

Zain Elvis Lomax

Alignment: Unprincipled **Occupation:** Bail Recovery Agent
P.C.C.: Psychic Diviner

I straight up tell y'all what right now... I didn't plan on being no bounty hunter when I grew up or anything like that. I wanted to do something fun and exciting, like play baseball for the Cardinals or the Red's, or something like that.

But nah... I grew up in "Park Hill", the worst hood in Louisville to grow up in. My folks spent more time in jail than out, so my assnat of an uncle watched over me and my four siblings. Well... he was supposed to anyway, but he was usually too high or drunk to care... or even notice we were around, unless we were blocking the TV. So naturally, we all grew up like hood rats. Stealing, vandalism, destruction of property, getting high and all that was basically my whole damn childhood. I blew my chances to ever play pro ball before I was barely in my teens.

Like I said, I grew up tough in a tough hood, and after I dropped out of High School, I got a job as a warehouse worker. I worked there for most of the last seventeen years. I tried to get out and find a better gig, like the time I worked in the "Louisville Slugger" factory for a summer, or that short time I was in an electrician's apprenticeship. but eventually I'd screw it up and wind up back at the warehouse.

I wasted all my free time drinking, or doping, or causing trouble ... you know, just plain makin' one bad decision after another. I'd basically given in to the idea that this was gonna be my whole life. I hated it, but what else was there? Prison? But then I met "ol' Grizzly".

After a night of drinking, following by a bar fight, I was spending an overnighter in the tank with this guy named Billy "The Grizzly" McAdams. Now Billy's was in the tank for similar reasons. We got to talkin' and we just hit it off. Similar life stories and all that. We became good buds overnight and started hangin' out. I learned that he was a bounty hunter, and in time I realized that bounty huntin', or being a "Bail Recovery Agent" as the gov'ment calls it, would be an ideal job for me.

This was especially true as my diviner abilities began to show up around that time. I've always had a good eye for things, but being a diviner takes it to a whole other level. Over the next few years, I cleaned up my act, got my GED, my Level III (armed) Security Officer license, and I learned the job working alongside Billy while figuring out my new psychic abilities. Then came high time to head out and make my own way for a while.

That's how I ended up here in Seattle. There's lots of bounty huntin' work in Pacific North West, and lots of supernatural sum' bitches to deal with. When it comes to investigating, I follow the signs, I help the Lazlo folks hunt them supernatural sum' bitches down, and then I help em kick some ass!

Lazlo Society

Name: Zain Lomax

P.C.C.: Psychic Diviner

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Occupation: Bail Recovery Agent

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Observation Notes:

- uses a divining rod to track both people and monsters.
- Can read signs, omens, and portents of things to come.
- Can read palms and sense various aspects of people by touch.
- Can see the aura of supernatural beings and magic energy.
- Can hurl mind bolts.
- Loves his shotgun.



12531065060 POLAROID 3 W
"I've got your sign right here"

Seattle, Washington

Dr. Edmund Smythe

Lazlo Agency

Unique Items

Rides a five year old Harley-Davidson vivid black Road King Classic
Keeps extra clothing and personal items in a spare backpack

Currently renting the 2nd floor of a house in Tacoma; its small but meets his needs. Belongings in his home include standard wardrobe, athletic wear, boxing gloves, some dress clothes, one suit, PC laptop, printer, wi-fi, extra surveillance gear and a small but growing collection of WWE and baseball related merchandise.

****Sap Gloves:** adds +2 to punch damage while wearing, but has a penalty of -5% to all skills that requires the use of his hands.
Takes a melee round to find and put them both on.

Age: 35 Height: 6' 4" Weight: 260 lbs. Hair: brown, but greying; hairline's already goin' north
 Eyes: brown Birth Order: 3rd born of five Money: \$30,000 in savings, \$300 in cash on hand
General Appearance: Lots of tattoos, scars, a goatee and durable biker gear on a gruff exterior. Speaks with a harsh southern drawl that makes him sound 'dumber' than he is.
 Has a constant glaring 'stink eye' look, like he's always angry at you for something you did. That glare goes well with his regularly grumbling and complaining about things under his breath.
Disposition: A cocky, self reliant, tough-guy type; likes to take charge and take needless risks.
Family History: *"I think maybe grandma was psychic. Or crazy. Or both. That's about it."*
Environment: From a lower class family "full of white trash and criminals" in Louisville, KY.
Reason for Paranormal Investigating: *"Look, I'm a late bloomer; aint been doing this long. But I guess I do it cause I'm good at it, and because... well, why not? Someone's gotta do it, right?"*
Outlook on being Psychic: *"I aint been psychic all that long and so I'm still learning how it works, but I tell you what... tracking down monsters is a lot more interesting than tracking people."*
Goals in Life: *"Y'all know what? I'm hopin' to get rich someday and settle down somewhere nice, like in the bayou's or somewhere like that... I likes me them bayou's."*
Insanity: Has a soft spot for women & children and is protective of them. Violent acts against them can send Zain into a fit of hysterical aggression on the poor bastard that upset him. Zain has been known to take pro bono bounty work when it involves tracking men who beat women and children.

Knee, forearm & elbow guards	Description: metal based protective sports padding
Abilities: Padding is designed with stainless steel, EVA foam, PU Leather and Elastic Bands. Designed for extreme sports protection, but also good for defending against physical attacks. Covers knees, shins, elbows and forearms. -5% to all physical skills due to weight and bulk.	
A.R.: 8 S.D.C.: 40 for each guard; adds +2 to Roll with Impact attempts.	
Note: Can use guards for parrying without risking damage; must be targeted to take damage.	
Kel-lite Flashlight	Description: rust proof, heavy duty flashlight
Abilities: Designed for law enforcement and reputed to be "near indestructible". 10x brighter than a normal flashlight and does 1D6 damage as a blunt weapon.	
silver plated trench knife	Description: "Brass knuckles with a blade, baby"
Abilities: Silver plated blade does 1D6 damage, but 2D6 damage to beings vulnerable to silver. Knuckle grip doubles as "brass knuckles" and does 1D6 blunt damage (2D6 if vulnerable to silver).	
"Louis"	Description: wooden dowsing rod
Abilities: Cut and carved from a tree branch that was used to make <i>Louisville Slugger</i> baseball bats. Zain simply found it on the factory floor one afternoon and it just felt right in his hands.	
"Iron Side"	Description: "basically two pieces of rebar welded together"
Abilities: Two pieces of modified rebar welded together and bent into a Y-Shape for dowsing. Can be used as a dowsing/bashing weapon that does 1D6 damage. Note: "A friend made this for me."	
"My Favorite Old Toy"	Description: a slingshot modified into a dowsing rod
Abilities: Fashioned from a slingshot Zain's had since he was a kid. Can refashion it back into a slingshot in one melee round if desired (1D6 damage); has a pouch of ball bearings for ammo.	
motorcycle helmet	Description: 3/4 helmet with sun shield
Abilities: A common motorcycle helmet, designed in the Classica style; painted black & tinted visor. While worn, helmet provides an A.R. of 14 to his head, and has 50 S.D.C., but is -2 to Perception.	
electrical repair kit	Description: a basic electrician's tool kit in a black case
Abilities: Includes 9 piece insulated screwdrivers, a voltage test screwdriver, and 4 piece VDE pliers. "I was in an electrician's internship once. It didn't take, but I have a knack for fixin' electrical stuff."	

Leaping Distance: Up: 3 feet / 6 feet (Power Leap) Across: 6 feet / 12 feet (Power Leap)
Run: 12.2 mph (max) 19 melees 270 feet per round 54 feet per action
Swim: 9.5 mph (max) 19 minutes 216 feet per round 43 feet per action
 Max Carrying Limit: 480 lbs. Max Lifting Limit: 960 lbs. Can throw 480 lbs. up to 12 feet away.

Reading Signs: page 40: Reads signs, omens and portents of things to come.	-
Reading Clues and the Obvious (40%): page 41: Recognize obvious clues and trails concerning magic, monsters and the supernatural. +10% when the signs point to fakery, forgery or no paranormal involvement	
Palm Reading: page 41: Derives knowledge & information from reading a person's palm. Note: Requires physical contact, sufficient light and close examination of the palm for at least one minute.	3
Touch Conveyance: page 42: Derives information from reading the flow of energy in and around the person being touched. Requires <i>physical contact</i> of the subject for at least five seconds to work.	5
See Aura of the Supernatural: page 42: Can see the aura of supernatural beings and recognize what they are from the aura alone, provided they've seen it before. Range: 300 feet.	2
See the Aura of Magic: page 42: Can tell if an object is charged with or contains magic energy (P.P.E.) and therefore, whether it is a magic item or a cursed object; can see if the energy emanations are good/beneficial or evil/destructive. Can also tell if the object is possessed. Range: Must be within 10 feet of the object	4
Object Read: page 122: Receive impressions and images from an object regarding its use, history and owner. Impressions: 60%, Images 52%, Present 42% (must spend an extra 4 I.S.P. to read)	6
Mind Bolt: Hurl a bolt of mental force at a visible target. See <i>Creature Feature</i> (page 122) for damage list. All bolts are +4 to strike, but adding an additional 10 I.S.P. increases the bonus to +6. Range: 60 feet.	
Mind Block: page 121: Can completely close himself off from all psychic / mental emanations. Cannot sense anything (closed off), nor use other psychic abilities, nor be influenced by others.	4
Sense Evil: page 126: Sense the general location and number of nearby supernatural beings.	
Range: 140 feet. Can also sense evil humans / mortals within 6 feet.	2

Zain's *Louisville Slugger* is a very personal item to him; he made it himself one summer while working at the factory (another failed attempt at getting out of warehouse work). Would be very upset if he lost it.

Zain loves watching & playing baseball. His favorite teams are the *Louisville Cardinals* and the *Louisville Bats* (and by extension its major league affiliate, the *Cincinnati Reds*). When he was a kid, Zain dreamt of going pro and getting on the Cardinals roster. Most of Zain's possessions that are "back home" with his family is mostly baseball related paraphernalia. Note: He plans to make a trip home to retrieve it all someday.

Boxing Note: Adds +2 to punch damage and automatically knocks out an opponent on a natural 20 for 1D6 rounds. Does not have to declare that he's trying a knockout punch while wearing them.

Mind Bolt, Revisited

Range: 100 feet per level of experience. Line of sight required.

Duration: Instant.

I.S.P.: Varies; 6, 9, 12, 20, or 40 I.S.P. depending on damage amount.

Mind Bolt is most effective against supernatural beings (full damage). Against humans, animals or physical objects the Mind Bolt only does a small fraction of the damage.

The psychic focuses his psionic energy and unleashes it as a nearly invisible bolt of mental force and hurls it at a target with amazing accuracy and varying amounts of damage depending on the I.S.P. spent. Though the Mind Bolt is invisible to the naked eye, it can be seen by those with optic systems or abilities to see different spectrums of light. This includes infrared, ultraviolet, and passive nightvision mechanical systems as well as beings able to See the Invisible via psychic ability, magic, or natural ability. As you might expect, it appears as a bolt of white energy. **Note:** If it can be seen, a person can *try* to dodge or parry the blast but suffers the usual penalties for dodging any gunfire or energy blasts (none of the character's usual dodge/parry bonuses and an additional -10 to dodge/parry).

This is a physical energy bolt created by psychic energy and force of will. As such, it inflicts physical damage upon whatever it strikes, whether it is a human being or a physical object like a computer, table, body armor, vehicle, wall, tree, and so on. Since people tend to be physically oriented and used to using their hands, most psychics point with their hand or finger at the target they want to strike. Some even make a throwing motion. However, the energy appears in front of the psychic and is instantaneously launched at the target. If the individual is pointing with a finger or hand the bolt seems to come from it. However, this means with practice and focus, the psychic can fire the Mind Bolt by simply staring at the target!

Line of sight is required in order to strike a target with any measure of accuracy. Firing off a Mind Bolt blind means no bonuses apply and, in addition, is -10 to strike. This applies whether the psychic cannot see due to darkness, fog, being blindfolded, or any reason. Firing blind is dangerous because the energy will hit something and that might be a friend, ally, innocent bystander, or valuable piece of equipment. However, if the blinded psychic knows his target is directly in front of him, or to his side, especially if the target is touching him (this might include objects like a rope or chain that binds the characters), the additional penalty for being blind is reduced to only -3, not -10.

Bonus to Strike: All Mind Bolts are +4 to strike, but adding an additional 10 I.S.P. increases the strike bonus to +8! Must be able to see the target for these bonuses to apply.

The amount of damage the Mind Bolt inflicts depends on the amount of I.S.P. spent on the blast and usually inflicts S.D.C./Hit Point damage. This is a *physical attack* that inflicts physical damage. It does not affect the mind of its victim and will strike the armor of anybody wearing body armor.

6 I.S.P.: 1D6 damage. No damage to a human, animal or object.

9 I.S.P.: 2D6 damage. No damage to a human, animal or object.

12 I.S.P.: 3D6 damage. One point of damage to a human, animal or object.

20 I.S.P.: 6D6 damage. 1D4 points of damage to a human, animal or object.

40 I.S.P.: 1D6x10+4 damage. 2D4 points of damage to a human, animal or object.

Ley Lines: Ley lines and nexus points double the range.

A.R. (Armor Rating): A.R. applies as usual, meaning to strike and do damage to the individual wearing armor, the roll must exceed the A.R.

Special: 1. Ghost Buster: The nature of Mind Bolt energy is such that it does damage to ghosts, Entities, Elementals, and energy beings!

2. Astral Beings & Travelers: A Mind Bolt can be used in the Astral Plane against Astral Beings, Astral Travelers, and other things located in the Astral Plane. HOWEVER, an Astral Being/Traveler or psychic in Astral Form can NOT use Mind Bolt against a person or any target located in the physical world while he is in the Astral Plane or in Astral form.