

ANGELA BUTLER

Name: Angela Butler

Alignment: Miscreant

Attributes: I.Q.: 14, M.E. 12, M.A. 19, P.S. 15, P.P. 13, P.E. 17, P.B. 15, Spd. 27.

Age: 29 **Sex:** Female

Height: 5' 10" (1.78 m) **Weight:** 136 lbs. (61.7 kg)

Hit Points: 46 **S.D.C.:** 32 **P.P.E.:** 2

Disposition: Inquisitive, ambitious, sassy, devious, freewheeling, and independent. She has a chip on her shoulder that is way larger than any camera she carries. She doesn't take crap from anyone. She isn't afraid to bend the truth or the law if it means she gets what she wants. She's out there for the story and the cash it will bring.

Experience Level: 6th level Natural/Genius

Natural Abilities: Electrical Genius [Electrical Hot Wiring (92%), Electronics: Basic (85%)].

Magic: None

Psychic Powers: None

Level of Education: On the Job Training (+10% scholastic skill bonus)

Occupation: Paparazzi/Tabloid Reporter

Scholastic Skills: Language: English (98%), Mathematics: Basic (98%).

Journalist/Investigation Program: Computer Operation (95%), Intelligence (82%), Photography (85%), Research (85%), Writing: Journalism (64%).

Physical Program: Boxing, Hand to Hand: Martial Arts, and Prowl (98%).

Secondary Skills: Athletics (General), Auto Mechanics (65%), First Aid (75%), History (70%), Land Navigation (60%), Lore: Demons & Monsters (1st level: 35%), Lore: Mythology (1st level: 35%), Pilot: Automobile (96%), Streetwise: Urban (55%), Running, W.P. Automatic Pistol (4th level), and W.P. Blunt (4th level).

Attacks per Melee: 4

Bonuses: +6 to parry, +6 to dodge, +2 to strike, +3 to strike with body block/tackle (1D4 damage), +5 to roll with punch/fall, +2 to save vs. horror factor, +5% to save vs. coma/death, +1 to save vs. poison/magic.

Other Abilities: Trust/intimidate 55%, charm/impress 35%, Karate-style kick attack (does 1D8 damage), knock-out opponents for 1D6 melee rounds on a natural 20, and jump kick (critical strike), entangle, and a critical strike on an unmodified roll of 18, 19, or 20.



Character Background: Angela Butler is originally from the Bronx. Angela grew up in a rough neighbourhood; she was hot-wiring cars by her teens. Then she started going for joy-rides. She was eventually apprehended by police, along with a few friends who were all in the same stolen car. A local tabloid reporter, Richard "Dicky" Dixon, pulled some strings and got Angela released and the charges dropped. She asked him what he did that for her when she doesn't even know him. Dicky answered that he did it because he took an interest in her case and he could use someone with the electrical skills that she has. Besides, she now owes him one.

Angela hated being beholden to anyone, especially to some old geezer. She quickly learned the life of being paparazzi and a tabloid reporter – necessary skills to make money. Dicky would constantly call Angela his good luck charm. He taught her everything that he knew – both the legal and illegal dirty tricks of the trade. She has since gone into business for herself. She and Dicky parted ways.

Angela Butler has only recently discovered the existence of the supernatural. She had stopped in a small town called Russellville to get some gas and a bite to eat at a diner when the town was suddenly besieged by zombies. She snapped a few pictures and then got herself back to her car and out of town in record time. She would later hear on the news that the town had been subjected to experimental hallucinatory gas that had drifted in on the prevailing winds from nearby military maneuvers.

Angela knew that what she saw was no mere hallucination. She knew what she saw and besides, she has the pictures to prove it. Or she did, until her apartment building had a fire and the negatives were destroyed along with everything else. She was one of the lucky ones, two score in total, that got out of the burning building with their lives out of several hundred. Angela suspected that the fire was meant to get rid of her evidence and perhaps even herself.

Angela Butler is now on a mission to get proof of the supernatural and then blow the story wide open internationally (and rake in all of the proceeds that such news would generate). She is slightly paranoid that some nameless organization is keeping tabs on her so she plans on exposing them, whoever they may be.

Special Equipment: Angela carries an expandable baton (1D6 Damage) in her purse and an automatic pistol (Range 165 ft. / 50 m, 2D6 Damage, 13 round Mag.).

Weapon Proficiency	Strike	Parry	Throw
W.P. Automatic Pistol	+4 +2 +0		
W.P. Blunt	+2	+2	