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 asshat 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!

Laz o Society

Name: Zain Lomax

P.C.C.: Psychic Diviner

Alignment: Unprincipled

Occupation: Bail Recovery Agent

For Authorized Personnel Only

- 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.



"I've got your sign right here"

Beyond the Supernatural

Player: Pregenerated Player Character Character: Zain Elvis Lomax Nickname/Alias: P.C.C.: Psychic Diviner (pages 38-43) Sex: Male Alignment: Unprincipled (trying to be better) Occupation: Bail Recovery Agent / Bounty Hunter **Hand to Hand Combat** Attributes I.Q.: 10 HTH: Expert (favors punching) M.E.: 20 Actions per Round: 5 Initiative:+ 1 M.A.: 16 24 Damage:+ 9 P.S.: P.P.: 17 Strike:+ 3 P.E.: 19 Parry:+ 7 P.B.: 11 Dodge:+ 8 Spd.: 18 Roll with Impact:+ 5 P.P.E.: 3 Pull Punch (11+):+ 4 I.S.P.: 14 Knockout/Stun Roll: S.D.C.: 59 Critical Strike Roll: Natural 20 Death Blow Roll: Hit Points: 32 Perception: +4 (+4 bonus when looking for "signs") armored vest & guards A.R.: 12 S.D.C.: 100 Level: 3rd Experience Points:

Special Abilities/Skills

Psychic Dowsing: 35% Range: 1.5 miles (pages 39-40)
Reading Signs: Read omens and portents of things to come.

Reading Clues and the Obvious: 50% (page 41)

Palm Reading (page 41) Cost: 3 I.S.P.

Touch Conveyance (page 42) Cost: 5 I.S.P.

See the Aura of the Supernatural (page 42). Cost: 2 I.S.P.

See the Aura of Magic (page 42) Cost: 4 I.S.P.

40% bonus to invoke trust or intimidation in others

Saving Throws Horror Factor	Base	Modifier +3	Roll Needed
Poison: Lethal	14	+2	12+
Poison: Non-Lethal	16	+2	14+
Harmful Drugs	15	+2	13+
Insanity	12	+2	10+
Psionics	10	+4	6+
Magic Spell	12	+3	9+
Magic Ritual	16	+3	13+
Coma/Death		+8%	
Possession		+1	
Curses	15	+1	14+
Disease	14	+3	11+
Pain	16	+2	14+
Magical Disease		+1	

Impervious to Negative Energy (see page 42)

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	90
Literacy: English	80	-	2	84
Mathematics: Basic	72	5	3	83
Pilot: Automobile	60	10	3	76
Pilot: Motorcycle/Snowmobiles	60	10	4	78
Undercover Ops	30	25	5	65
Interrogation	30	10	5	50
I.D. Undercover Agents	30	20	4	58
Find Contraband	26	10	4	44
Streetwise	20	10	4	38
Basic Electronics	30		5	40
Computer Operation	60		3	66
Land Navigation	36	10	4	54
Tailing	30	10	5	50
Pick Locks	30	20	5	60
Law (General)	35	15	5	60
Lore: Geomancy / Ley Lines	30		5	40
Lore: Demons / Monsters	30	-	5	40
Swimming	50	_	5	60

Skills	Base	Bonus	+%/lv	Total%	
Athletics (General)	physical & attribute bonuses				
Boxing	physical & attribute bonuses				
Wrestling	physical & attribute bonuses				
Physical Labor	physical & attribute bonuses				
First Aid	45	-	5	55	
Hobby: WWE Pro Wrestling	30	-	5	40	
Hobby: Baseball	30	-	5	40	
	_				
Weapon Proficiencies: Reco	-		Quality (3	35%)	
Weapon Proficiencies: Reco	-	/eapon (Quality (3	35%) Throw	
-	-	ike			
Ancient Weapon Proficiencies Knives Blunt (bat, pipe, crowbar, etc.)	Str + +	ike 1 2	Parry +2 +2	Throw	
Ancient Weapon Proficiencies Knives Blunt (bat, pipe, crowbar, etc.) Modern Weapon Proficiencies	Str + +	ike 1 2	Parry +2	Throw	
Ancient Weapon Proficiencies Knives Blunt (bat, pipe, crowbar, etc.)	Str + +	ike 1 2 ike	Parry +2 +2	Throw +2	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
SIG Sauer P320 Pistol	+1 / +3	Aimed	135 feet	single / burst	17 / 2 clips	3 lbs.	3D6; 3 round burst does 6D6 damage
37M Ithaca Shotgun	+2 / +4	Aimed	150 feet	single	5 / 10 shells	6.5 lbs.	5D6 per successful blast
Louisville Slugger	+5	+9	+3 / 36 feet	melee		7 lbs.	1D12+10 per successful strike
Karate Punch** / Kick		Called shots (nose, eyes, groin, etc.) can penalize target 2D4+11 / 1D8+9 per successful strike					
Elbow / Forearm / Knee	No	Note: Called Shots & Power Strikes cost two attacks to perform 1D6+9 per successful strike					
Crush / Squeeze attack	Does 1D4+9 damage per each squeeze attack. Each "squeeze" counts as 1 attack.						
Body Block / Tackle	Does 1D4+9 damage and opponent is knocked down; loses one attack and the initiative for the rest of the round.						
Disarm Attacks	Needs a Natural 17-20 as a defensive move; has a +5 strike bonus to all offensive disarm attempts.						
Pin / Incapacitate	On a natural roll of 18-20, holds the opponent in such a way that neither of them can physically attack or move.						

Note: Strike and Parry bonuses from both Hand-to-Hand Combat and Weapon Proficiency are included

Equipment

biker vest, undershirt, jeans, smartphone, Hollister boots, wallet, sunglasses, skull cap, wristwatch, compass, biker gloves, pistol & ammo holster, silver cross on a necklace, set of handcuffs, pack of Marlboro's, Zippo lighter, deck of cards, pocket flashlight, nylon sheath & nylon shoulder harness for trench knife

Dobby polyester backpack contents: Kel-light Flashlight, ID cards, notebook, 2 pens, atlas of the U.S., topographical maps, first aid kit, foot powder, small hand pick (1D6), mini-folding shovel (1D4), deck of Tarot cards, dowsing pendulum, basic lock picking set, digital camera, 2-way radio, pack of green chemical lights (12), pack of road flares (6), binoculars, and one of his dowsing rods.

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.

Zain's Personal Information

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. **Zain's Special Equipment** 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 Louisville Slugger 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 blunt/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."

Weight and Movement

Leaping Distance:Up: 3 feet / 6 feet (Power Leap)Across: 6 feet / 12 feet (Power Leap)Run:12.2mph (max)19melees270 feet per round54 feet per actionSwim:9.5mph (max)19minutes216 feet per round43 feet per actionMax Carrying Limit:480 lbs.Max Lifting Limit:960 lbs.Can throw 480 lbs. up to 12 feet away.

Psychic Diviner Information Base I.S.P.: 14 Note: Base I.S.P. increases by 2 at every new level of experience. Multipliers: Under the Microscope: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10 Psychic Diviner Abilities Psychic Dowsing (35%): page 40: Use a dowsing rod to sense & follow magic energy, water, earth energy / ley lines, places of power, beings (mortal & supernatural) and more. See page 40 for bonuses and/or penalties Must have a starting point and the target of his search must be within a 1.5 miles of him. I.S.P. cost is 2 for every 10 minutes of dowsing. 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. Touch Conveyance: page 42: Derives information from reading the flow of energy in and around the person being touched. Requires physical contact of the subject for at least five seconds to work. 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. 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 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) Mind Bolt: Hurl a bolt of mental force at a visible target. See Creature Feature (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. 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.

Character Notes

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: <u>1. Ghost Buster</u>: 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.