

Emilia Sonalii Selena Fernandez

Alignment: Unprincipled **P.C.C.:** Fire Walker

Occupation: Fire Dancer/Performer, Singer & Violinist

Excerpts for Emilia's journal (translated from Spanish):

"We buried papi this morning. It was a simple service. I think he'd have preferred that. When I gave my goodbyes to everyone who attended, I gave them for possibly forever. That thing that killed papi... they call it a "Dar'ota" ... I overheard its master say they were "going up to 'Seattle' for business" (in English), which is a city in America; way up north, close to Canada. But if that's where it is going, then so am I. I packed my things before the funeral, and I started heading north as soon as I left. I don't know why it killed papi, but I will avenge him. I know that vengeance is a sin, but justice is not.

Mexico City has always been my home, and I've never left my family. The idea of leaving behind my home and my family behind is terrifying. But I'm determined to find that thing and destroy it, no matter what. I writing in this journal so in case I don't come home, my family might understand why."

"I am in Seattle. It has taken me weeks to get here, but I did it. It is very different from Mexico City. There are so many trees here. The sky is steel gray, overcast and rainy most days. I can see mountains with snow on them in the distance. The people here are very different, but they are interesting and they are kind to me. I've been asking around, and I may have a lead on the Dar'ota. Its master is a drug mule or a dealer or something. But why did it kill papi? He never touched a drug in his life. When I find it (and maybe its master) I'll get answers."

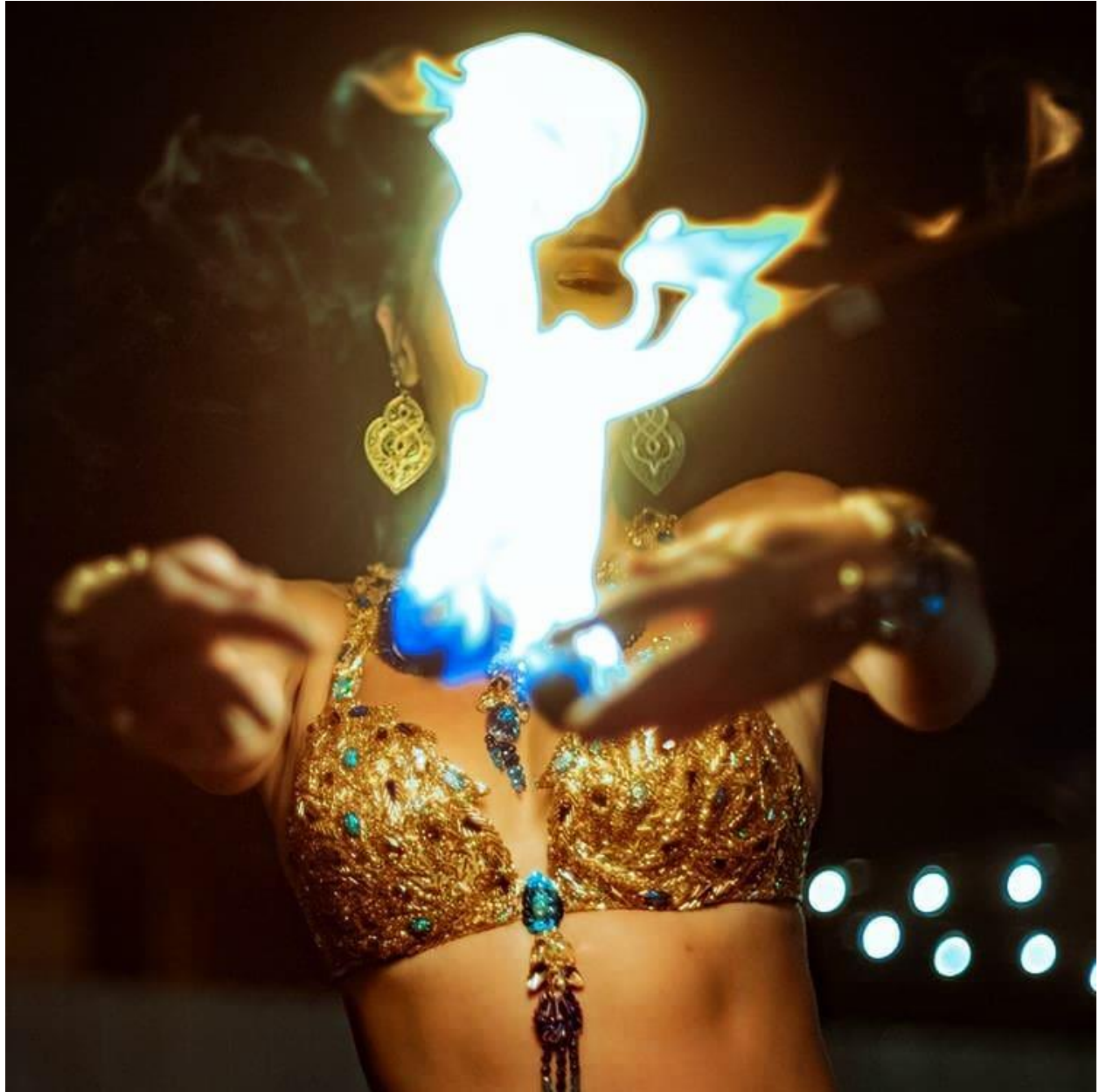
"I've been here six months. I have not found it yet. I'm worried that I will never find papi's killer. Meanwhile, I've found a place to stay. I share it with an artist, she's a painter. It's located near the 'Pike Place Market'. A lot of artists, singers, musicians, and performers live nearby and work there. I make decent money doing the same live performances I did back home, as well as singing and playing papi's violin. I miss home, but I like the performer lifestyle here."

"I joined a group of people called the 'Lazlo Society' to help me find it. They have psychics (Fire Walkers like me and other kinds), lots of monster hunters and a few experts on the supernatural as well as magic. There are many supernatural creatures in Seattle, and they deal with all of them. I've been involved in several 'paranormal investigations' already. Last night, together a group of us found and destroyed a Dar'ota, but it wasn't my Dar'ota. Still, the investigations are good practice for when I find the Dar'ota, if I ever find it."

"I HAVE AVENGED PAPI! I engulfed the Dar'ota in psychic flames, and watched it burn to ashes. It was satisfying, but it didn't take away the pain of losing him, not like I hoped. It confessed to me that it killed papi because 'he witnessed a drug deal; wrong place, wrong time.' My papi was killed for nothing! I wanted to kill its master, but I settled for subduing him and calling the police. The Lazlo Society members there with me said that he'll go to prison for a long time. I can live with that."

"I've decided to stay in Seattle. I've been here almost a year, and I like it up here. I make better money than I did back home, and I get more interesting gigs and performances. I've even started performing in special events and ceremonies. The people here really appreciate my fire performing, dancing, singing and violin playing. I also like working with the Lazlo Society; they are good people who are good at hunting monsters, and they're teaching me about being a psychic and how to use my abilities well. I look forward to seeing where life here will take me."

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Beyond the Supernatural

Player: Pregenerated Player Character

Character: Emilia Sonalii Selena Fernandez

Nickname/Alias: "La Doncella De Fuego" (Fire Maiden)

P.C.C.: Firewalker (pages 43-46)

Sex: Female Alignment: Unprincipled

Occupation: Fire Dancer/Performer, Singer and Violinist

Attributes

I.Q.: <u>11</u>	HTH: <u>Basic</u>
M.E.: <u>13</u>	Actions per Round: <u>4</u>
M.A.: <u>17</u>	Initiative:+ <u>1</u>
P.S.: <u>19</u>	Damage:+ <u>4</u>
P.P.: <u>21</u>	Strike:+ <u>3</u>
P.E.: <u>19</u>	Parry:+ <u>5</u>
P.B.: <u>22</u>	Dodge:+ <u>6</u>
Spd.: <u>20</u>	Roll with Impact:+ <u>3</u>
P.P.E.: <u>3</u>	Pull Punch (11+):+ <u>3</u>
I.S.P.: <u>11</u>	Knockout/Stun Roll: <u>-</u>
S.D.C.: <u>30</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points: <u>32</u>	Death Blow Roll: <u>-</u>

Perception: +1 (see *Special Abilities* below for bonus)

Armor: armored vest and guards A.R.: 12 S.D.C.: 120

Level: 3 Experience Points: N/A

Special Abilities/Skills

+3 to Perception rolls involving fire, combustibles, accelerants, potential fire hazards, arson, firefighting, etc.

Fire Knowledge 82%-pg.44: Knows chemical combo's that burn and extinguish fire, how to handle fire & flammable chemicals and basic arson techniques.

Knows how to use hair spray like a mini-flamethrower (6 foot range, 2D6 per blast) & make Molotov cocktails.

Resistant to Fire-pg.45 / **Sense Temperature**-pg.45

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+3</u>	
Poison: Lethal	<u>14</u>	<u>+2</u>	<u>12+</u>
Poison: Non-Lethal	<u>16</u>	<u>+2</u>	<u>14+</u>
Harmful Drugs	<u>15</u>	<u>+2</u>	<u>13+</u>
Insanity	<u>12</u>	<u>-</u>	<u>12+</u>
Psionics	<u>10</u>	<u>-</u>	<u>10+</u>
Magic Spell	<u>12</u>	<u>+4</u>	<u>8+</u>
Magic Ritual	<u>16</u>	<u>+4</u>	<u>12+</u>
Coma/Death		<u>+8%</u>	
Possession		<u>+4</u>	
Curses	<u>15</u>	<u>-</u>	<u>15+</u>
Disease	<u>14</u>	<u>+2</u>	<u>12+</u>
Pain	<u>16</u>	<u>+4</u>	<u>12+</u>

+3 save vs Fever (including curses and magic spells)

Skills

	Base	Bonus	+%/lvl	Total%
Language: Spanish	<u>88</u>	<u>-</u>	<u>1</u>	<u>90</u>
Language: English	<u>50</u>	<u>5</u>	<u>3</u>	<u>61</u>
Literacy: Spanish	<u>80</u>	<u>-</u>	<u>2</u>	<u>84</u>
Literacy: English	<u>40</u>	<u>5</u>	<u>5</u>	<u>55</u>
Mathematics: Basic	<u>72</u>	<u>-</u>	<u>3</u>	<u>78</u>
Pilot: Automobile	<u>60</u>	<u>-</u>	<u>3</u>	<u>66</u>
Aerobic Athletics	physical & attribute bonuses			
Dance (Professional)	<u>30</u>	<u>30</u>	<u>5</u>	<u>60</u>
Disguise	<u>25</u>	<u>15</u>	<u>5</u>	<u>50</u>
Impersonate Voice / Sound	<u>42/36</u>	<u>20</u>	<u>4</u>	<u>70 / 64</u>
Play Violin	<u>35</u>	<u>20</u>	<u>5</u>	<u>65</u>
Performance	<u>25</u>	<u>20</u>	<u>5</u>	<u>55</u>
Public Speaking	<u>30</u>	<u>15</u>	<u>5</u>	<u>55</u>
Seduction	<u>20</u>	<u>12</u>	<u>3</u>	<u>38</u>
Singing (Professional)	<u>35</u>	<u>30</u>	<u>5</u>	<u>75</u>
Wardrobe & Grooming	<u>50</u>	<u>20</u>	<u>4</u>	<u>78</u>
Leather Working	<u>45</u>	<u>5</u>	<u>5</u>	<u>60</u>
 Lore: Demons & Monsters	<u>50</u>	<u>5</u>	<u>5</u>	<u>65</u>
Socialization	attribute and skill bonuses			

Skills

	Base	Bonus	+%/lvl	Total%
Streetwise	<u>20</u>	<u>5</u>	<u>4</u>	<u>33</u>
Yoga	physical & attribute bonuses			
Running / Jogging	physical & attribute bonuses			
Marathon Dancing	physical & attribute bonuses			
Ballet	attribute & skill bonuses			
Dieting	physical & attribute bonuses			
Prowl	<u>35</u>	<u>7</u>	<u>5</u>	<u>52</u>
Sense of Balance	<u>60</u>	<u>12</u>	<u>5</u>	<u>83</u>
Backflip	<u>70</u>	<u>7</u>	<u>5</u>	<u>87</u>

Weapon Proficiencies: Recognize Weapon Quality (35%)

Ancient Weapon Proficiencies	Strike	Parry	Throw
Staff	<u>+2</u>	<u>+2</u>	<u>-</u>
Sword	<u>+2</u>	<u>+1</u>	<u>-</u>
Chain	<u>+2</u>	<u>-</u>	<u>-</u>
Knife	<u>+1</u>	<u>+2</u>	<u>+2</u>
Paired Weapons	See page 214 for details		

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
"Dragon Staff"	<u>+6</u>	<u>+8</u>	5 foot reach	melee	carries one	3 lbs.	2D6+6 (3D6 if vulnerable to fire)
"Fire Scimitar"	<u>+5</u>	<u>+6</u>	2.5 foot reach	melee	carries one	2 lbs.	1D8+5 (2D8 if vulnerable to fire)
"Monkey Fist" poi chains	<u>+5</u>	<u>-</u>	24" reach	paired	carries two	5.7 oz.	2D4+5 (3D4 if vulnerable to fire)
pair of combat knives	<u>+4</u>	<u>+7</u>	+7 / 11 feet	paired	carries two	0.7 lbs.	1D6+6 damage per strike
Burning Hands -page 44	<u>+3</u>	<u>-</u>	per touch	single	4 I.S.P. for one round		2D6 to supernatural beings/witches
Fire Bolt -page 95	<u>+6</u>	<u>-</u>	60 feet	single	10 I.S.P. for one round		3D6 to Supernatural / 2 to mortals
Punch / Kick attack	Called shots (nose, eyes, groin, etc.) can penalize target						1D4+4 (punch) / 2D4+4 (kick)
Elbow / Knee strikes	<u>Note:</u> Called Shots & Power Strikes cost two attacks to perform						1D6+4 (elbow) / 1D8+4 (knee)
Disarm Attacks	Needs a Natural 17-20 as a defensive move; gets a +2 bonus to offensive disarm attempts.						

Note: Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are included

Equipment

athletic attire, running shoes, *Nomex* sleeves & gloves, goggles, smartphone, Zippo, pocket sized flashlight, pack of gum, small flask of kerosene, silver cross on a necklace, hair spray, homemade leather sheathes for knives and some personal items

Duffel bag contents: large flashlight, 3 boxes of matches, small acetylene torch, dozen candles, small portable oil lamp, bottle of lamp oil, 2 gallons of gasoline, bag of old newspapers, 2 foot length of plastic tubing (for syphoning gasoline), blanket, roll of duct tape, towel, bottled water, energy bar, empty bottle, rag, magnesium block fire starter, fire dancer supplies & equipment, mini-umbrella, her journal, and a 40-foot roll of Kevlar wick tape.

Unique Items

6 year old SUV Ford Escape (red)
Lives in a studio in downtown Seattle (near *Pike's Market*)
Items of note at home include her basic wardrobe, costumes, make up, one expensive dress, PC laptop, Wi-Fi & Cable TV, athletic / workout attire, a variety of fire performing supplies, fueling equipment and sewing and leather supplies for designing and crafting her costumes.
Her prized possession is a family heirloom; her father's violin, which he used while performing with his Mariachi band.
Several forged ID's and papers (she's in the country illegally)

Emilia's Personal Information

Beyond the Supernatural

Age: 28 Height: 5' 5" Weight: 118 lbs. Hair: brown, long & wavy; usually kept loose
 Eyes: brown Birth Order: last born of four Money: \$500.00 cash on hand
 General Appearance: Emilia is a natural Latina beauty with long, wavy brown hair.
 Prefers keeping her hair loose unless she needs to style it for a costume or a performance.
 During paranormal investigations she wears athletic attire under her armor & forearm and shin guards while wearing Nomex gloves and sleeves for extra fire protection.
 Disposition: Fearless, outgoing and passionate, yet also poised and graceful in her actions.
 Family History: Of Mestizo ancestry with some definite history of psychic phenomena.
 Environment: From Mexico City, growing up in a musical, dance and performing family.
 Reason for Paranormal Investigating: "I found a sort of calling while hunting the Dar'ota. Actively investigating the paranormal and incinerating monsters... it just feels right to me."
 Outlook on being Psychic: "I will NEVER be powerless against the Supernatural, ever again! If I'd understood by abilities better; I might've saved my papi that day. But I DID avenge him."
 Goals in Life: Continue mastering her craft as a dancer and performer, become a legal U.S. citizen, and maybe become a professional actress or violinist one day (maybe both).

Insanity: While she's not sure why, Emilia believes that she's being followed by someone, or something supernatural. Looks behind her often, constant sideways glances, etc.

Psionics: Base I.S.P.: 11 Note: I.S.P. increases by 2 every level of experience
 Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10
Pyrokinetic Abilities **I.S.P.**

Burning Touch -pg.44: Burns supernatural & magical beings. 2D6 damage per touch.	4
Commune with Fire -pg.44: Can sense a fire's size, speed, growth, rate of expansion, the path it will travel, where it's already traveled, if it's out of control, the level of danger it represents, and whether it was caused by accident, nature, or deliberately set.	4
Furthermore, can tell if a supernatural being's inside the fire or within 50 feet of it.	4
Fire Awareness -pg.44: Can sense fire within 100 feet of her in all directions.	-
Resistant to fire -pg.45: Only takes 1/2 damage from steam and fire based damage.	-
Sense Temperature -pg.45: Can estimate temperature of the air, a fire, items, etc.	1
Firebolt -pg.95: A flamethrower-like burst of flame that shoots from her hands.	10
Burst of Light -pg.93: Make a source of existing fire explode into a blinding burst of light. Those caught in the flash are -10 to strike, parry, dodge for 1 round. 12ft area of effect.	4
Create Fire -pg.94: Create a small tongue of fire the size of a candle's flame. The small fire needs combustible material to keep it lit and burning (candle, paper, cigarette, etc.)	6
Eat Fire -pg.94: Extinguish candles and burning objects by putting them in her mouth. Can also drink boiling hot water and edibles (+2 to save vs hot peppers & spicy food).	3
Fire Walk -pg.95: Can walk on hot coals, smoldering remains of a fire, hot ash, through a cloud of steam, or a thin coating of boiling liquid or molten material without pain or injury.	2
Impervious to Fire -pg.96: No damage from heat or fire up to 2000 degrees Fahrenheit.	6
Set Supernatural Ablaze -pg.96: Cause a supernatural being to burst into flames by touching it. Does 1D4x10 initial damage to Hit Points, plus 2D6+10 per round till extinguished.	25
Shed Light -pg.97: Snatches a tongue of flame in her hand and throws it up into the air to light up an area as large as 20 feet in diameter that drizzles tiny sparks. Lasts for 3 minutes.	4

Miscellaneous

Leaping Distance: Up: 3 feet / 6 feet (power) Across: 4 feet / 8 feet (power)
Run: 15.6 mph (max) 19 melees 345 feet per round 87 feet per action
Swim: - mph (max) - minutes - feet per round - feet per action
 Bonus to Trust/Intimidate: 45% Bonus to Charm: 55% **Weight:** Can carry up to 370 lbs.

Emilia's favorite quotes:

"Each of us is born with a box of matches inside us, but we can't strike them all by ourselves."

"I will love the light for it shows me the way, yet I will endure the darkness because it shows me the stars." -Og Mandino

"Fire is the most tolerable third party." -Henry David Thoreau



Emilia's special weapons and fire performer/dancer equipment

"Dragon Staff"

Description: A black, collapsible, custom made 5 foot bo staff.

Abilities: Fitted with quality grips and grip configurations, this staff adds +1 to strike and parry rolls. When the wicks on the ends are lit, add +1D8 damage to beings vulnerable to fire.

Nomex protective gear

Description: fire resistant fabric / protective clothing

Abilities: These sleeves and gloves protect her arms and hands from flames and are fire resistant. Fire damage to these areas only do 1/2 damage.

"Monkey Fist" Poi Chains

Description: 24" chain length with a weighted wick ball

Abilities: Made from 1/2" Kevlar rope and larger than most types of fire poi heads. Creates a fireball on a chained weight that does an extra 1D4 damage when lit to beings that are vulnerable to fire.

Tibetan Palm Torches

Description: palm sized Tibetan bowls with added wicks

Abilities: Used for belly dancing performances. Both are authentic handmade Tibetan Singing Bowls and retain their singing qualities even when lit. Throwing them when lit does 1D6+2 damage.

Fire Eating Torches

Description: pair of 12" metal torches with wicks sewn on

Abilities: 12" torches are made of 1/2" polished Aluminum tubing with black grips and 2" wicks. Used for fire breathing, fire eating, juggling, camping, a light source, ceremonies & theatrical use.

"Fire Scimitar

Description: a custom made scimitar with ignitable wick sewn on

Abilities: Fitted with a quality grip, balanced and custom made to hold a wick on the end, this sword does and extra +1D8 damage to supernatural beings that are vulnerable to fire.

goggles

Description: fashion designed, trendy looking goggles

Abilities: Offers protection from fire breathing to Burning Man dust. Features UV protection anti-fogging and yellow polycarbonate lenses coupled with durable frames & elastic adjustable straps.

Pyrokinetic Abilities

I.S.P.

Extinguish Fire -pg.94: Instantly extinguish a 20 foot diameter area of fire, or a specific flame.	5
Burnt Offering -pg.93: Burn offerings made to spirits in an attempt to appease them.	15

