

Beyond the Supernatural™

Player: Pregenerated Character Sheet

Character: Ludovigo De Luigi

Nickname/Alias: "Vigo, "Da' Vig" and "Ludo"

P.C.C.: Ordinary Human (pages 64-67)

Sex: Male Alignment: Anarchist (was Scrupulous)

Occupation: Owner/Manager of "De Luigi's" Deli

Attributes

I.Q.: 11

M.E.: 10

M.A.: 20

P.S.: 20

P.P.: 17

P.E.: 21

P.B.: 9

Spd.: 15

Perception: +2

P.P.E.: 2

I.S.P.: -

Hit Points: 43

S.D.C.: 44

Armor: Bulletproof Vest

Level: 5

Hand to Hand Combat

Type: Basic (brawling styled)

Number of Attacks: 5

Initiative: +2

Damage: +6

Strike: +4

Parry: +3

Dodge: +3

Roll w Punch/Impact: +5

Pull Punch: +2

Knockout/Stun Roll: -

Critical Strike Roll: Natural 20

Death Blow Roll: -

Special Abilities/Skills

Good with his Hands (+1 to P.P.)

Tough Guy (+1 to P.E.)

Wiry but Strong (+3 to P.S.)

Fearless (+2 save vs. Horror Factor)

Saving Throws

Poison: Lethal

Poison: Non-Lethal

Harmful Drugs

Insanity

Psionics

Magic Spell

Magic Ritual

Coma/Death

Horror Factor

Possession

Curses

Disease

Pain

Base

Modifier

Roll Needed

14

+3

11

16

+3

13

15

+3

12

12

-

12

15

-

15

12

+3

9

16

+3

13

+12%

-

+5

-

-

-

15

-

15

14

-

14

14

+3

11

Skills

Speak English

Read English

Basic Math

Speak Italian

Read Italian

Cook: Professional

Physical Labor

Business & Finance

Pilot Automobile

Computer Operation

Public Speaking

Brewing: Basic

General Repair/Maintain

Preserve Food

Streetwise

Streetwise: Weird

Juggling

Palming

Gambling (Standard)

Base

Bonus

+%/lvl

Total %

88

-

1

92

80

4

2

88

72

6

3

90

50

10

3

72

40

10

5

70

35

20

5

75

Physical and Combat bonuses only

35

20

5

75

60

6

3

78

60

10

3

82

30

10

5

60

25/30

10

5

55/60

45

10

5

75

30

-

5

50

20

-

4

32

30

-

5

50

35

10

5

55

20

-

5

40

30

-

5

50

Skills

Lore: Religion

Lore: Demons/Monsters

Lore: Bogey Man

Base

Bonus

+%/lvl

Total %

35

10

5

60

30

5

5

55

Special bonus skill

95

Weapon Proficiencies: Recognize Weapon Quality (45%)

Ancient W.P. List

Strike

Parry

Throw

Targeting

Critical on 19-20

+2

Knife (Expert)

+4

+4

+6

Axe

+2

+1

+3

Paired Weapons

See page 214 for details

Modern W.P. List

Strike

Aimed

Burst

Handguns

+2

+4

+1

Weapons & Hand-to-Hand Attacks

Weapon

Strike

Parry

Range/Reach

Rate of Fire

Shots/Ammo

Weight

Damage

Meat Cleavers

+8/+10

+7

40ft if thrown

melee

2 cleavers

1 lbs.

1D8+8

Carving Knives

+8/+10

+7

40ft if thrown

melee

4 knives

1 lbs.

1D6+9

Throwing Knives

+8/+12

+7

50ft if thrown

melee

8 knives

1 lbs.

1D4+8

Large Chopping Axe

+6/+5

+4

30ft if thrown

melee

one axe

7 lbs.

2D8+10

Silver Coated Hatchets

+6/+9

+4

40ft if thrown

melee

2 hatchets

2 lbs.

1D6+9 / 2D6+9(S)

*Ruger Super Redhawk

+2

-

135ft

single

6/12 rounds

4.5 lbs.

1D4x10 per shot

Punch / Kick Attack

Called shots to specific areas (nose, eyes, groin, etc.) can penalize target

1D4+6 / 1D8+6

Disarm Attacks

Needs a natural 17-20 as a defensive move, gets a +2 to offensive disarm attempts.

Equipment

trench coat, buttoned shirt, Dockers, good shoes, pistol holster,

knife belt, pack of cigarettes, Zippo, silver cross on a necklace,

flask of whiskey, wallet, handkerchief, ski mask, pocket flashlight,

and some personal items.

Messenger Bag Contents: large flashlight, bottle of aspirin,

bottle of Jack Daniels, large rag, bag of beef jerky, duct tape,

sharpening stone, a tube of epoxy resin, small utility knife (1D4),

map of Seattle, map of Washington State, multi-tool,

small canister of ground pepper, diary of Bogey Man research

Unique items

Owens a six year old red Dodge Ram pickup truck

Lives in a two bedroom apartment above his meats & deli shop

Shop is located in the *Central District* of Seattle

***Weapon Note:** Ruger fires single shots only.

The Ruger Super Redhawk 44.Magnum Double Action Revolver uses *Hollow Point* rounds that does 1D4x10 to humans/monsters but only 3D6 to solid objects (walls, doors, armor, etc.)

Vigo's Personal Information

Age: 42 Height: 5' 11" Weight: 173 lbs. Hair: black (greying); short but unkempt.
Eyes: brown Birth Order: 2nd born of three Money: \$100.00 cash on hand
General Appearance: Wears buttoned shirts with sleeves rolled up and Dockers pants.
Used to keep his hair in a buzz cut and well maintained, but he's been letting himself go
since losing his son "Leo" and researching / finding the Bogey Man that took him.
Disposition: Mean and bitter attitude; seems to have an axe to grind w/ everyone.
Family Origin: From Italian decent w/ definite family history of psychic phenomena.
Environment: Raised in the "Little Italy" neighborhood of New York City.
Sentiment toward Mages & Psychics: Has a big sister with psychic abilities and her
powers came early, so he got to watch her jealously as he never got psychic abilities.
Sentiments toward Supernatural: They destroyed his life! He will never chop up enough
of them before they eventually kill him, but that won't stop him from trying.
Goals in Life: To find the Bogey Man who took took his son "Leo" away from him so he can
personally chop it into pieces and watch it disincorporate into rats.
Insanity: He's become a chain smoker and drinks like a man in need of another drink for
the past few years. While intoxicated he is mean & sloppy: +1 Strike, -2 Parry & Dodge.

Character Notes

While slipping in many ways, his sense of justice and honor have stayed strong.
When he's not intoxicated or on a suicide mission fighting the supernatural, he's a good
man with a big heart for everyone and everything, especially children.
When dealing with the supernatural (especially the *Bogey Man*) Vigo needs to make a
save vs. Insanity to avoid going into an uncontrollable rage and lash out at it with all he
has. When under this rage, he is +1 to Strike and -2 to Parry & Dodge.

Character Quotes

"Nah, I aint scared of dyin'... dat Bogey Man killed me year's ago. I'm just too stubborn ta
lay down yet... so I'm takin' some of those supernatural bastards wid' me before I go!"
"You aint had Italian food until you've had De Luigi's Italian food, baby!"
"You see dis carving knife here? I once carved the skin off a ghoul wid' it... it's so sharp,
it was like going through warm butta. And as for dat ghoul? Well, I'd didn't know dey
could scream, much less scream like little girls."
"Where da heck is dat Banshee? I'll give it somethin' ta wail about!"
"Dat Bogey Man is already dead... it just don't know it yet."
"Got Hell Hounds? I well got silver plated hatchets... BA DA BING, done like dinner!"

Miscellaneous

Leaping Distance:	Up: <u>2.5ft / 5ft (Power)</u>	Across: <u>5ft / 10ft (Power)</u>
Run:	<u>10.2</u> mph (max) <u>21</u> melees <u>225</u> feet per melee <u>45</u> feet per attack	
Swim:	<u>-</u> mph (max) <u>-</u> minutes <u>-</u> feet per melee <u>-</u> feet per attack	
Bonus to Intimidate:	<u>60%</u> Maximum carry weight: <u>400 lbs.</u> Max lift weight: <u>800 lbs.</u>	

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