

# Pagan Boy

Real Name: Not revealed

**Known Aliases:** "The Pagan Agent", John "Pagan", "PB"

Strength: Poor  
Agility: Average  
Fighting: Average  
Intelligence: High  
Health: Average  
Psychic: Very High

## Summarised Powers:

### 1. Berserk Rage:

He gains 4 times the Strength, Health and Fighting abilities when he goes berserk. His Mental abilities go down to a quarter what they were and he can only go berserk 3 times a day, on average. His Berserk rage only lasts for around 10 minutes.

### 2. Astral Projection:

He can go on vision quests to other dimensions of the mind! He can also "far see" anywhere in world, his "Astral Spirit" flies to the location at about 1000 miles an hour.

### 3. Fearful appearance

**Cause Fear:** Only when berserk. His face contorts and he almost glows with rage causing fear and terror in all. Witnesses have to test their mental strength or flee immediately.

## Other Skills:

Occult Lore, Computers, Driving

## Contacts:

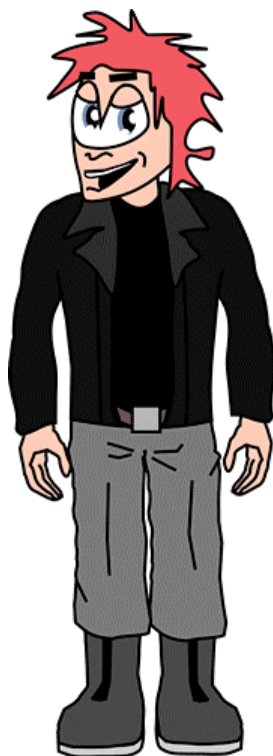
Police & MI6

## Background:

An occult master scientist named Bob taught him his abilities using experimental software, meditation & magic potions. When the British Government get totally desperate they call The Pagan Agent ...

## Equipment:

Pen, Notepad, Phone, Swiss Army Knife, Mini Torch, Watch, Wallet, Keys, leather jacket.



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