

PAULA MOREAU

Name: Paula Moreau

Alignment: Unprincipled

Attributes: I.Q.: 13, M.E. 21, M.A. 19, P.S. 15, P.P. 26, P.E. 18,
P.B. 15, Spd. 31.

Age: 25

Sex: Female

Height: 5' 8" (1.82 m)

Weight: 124 lbs. (56.2 kg)

I.S.P.: 45

P.P.E.: 13

Hit Points: 32

S.D.C.: 33

Disposition: D

Experience Level: 4th level Latent Psychic

Natural Abilities: Recover I.S.P., Open Oneself to the Supernatural (100 ft. / 30.5 m range), Purchase New Psychic Abilities: 11 P.P.E. remaining.

Magic: None

Psychic Powers (I.S.P. Cost): Astral Projection (8), Bio-Manipulation (10), Mind Block (4), Sense Magic (2), and Summon Inner Strength (4).

Level of Education: Bachelor's Degree (+20% scholastic skill bonus)

Occupation: Professional Gymnast/Occult Author/Independent Consultant

Scholastic Skills: Language: English (90%), Mathematics: Basic (98%).

Physical Program: Acrobatics, Gymnastics, and Hand to Hand: Martial Arts.

Technical Programs: Art (72%), History (80%), Lore: Cults & Secret Societies (55%), Lore: Demons & Monsters (70%), Lore: Geomancy & Lines of Power (65%), Lore: Magic (60%), Lore: Religion (55%), Lore: Superstition (65%), Photography (85%), Research (85%), and Writing (66%).

Secondary Skills: Athletics (General), Computer Operation (75%), Dance (45%), Electronics: Basic (45%), Land Navigation (2nd level: 48%), Language: French (70%), Pilot: Automobile (88%), Pilot: Truck (72%), Prowl (90%), Running, W.P. Automatic Pistol, and W.P. Blunt.

Attacks per Melee: 3 physical or psychic

Bonuses: +10 to parry, +10 to dodge, +8 to strike, +9 to strike with body block/tackle (1D4 damage), +7 to roll with punch/fall, +3 to save vs. psychic attack/insanity, +4 to save vs. horror factor, +4 to save vs. possession, +6% to save vs. coma/death, +2 to save vs. poison, +3 to save vs. magic, +2 to save vs. mind altering drugs.

Saves: Needs a 10 or higher to save vs psychic attacks when closed to psychic emanations; Needs a 15 or higher to save vs psychic attacks when open to psychic emanations.



Other Abilities: Trust/intimidate 55%, charm/impress 25%, sense of balance 95%, walk tightrope or high wire 95%, climb rope 98%, climbing 72%, back flip 98%, leap 8 ft. high or 9 ft. across, fearless of heights, karate-style kick attack (does 1D8 damage), and knockout opponents for 1D6 melee rounds on a natural 20.

Savings: \$29,000 in the bank. She has \$21,000 in cash.

Character Background: Paula Moreau is originally from San Francisco, California. She started gymnastics at a really young age and competed throughout grade and high school. It was her skill in gymnastics that earned her a full scholarship at college where she studied sports management with a minor in history (with her personal interest being the occult).

She has always been interested in the occult. Paula has a history of encountering ghosts. When she was a small child, her parents own a house that was reported to be haunted. Paula would frequently see the ghosts of two old women who once owned the house over fifty years ago. The ghosts were neither harmful or hurtful, just curious. She would later see more ghosts while studying at Berkeley. These ghosts were also just curious about Paula Moreau. She seem to have a knack for finding ghosts.

When she retired from competing in gymnastics, she began to write many books about the occult. She explored the history behind some of the most famous (or infamous as the case may be) in her books. She earned herself a reputation as an expert of sorts on such matters. That is what caught the Arclight Foundations attention.

Paula was recruited by the Arclight Foundation. She accepted a consulting position and she is noted for working with multiple field teams, but she is most familiar with the Delta or Echo field teams.

Special Equipment: Paula has been known to carry a collapsible escrima stick (1D8 damage) and an automatic pistol (Range 165 ft. / 50 m, 2D6 Damage, 13 round Mag.) when she knows there's going to be trouble.

Weapon Proficiency	Strike	Parry	Throw
W.P. Automatic Pistol	+4 +2 +0		
W.P. Blunt	+8	+8	