowds. Even as few as a dozen people bothers him								
to the point of panicking and fleeing the area.								



Miscellaneous								
Leap	ing Dist	ance: Up:	2ft / 4ft (P)	Across:	4.5ft / 9ft (P)			
Run:	16.3	mph (max)	14 melees	360 feet per melee	60 feet per attack			
Swim:	4.6	mph (max)	14 minutes	102 feet per melee	17 feet per attack			
Bonus te	o Trust:	84% Bonus	to Charm: 35%	Maximum Carrying	Weight: 170 lbs.			

"If its any comfort to you, I won't shoot you in the face. A mark no one can recognize is worthless								
and I don't work for free."								
"If you weren't a scum bag, a child molester and a murderer I might feel bad about killing you."								
"If god wanted the supernatural to live, he wouldn't have created me."								
"Sure, my car looks pretty expensive, but I bought it used and I know a guy who knows a guy,								
who gave me a deal I couldn't pass up. I couldn't afford such an a pricey car otherwise."								
"You never go hungry in my line of work, because as long as there are two people alive on this								
earth, someone is going to want the other guy dead."								
"I see that you like my silver plated knives. I make these myself, you want one?"								
Contacts								
Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one	e of							
the lead agents of the Seattle based Lazlo Society and regularly works with Sam								
Name: Dr. Angela Jean Strauss Occupation: Parapsychologist Notes: Works with Ajax								
regularly, but gets the impression that she wants nothing to do with him as he's not a psychic.								
Name: Anita Burkette Occupation: Fashion Designer Notes: Enjoys working w	/ith							
Anita and has thought of asking her out a few times; just working up the nerve to do it.								

"I occasionally model for a local men's clothing store and get to keep what I model in. I couldn't

#### **Special Equipment**

Name:	Night Vision Goggles	Type:	Espionage Tool	Description:	Vision Enhancement				
Abilities: An passive optics system that intensifies the images by amplifying the available light in									
the area. Range: 1600ft									
Name: Infrared Distancing Binoc. Type: Optic Tool Description: Specialized Binocula									
Abilities: A high-powered optical enhancement with infrared adjustments, cross hair indicator lines,									
and digital readout of estimated distance and rate of travel. Range: 2 miles									
Name:	"Hooligan Tool"	Type:	Entry Tool	Description:	S.W.A.T. Entry Tool				
Abilities: A long, 1 inch thick, stress-proof bar, heat treated for durability and strength. On one end									
is a large chisel, spike-like, pry bar, the other end is a claw/chisel point (crowbar-like).									
Name:	Small Portable Tool Kit	Type:	Field Equipment	Description:	black hard plastic case				
Abilities: Includes a set of screwdrivers, pliers, wrenches, hammer (1D6+1) damage, scissors,									
ice pick/hole punch, battery operated drill, duct tape and a small selection of nails & screws.									
Name:	Silver Bullets & Knives	Type:	Weaponry	Description:	Munitions				
Abilities: While 9mm silver bullets and knives do normal damage, they do x2 damage to beings that									
are vulnerable to silver.									
			Mataa						

Notes

### 9mm Uzi damage notes: A **short** burst of five bullets does 5D6 A long burst of fifteen bullets does 5D6x3 (counts as two attacks) A burst of the **entire magazine** does double the damage of a **long** burst. NOTE: Full burst must be performed as the first attack that round and uses four of Sam's actions

(four actions encompasses emptying the clip, then reloading or switching his weapon).

See page 42 of 1st edition Beyond the Supernatural book for info on shooting sprays.