

Emma Jane Walker

P.C.C.: Latent Psychic

Occupation: Full-Time Jr. High School Student & occasional Babysitter

Explanatory note: The following is a transcript from part of an audio recording taken during an interview between Dr. Edmond Smythe and Emma.

SMYTHE: And, the recorders on. Here we go.

EMMA: I'm surprised you wanted to do this in person. We can do this over Zoom, ya know.

SMYTHE: (laughs) I'm old fashioned. So, I recall that Dale... um, your father, saying you had your first encounter with the supernatural when you were only nine, is that right?

EMMA: Yeah, about four years ago. I was kidnapped by a Bogey Man, right out of my best friend's back yard while we were playing. She went inside to get us drinks and it leapt the fence, scooped me up and fled with me over its shoulder through the back alley and into a storm drain. Luckily dad's a Psi-Mechanic and part of the Lazlo Society, so he knew what to do and rounded up a team of other psychics and investigators and tracked it down before it could eat me.

SMYTHE: That was lucky, not all children taken by a bogey man are so fortunate. It's also my understanding that you started to develop psychic abilities not long after that night?

EMMA: Yup. I started having all those strange dreams about the people around me. Then I had my first mind storm... which I took pretty well considering I wasn't expecting it. Finally, I was able to use my dad's psychic devices. He's been teaching me how to use them over the last year.

SMYTHE: You became a Latent Psychic earlier than most people. However, it looks like you're comfortable with being a psychic, maybe even embracing it. Is that true?

EMMA: Heck yeah! Dad was good about helping me out in the beginning, being psychic himself he understood what I was going through. But I love being psychic. I've read a lot of books, including all four of yours, and a lot of articles online, and I've been chatting with other psychics on Zoom and Discord. I've learned a lot about my abilities. I'm still pretty unnerved by the Bogey Man experience, and the supernatural in general, but I'm working on that.

SMYTHE: I understand that, but the reason I bring this up is because you've asked to investigate the supernatural in your father's place due to his extreme leg injury. Being as you're only thirteen years old, I find it a strange request, one that I'm hesitant to say yes to.

EMMA: Why? Does someone have to be older than thirteen to want to help people? I get it, I'm just a teenager, but I'm also been training for this for four years. I've been learning how to see the signs, how to confront the supernatural, and how to use my dad's gear, which I will use during the investigations. I want to help people, like my dad and other psychics did when I needed them. If I don't help where I can, someone's family might not get their child back from the clutches of the supernatural. I know it's dangerous, but I don't care. I want to help!

SMYTHE: Well said. Then I accept your offer, and I will be there to guide you during the investigations...

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Beyond the Supernatural

Player: Pregenerated Player Character

Character: Emma Jane Walker

Nickname/Alias: _____

P.C.C.: Latent Psychic (pages 54-58)

Sex: Female Alignment: Scrupulous

Occupation: Full-Time Jr. High School student

Attributes

I.Q.: <u>12</u>	HTH: <u>Basic</u>
M.E.: <u>18</u>	Actions per Round: <u>4</u>
M.A.: <u>17</u>	Initiative:+ <u>1</u>
P.S.: <u>10</u>	Damage:+ <u>-</u>
P.P.: <u>13</u>	Strike:+ <u>-</u>
P.E.: <u>16</u>	Parry:+ <u>3</u>
P.B.: <u>15</u>	Dodge:+ <u>4</u>
Spd.: <u>23</u>	Roll with Impact:+ <u>4</u>
P.P.E.: <u>12</u>	Pull Punch (11+):+ <u>2</u>
I.S.P.: <u>11</u>	Knockout/Stun Roll: <u>-</u>
S.D.C.: <u>24</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points: <u>30</u>	Death Blow Roll: <u>-</u>
Perception: <u>+1</u>	
Armor: <u>Her dad's armored vest</u>	A.R.: <u>12</u> S.D.C.: <u>120</u>
Level: <u>3</u>	Experience Points: <u>N/A</u>

Special Abilities/Skills

Mind Storm (special: see page 57 for details)

Precognitive Dream (special: see page 57 for details)

High P.P.E. Base: Emma is able to use magic items, magic weapons, activate magic circles, symbols, or even use a Psi-Mechanic's creation.

+1 save vs Poisons & Toxins that are ingested, injected, or inhaled.

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		<u>+2</u>	
Poison: Lethal	<u>14</u>	<u>+1</u>	<u>13+</u>
Poison: Non-Lethal	<u>16</u>	<u>+1</u>	<u>15+</u>
Harmful Drugs	<u>15</u>	<u>+1</u>	<u>14+</u>
Insanity	<u>12</u>	<u>+2</u>	<u>10+</u>
Psionics	<u>12</u>	<u>+2</u>	<u>10+</u>
Magic Spell	<u>12</u>	<u>+1</u>	<u>11+</u>
Magic Ritual	<u>16</u>	<u>+1</u>	<u>15+</u>
Coma/Death		<u>+4%</u>	
Possession		<u>+3</u>	
Curses	<u>15</u>	<u>-</u>	<u>15+</u>
Disease	<u>14</u>	<u>+1</u>	<u>13+</u>
Pain	<u>16</u>	<u>+3</u>	<u>13+</u>
Illusions		<u>+1</u>	
Mind Control		<u>+1</u>	

Last updated on 4/7/2021

Skills

	Base	Bonus	+%/lvl	Total%
Language: English	<u>88</u>	<u>-</u>	<u>1</u>	<u>90</u>
Literacy: English	<u>80</u>	<u>-</u>	<u>2</u>	<u>84</u>
Mathematics: Basic	<u>72</u>	<u>-</u>	<u>3</u>	<u>78</u>
Pilot: Bicycling	<u>60</u>	<u>-</u>	<u>3</u>	<u>66</u>
Singing (in Chorus at school)	<u>35</u>	<u>-</u>	<u>5</u>	<u>45</u>
Play Flute (in Band at school)	<u>35</u>	<u>-</u>	<u>5</u>	<u>45</u>
Wardrobe & Grooming	<u>50</u>	<u>-</u>	<u>4</u>	<u>58</u>
Babysitting	<u>35</u>	<u>10</u>	<u>5</u>	<u>55</u>
Computer Operation	<u>60</u>	<u>-</u>	<u>3</u>	<u>66</u>
Research	<u>40</u>	<u>-</u>	<u>5</u>	<u>50</u>
T.V. / Video	<u>35</u>	<u>-</u>	<u>5</u>	<u>45</u>
Performance (fashion model)	<u>25</u>	<u>-</u>	<u>5</u>	<u>35</u>
Lore: Demons & Monsters	<u>30</u>	<u>15</u>	<u>5</u>	<u>55</u>
Lore: Entities & Ghosts	<u>30</u>	<u>5</u>	<u>5</u>	<u>45</u>
Lore: Paranormal & Psionics	<u>30</u>	<u>5</u>	<u>5</u>	<u>45</u>
Lore: Mythology	<u>30</u>	<u>5</u>	<u>5</u>	<u>45</u>
Lore: Superstitions	<u>30</u>	<u>5</u>	<u>5</u>	<u>45</u>
Swimming	<u>50</u>	<u>-</u>	<u>5</u>	<u>60</u>
Dieting				physical & attribute bonuses

Skills

	Base	Bonus	+%/lvl	Total%
Athletics				physical & attribute bonuses
Running / Jogging				physical & attribute bonuses
Hobby: Digital Media	<u>40</u>	<u>-</u>	<u>5</u>	<u>50</u>
Hobby: Children's Media	<u>40</u>	<u>-</u>	<u>5</u>	<u>50</u>
Hobby: YouTube video maker	<u>40</u>	<u>-</u>	<u>5</u>	<u>50</u>
Weapon Proficiencies: Recognize Weapon Quality (35%)				
Ancient Weapon Proficiencies		Strike	Parry	Throw
Blunt		<u>+2</u>	<u>+2</u>	<u>-</u>
Modern Weapon Proficiencies		Strike	Aimed	Burst
Handguns (training w/ dad)		<u>+1</u>	<u>+3</u>	<u>-</u>

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Baseball Bat (wood)	<u>+2</u>	<u>+2</u>	<u>- / 10 feet</u>	<u>melee</u>	<u>carries one</u>	<u>5 lbs.</u>	<u>1D12+1(2D12 if vulnerable to wood)</u>
*Dad's Psi-Paintball Gun	<u>+1 /+4 aimed</u>		<u>135 feet</u>	<u>range</u>	<u>3 bolts/10 ISP</u>	<u>5 lbs.</u>	<u>3D6 (Telekinetic Bullet)</u>
Steam Blast	<u>+1 /+4 aimed</u>		<u>12 feet</u>	<u>range</u>	<u>3 I.S.P.</u>	<u>-</u>	<u>2D6; see page 98 for penalties</u>
Fire Bolt	<u>+4 /+6 aimed</u>		<u>140 feet</u>	<u>range</u>	<u>5 I.S.P.</u>	<u>-</u>	<u>7D6 per bolt (2 damage to mortals)</u>
Demon Punch (pg.108)							<u>Does 3D6 damage to the supernatural; can be used against energy beings, entities and astral travelers</u>
Silver plated dagger	<u>-</u>	<u>-</u>	<u>- / 10 feet</u>	<u>melee</u>	<u>carries one</u>	<u>1 lb.</u>	<u>1D4 (2D4 if vulnerable to silver)</u>
Bottle of <i>Pepper Gel</i>	<u>- / +2 aimed</u>		<u>18 feet</u>	<u>single</u>	<u>18 bursts</u>	<u>.5 lb.</u>	<u>-6 to strike, parry & dodge</u>
Karate Punch / Kick							<u>Called shots (nose, eyes, groin, etc.) can penalize target</u> <u>1D4 (punch) / 2D4 (kick)</u>
Elbow / Knee strikes							<u>Note: Called Shots & Power Strikes cost two attacks to perform</u> <u>1D6 (elbow) / 1D8 (knee)</u>

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

Equipment

smartphone, hooded sweatshirt, t-shirt, jeans, running shoes, baseball cap, jacket, gloves, jewelry, silver cross on a necklace, utility knife (1D4), pocket flashlight and some personal items.

Backpack Contains: large flashlight, multi-tool, digital camera, bottled water, towel, bag of M&M's, mini-umbrella, 1' wood cross, 4 wooden stakes & a mallet (1D6 damage), her dad's psi-devices, mini-umbrella, bag of metal jacks, pack of colorful street chalk, a couple of books on various paranormal related subjects

Unique Items

Windsor Willow Road Bike and safety helmet

Dad's Psi-Mechanic Devices: (all at 7th level)

Geiger Counter: Imbued with *Detect Psionics*, *Sense Magic*, and *Presence Sense*.

Palm Pilot: Imbued with *Empathy* and *Electrokinesis*

Paintball Gun: Imbued with *Telekinetic Bullet*, *Steam Blast* and *Fire Bolt*

*gun has a laser sight attached (+1 to Aimed and Called Shots)

Zippo Lighter: Imbued with *Burst of Light*

Paintball Goggles: Imbued with *Telekinesis*, *Levitation* and *See Aura*

Personal Information

Beyond the Supernatural

Age: 13 Height: 5' 3" Weight: 110 lbs. Hair: brown, shoulder length
 Eyes: hazel Birth Order: only child Money: \$40.00 in cash on hand
 General Appearance: Enjoys wearing trendy but comfortable clothing; loves clothing from from Old Navy and the GAP. Wears a variety of different hair styles, depending on how she feels that day. She's been dipping her toes in the fashion modeling field and influencing on social media. During investigations she ties her hair back and wears a baseball cap.
 Disposition: She's a good kid, but also very willful, headstrong and stubborn.
 Family History: Of English/German descent; her father is a Psi-Mechanic.
 Environment: From a blue collar working class family in Seattle, Washington.
 Reason for Paranormal Investigating: Beyond being a paranormal enthusiast, she knows first hand how dangerous the supernatural is and wants to do some good in her dad's place.
 Outlook on being Psychic: Academic: Loves being psychic and accepts the Supernatural. Frequently reads and researches the subject of psychic abilities and the Supernatural.
 Goals in Life: To graduate High School and go to tech or film school to produce videos and related social media projects. Note: Is considering parapsychology but she will get over it.
 Insanity: Has a lingering fear of the Bogey Man after being kidnapped by one a few years ago. Her father, Dale (along with other members of the Lazlo Society) found and rescued her.

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

Mind Storm-pg.57: A flood of psychic information that she cannot stop, limit or control - it just keeps coming until she collapses or it stops on its own. This is a sort of uncontrolled "opening of oneself" to the supernatural. A Mind Storm sometimes occurs when she's extremely worried about an upcoming event or confrontation with the supernatural. 0

Precognitive Dream-pg.57: A dream that warns her about the future or coming danger, enemy or monster, or the meaning of a clue, or a clue is provided that has to do with events unfolding within the next 7-14 days. Typically occurs when she is focused on trying to figure out a clue or puzzle, worried about a specific person, object, problem, or event, and when she herself, or someone in her team of investigators is being targeted by a supernatural force. 0

Demon Punch-Pg.108: Does 3D6 damage against supernatural beings, including Entities, energy beings & Astral travelers. Does 6D6 against Ancient Evil & Alien Intelligences. 6

Nightvision-pg.112: Can adjust her vision, making her eyes more light sensitive to see in the dark. Works on the same principles as passive night-sight goggles. 4

Sixth Sense-pg.127: Gets a clairvoyant flash of imminent danger to herself or someone within 90 feet. Won't know what the danger is or where it will come from. **First Round Bonus:** +6 to Initiative, +4 to Perception Rolls, +2 parry, +3 dodge and cannot be surprised. 2

Psychic Invisibility-pg.125: Undetected when in plain sight (must have no ill intent). 12

See the Invisible-pg.126: See Entities, invisible creatures, the splintered life essence of dark gods and alien intelligences, as well as objects that are naturally (or can turn) invisible. 4

Healing Touch-pg. 99: Restore 2D4 Hit Points or 2D6 S.D.C. on others; not herself. 6

Bio-Regeneration-pg.98: Restore 2D6 Hit Points or 3D6 S.D.C. on herself. 6

Miscellaneous

Leaping Distance: Up: 1.5 feet / 3 feet (power) Across: 3 feet / 6 feet (power)
Run: 15.6 mph (max) 16 melees 345 feet per round 86 feet per action
Swim: 2.72 mph (max) 16 minutes 60 feet per round 15 feet per action
 Bonus to Trust / Intimidate: 45% Maximum carrying/lift weight: 100 lbs. / 200 lbs.

Sample quotes from Emma:

"I still cant believe that I was kidnapped and nearly eaten by a Bogey Man. If my dad and the others hadn't shown up when they did, I wouldn't be here."

"According to my dad, I became psychic earlier than most. He thinks my Bogey man encounter triggered it. Me too."

"I love being psychic, I just hated what I went through to become psychic."

"I been reading a lot of paranormal related books to get a better understanding of the supernatural. Its weird, most of them avoid or don't even acknowledge the existence of the supernatural. Not Helpful."



Her Dad's Psi-Devices

Geiger Counter Description: field gear that's altered with crystals, wires & parts
 Abilities: Function like a normal Geiger Counter, but is also imbued with the *Detect Psionics* (pg.99) and *Presence Sense* (pg. 124) psychic abilities.

Palm Pilot Description: mobile tech that's altered with crystals, wires & parts
 Abilities: Acts like a normal Palm Pilot, but is also imbued with the *Empathy* (pg. 119) and *Electrokinesis* (pg.112) psychic abilities. Can cast *Electrical Discharge* via aiming the tip of the stylus.

Zippo Lighter Description: metal lighter that's altered with crystals, wires & parts
 Abilities: Acts like a normal Zippo, but is also imbued with the *Burst of Light* (pg.93) psychic ability.

Paintball Gun Rifle Description: field gear that's altered with crystals, wires & parts
 Abilities: Fires red paintballs as normal, but is also imbued with the *Telekinetic Bullets* (pg.105), *Steam Blast* (pg.98) and *Fire Bolt* (pg.95) psychic abilities. Note: Has 9mm parts built into it

Paintball Goggles Description: air weapon that's altered with crystals, wires & parts
 Abilities: Protects her eyes, but is also imbued with the *Telekinesis* (pg.114), *Levitation* (pg.112), and *See Aura* (pg.126) psychic abilities.

Reminder: All abilities imbued in her Psi-Devices are casted at 1/2 the normal cost (rounded up).

Emma's outlook on being a Latent Psychic

Emma loves being psychic and accepts the supernatural, but finds the latter unnerving and hard to believe. Reads everything she can find on the subject of psychic abilities, ghosts, myths, legends and the supernatural as well as finds and follows, or develops her own, regimen for developing and controlling psychic abilities. She has a good amount of "book" knowledge on the subject of the supernatural, which is mostly historical myths, legends, and superstitions, as well as scientific speculation on the paranormal and the writings of crackpot theorists. Consequently, she lacks a solid, scientific background and has an unclear and uncertain view of magic and the supernatural, both of which she has a hard time believing are real, even though she accepts that they are. Her understanding and control of psionics, however, is good to very good; in fact she can use them at will, although sometimes her abilities manifest on their own, prompted by anger, fear or anxiety.