NAME Scott Benson

PROFESSION Techy; Cable Guy

PARANORMAL SOCIETY FPI Boston Chapter

RANK Investigator **INCOME** Fair

LUCK 4 **SIZE** Medium / 0

ATTRIBUTES

BRAWN	Fair
AGILITY	Good
STAMINA	Fair
REASONING	Good
PERCEPTION	Good
WILL	Fair

LEGENDARY
HEROIC
SUPERB
GREAT
GOOD
FAIR
MEDIOCRE
POOR
TERRIBLE

GIFTS

Lucky

FAULTS

Socially Awkward

GEAR

	WEAPON STRENGTH
BRAWN	

PSYCHIC ABILITIES

PSYCHIC DISCIPLINE:

PSYCHIC GIFTS:

PSYCHIC DISCIPLINE:

PSYCHIC GIFTS:

WOUND LEVEL TRACK

LEVEL	1-2	3-4	5-6	7-8	9+
	SCRATCHED	HURT	VERY HURT	INCAPACITATED	NEAR DEATH
PENALTY		-1	-2		
AVAILABILITY	☐☐☐☒	☐☒	☐☒	☐	☐

Skills

Skill	Default Level	Level
Area Knowledge ( )	Poor	
Astrology	Poor	
Athletics	Poor	
Autopsy	NE	
Bluff	Poor	
Climb	Poor	
Concentrate	Poor	Good
Computers	Poor	Great
Craft ( )	Poor	
Cryptozoology	Poor	Mediocre
Decipher Script	NE	
Diplomacy	Poor	
Direction Sense	Poor	
Drive	Poor	Fair
Electronics	NE	Great
Fight	Poor	Mediocre
First Aid	Poor	
Gather Information	Poor	Fair
Ghost Hunting	Poor	Great
Guns	Poor	
Hand Weapons	Poor	
Hypnosis	NE	
Intimidate	Poor	
Jump	Poor	
Language ( )	NE	
Medical ( )	NE	
Mechanics	NE	
Meditate	Poor	
Mythology	Poor	
Occult	Poor	
Parapsychology	Poor	Mediocre
Persuade	Poor	
Pick Lock	Poor	
Pilot	NE	
Profession ( )	Poor	
Read Lips	Poor	
Religions	Poor	
Research	Poor	Fair
Ride ( )	NE	
Ritual ( )	NE	
Science ( )	NE	
Search	Poor	Fair
Seduce	Poor	Terrible
Sense Motive	Poor	
Sleight of Hand	Poor	
Sneak	Poor	Mediocre
Surveillance	Poor	Great
Survival	Poor	
Swim	Poor	Fair
UFOlogy	Poor	
Zoology	Poor	

Miscellaneous Skills

Skill	Level

Supporting Cast

Notes & Clues

Scott Benson

You're a geek. There are no ifs, ands or buts about it. You're a geek and a techy, and you're happy with that. Of course, your brother Jack gives you crap about it all the time, but that's what his kind do to your kind. It's all part of the way the world works, and that's fine with you.

You are a whiz with gadgets. You have custom-built many of the tools that the Foundation for Paranormal Investigation uses. You have built Electromagnetic Frequency Meters (EMF), and hand-held temperature sensors, as well as a few other items. When on an expedition or investigation, you are in charge of all the tech. You will set up motion sensors and cameras, voice-activated audio recorders, and all the other gear for any type of investigation. You are the reason the team needs a van!

You believe in ghosts. You've seen orbs and some wispy apparitions that you can't explain away. You have heard EVPs recorded on your own audio devices, and you know they could not have been faked or tampered with. This discovery has opened your mind, and you now believe that other things may exist that you never before believed in, and if the FPI is going to find one, it'll be because of you!

UFO's have always thrilled you. Of course, your perspective is from the science of them. If you could just get a hold of some of those UFO wreckage that people talk about-well, that would be great!

People You Know

Jeffrey Parker: He's a nut, but he's a good nut. He is obsessed with UFOs, and thinks there's some kind of conspiracy. That's why he works at a gun shop; just in case! He brings guns with him, which has come in handy on occasion. Once he scared a wolf away with his rifle.

Maya Campbell: She is a psychic. You're not sure if all that is for real, but you know that she believes it, and that'll do. She is really nice, and pretty too. You like her. You think she's more to your tastes than Cheryl, and you always try to let her know without being forward. She once told you that your skill with electronics is a gift and is magical.

Collin Hawkes: He says he's been haunted by ghosts for most of his life. He definitely is jittery, and you are certain that he honestly believes what he says. Of course, that does not mean that he really sees ghosts. Still, he's a good man, and he will make a good addition to the team.

Carla Maples: She's a forensic scientist and field agent. She's a skeptic; you don't think she believes in any of the paranormal, but she is really useful in an investigation. She has a way of looking at a scene and picking out all the evidence that you just would never have noticed. It's truly amazing. I think in time she'll come to believe.

Frank Milner: He used to be an FBI agent. You don't know if he washed up or left on his own, but he's pretty bitter about it. He's driven to learn about the paranormal, and he's like a steamroller: you don't want to get in his way! He was a profiler at one time, and so he's always working up profiles of people.