

Rajesh Kumar Manjhi

Alignment: Scrupulous **Occupation:** Artisan & Craftsman
P.C.C.: Psychic Sensitive

"I never thought my life would where it has. I thought I would go into academia like my father. I was born in Maharashtra, India and lived there till I was eight before my family moved to Seattle, Washington. My father was hired as a professor of Genetics at the university, making the move necessary. Growing up here, I fell in love early with the rich bohemian culture. I wanted to be a part of it, to experience the artistry. Luckily my mother, an artist herself, supported my wishes. I studied the arts, majored in it in college and got my bachelor's degree. I discovered my talent for craftsmanship with metal art and leather working along the way.

After college, several of my friends and I opened a small gallery for our work. I was a struggling artist for some time. It was then my psychic gifts emerged. I knew of psychics. I knew that psychics exist in my family. I've heard many stories about them and by them, but I didn't think I'd become one myself; much less a Sensitive Psychic. I began overreacting to the most mundane events, sensing or experiencing things I hadn't before.

But I was also gaining a deeper understanding of my artwork. I became more in touch with my craftsmanship. Becoming a psychic made me a better artist. My work began to sell. My name is gaining clout in the art world. It's becoming a struggle keeping my work stocked in the gallery. Then I had my first real encounter with the supernatural.

At first, I was terrified of it and wanted nothing to do with it. But the sensations only became more intense over time. I felt the torturous hunger pants of supernatural predators, and the consequent fear and pain of their victims. I felt the sorrow and desperation of the Haunting Entities that yearned to satisfy whatever fetters that kept them earth bound. I could see through the eyes of monsters as they stalked their prey from dark places. I sensed the malicious glee of a Gremlins working together to cause mischief and mishaps. I overwhelmingly felt every indescribably alien sensation these creatures felt, and I was afraid of it all.

But, in time I realized that my sensitive nature was not to be feared... it's a gift and an opportunity to help others. I sensed the hope and salvation of the would-be victims of the supernatural. The joy and relief of children being rescued from a monster. My gifts gave me opportunities to protect and even save these people from the horrors of the supernatural.

I studied under Dr. Smyth, learning to hone my abilities and becoming a paranormal investigator for the Lazlo Society. I began crafting weapons to be used against the supernatural. I'm becoming more fulfilled in my craftsmanship. My art and my gift are balanced.

By day I'm an artist with a growing fan base; by night I investigate the paranormal. Each successful paranormal investigation I attend, and piece of art I create brings me newfound joy and purpose. This harmony and balance shows in my artwork for all to see and admire.

Beyond the Supernatural

Player: Rajesh Kumar Manjhi

Character: _____

Nickname/Alias: _____

P.C.C.: Psychic Sensitive (pages 89-91)

Sex: Male Alignment: Scrupulous

Occupation: Professional Artist and Craftsman

Attributes Hand to Hand Combat

I.Q.: <u>13</u>	HTH: <u>Basic</u>
M.E.: <u>24</u>	Actions per Round: <u>5</u>
M.A.: <u>15</u>	Initiative:+ <u>1</u>
P.S.: <u>15</u>	Damage:+ <u>1</u>
P.P.: <u>16</u>	Strike:+ <u>2</u>
P.E.: <u>23</u>	Parry:+ <u>3</u>
P.B.: <u>16</u>	Dodge:+ <u>3</u>
Spd.: <u>17</u>	Roll with Impact:+ <u>3</u>
P.P.E.: <u>5</u>	Pull Punch (11+):+ <u>3</u>
I.S.P.: <u>22</u>	Knockout/Stun Roll: <u>-</u>
S.D.C.: <u>29</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points: <u>48</u>	Death Blow Roll: <u>-</u>
Perception: <u>+3</u> (+6 while opened to the Supernatural)	
Armor: <u>Modified Point-Blank Vest</u> A.R.: <u>12</u> S.D.C.: <u>120</u>	
Level: <u>5th</u> Experience Points: <u>N/A</u>	

Special Abilities/Skills

Recognize Possession 70%-pg.90: Recognizes when a human or animal is possessed.

Recognize Magic Enchantment 50%-pg.90: Feels strong magic energies and can tell if they're intended for good or evil. +10% if magic is evil/hurtful

+3 Save vs. Mental Confusion & Mind Altering Drugs

+3 Save vs mind altering drugs, magical charms and mental confusion

Saving Throws	Base	Modifier	Roll Needed
Horror Factor		+4	
Poison: Lethal	14	+4	10+
Poison: Non-Lethal	16	+4	12+
Harmful Drugs	15	+4	11+
Insanity	12	+7	5+
Psionics	10	+5	5+
Magic Spell	12	+5	7+
Magic Ritual	16	+5	11+
Coma/Death		+16%	
Possession		+3	
Curses	15	-	15+
Disease	14	+4	10+
Pain	16	+4	10+
Magical Charms		+3	

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	92
Language: Hindi	50	-	3	62
Literacy: English	80	-	2	88
Literacy: Hindi	40	-	5	60
Mathematics: Basic	72	-	3	84
Pilot: Automobile	60	4	3	76
Art (Professional Quality)	35	25	5	80
Creative Writing	25	15	5	60
Leather Working	45	15	5	80
Research	40	10	5	70
Wardrobe & Grooming	50	10	4	76
Performance	25	15	5	60
Whittling & Sculpting	50	10	5	60
Gardening	36	5	4	57
Rope Works	30	10	5	60
Sewing	40	15	5	75
Philosophy	40	10	5	70
Munitions Expert	40	5	5	65
Computer Operation	60	10	3	82

Skills	Base	Bonus	+%/lvl	Total%
Cryptography	25	10	5	55
Lore: Demons / Monsters	30	20	5	70
Lore: Paranormal / Psionics	30	10	5	60
Lore: Religion (Hindu)	35	20	5	75
History (General / South Asia)	60/40	10	4	86/66
Jogging / Running	physical & attribute bonuses			
Yoga	physical & attribute bonuses			
Maintain Balance	30	2	5	52
Basic Mechanics	30	-	5	50
Weapon Proficiencies: Recognize Weapon Quality (45%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Knife	+2	+2	+2	
Modern Weapon Proficiencies	Strike	Aimed	Burst	
Handguns	+2	+4	+1	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
*Glock 19 Auto pistol	+3/+5	Aimed	135 feet	single/burst	15 (3 clips)	-	3D6 / burst of 3 rounds does x2
Silver ammunition	Does an extra +1D6 damage to beings vulnerable to silver. Has one 1 full clip for his Glock						
Specialty knives & shiv's	+4	+5	+4 / 40 feet	melee	-	1 lb.	See <i>specialty weaponry</i> on back
Punch / Kick Attack	Called shots (nose, eyes, groin, etc.) can penalize target						2D4+1 (punch) / 1D8+1 (kick)
Power Punch/ Haymaker	Does double damage, but counts as two attacks						2D4x2+1 per punch
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6 (elbow) / 1D8 (knee)
Disarm Attacks	Needs a Natural 17-20 as a defensive move; gets a +2 bonus to offensive disarm attempts.						
Mind Bolt	Focus psychic energy into a powerful bolt of mental force; see <i>I.S.P. cost & damage</i> list below:						
I.S.P costs & damages	6 I.S.P.: 1D6 damage / 12 I.S.P.: 3D6 damage / 20 I.S.P.: 6D6 damage / 40 I.S.P.: 1D6x10 damage						

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

Equipment

jacket, coveralls, t-shirt, glasses, boots, work gloves, ammo belt, shoulder pistol holster, leather bandolier with knife holsters

7 Chakras bracelet, Tri Shakti Symbol on a necklace, wallet, pocket flashlight, pocket knife and his smartphone

Back Pack Contents: large flashlight, box of matches, artisan chisel & sculpting set, 1 tube of Epoxy resin, multi-tool, pack of chalk, duct tape, pocket mirror, 6 wooden stakes/mallet, 12" silver cross, 3 vials of holy water & 2 vials of vinegar, poncho, binoculars, magnifying glass, 50ft of nylon rope, compass, waterproof digital camera, extra pair of work gloves, basic sewing kit, whittling knife, and some personal items

Unique Items

owns a four year old blue *Toyota Corolla*

rents and lives in a studio apartment Downtown Seattle, located nearby the Moore Theatre. Uses this studio for his art projects as well.

*Has a laser sight attached; +1 to *aimed & called shots*

Personal Information

Beyond the Supernatural

Age: 27 Height: 6' 2" Weight: 179 lbs. Hair: black, shoulder length
Eyes: brown Birth Order: 1st born of three Money: \$400.00 in cash on hand
General Appearance: Typically wears coveralls and boots while working in the studio and while paranormal investigating. In public he maintains a "grunge" look of t-shirts, flannels, long hair, jeans, etc. However, he also dresses in traditional yet colorful Indian heritage attire during family outings and religious events (Holi and Diwali are his favorite holidays).
Disposition: A natural peacemaker, always tries to mend fences and hates discord.
Family History: Of Indian descent w/ some definite history of psychic phenomena
Environment: Immigrated from Maharashtra, India; family is considered academic.
Reason for Paranormal Investigating: Spiritual by nature and upbringing, Rajesh sees his psychic abilities as a gift and a responsibility to help others and make the world a better place.
Outlook on Being Psychic: Frankly, he feels honored to have been chosen by a god of light and uses his abilities justly, compassionately and with responsibly.
Goals in Life: To continue creating art that brings joy to others while designing better weapons and gear to use when hunting the supernatural.
Insanity: The stories of his family's many experiences with Succubi has instilled a near phobia within Rajesh. Suffers a -2 penalty when saving for Horror Factor against Succubi.

Psionics: Base I.S.P.: 22 Note: I.S.P. increases by 2 per level of experience.

Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 12

Psionic Abilities

I.S.P.

Sense Supernatural Evil (300ft)-pg.90: Automatically sense the supernatural when close.

Must open *himself to the supernatural* to identify and pin-point the source. 0

Opening Oneself to the Supernatural-pg.90: Can sense supernatural evil, large fluxes of energy, magic power, P.P.E. (20+), opening of dimensional portals, the arrival of Ancient Evil the flow of ley line energy, electromagnetic energy and more. Range: 1000 feet. 0

Empathy-pg.119: Makes him aware of, or feel, the emotions of other people, animals, and supernatural creatures. The strongest emotions are easiest to sense & impossible to mistake: hate, anger, terror, lust, envy, love. Range: 100 feet. Duration: 8 minutes. 4

Meditation, Advanced-pg.121: Recovers four I.S.P. per 30 minutes (8 per hour), but requires 2 I.S.P. to delve deep inside himself so quickly and effectively. +1 to save vs psychic attack

Mind Bolt-pg.121: Can hurl a bolt of mental force at a visible target. Range: 100 feet.
Amount of damage depends on how much I.S.P. is used. See page 121 (or front side) for list.
All bolts are +4 to strike, but can increase to +6 by adding an additional 10 I.S.P.

Sixth Sense-pg.127: Gets a clairvoyant flash of imminent danger to himself 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

Mind Block-pg.121: Completely closes himself from all psychic/mental emanations. While However, he cannot sense anything, use his psychic abilities, nor be influenced by others. Prevents Telepathy, Hypnotic Suggestion, Empathic Transmission, Empathy & more. 4

Additional Abilities: Clairvoyance-pg.117, Group Mind Block-pg.119, See Aura-pg.126, Hypnotic Suggestion-pg.120, Commune w/ Spirits-pg.119, Dispel Spirits-pg.119, Psychic Invisibility-pg.126, Precognition (58%)-pg.123, Remote Viewing-pg.125, See the Invisible-pg.126 and Object Read-pg.122 (Impressions: 68%, Images 56%)

Miscellaneous

Leaping Distance: Up: 2 feet / 4 feet (power) Across: 4 feet / 8 feet (power)
Run: 3.1 mph (max) 23 melees 70 feet per round 14 feet per action
Swim: - mph (max) - minutes - feet per round - feet per action
Bonus to Charm/Impress: 30% Maximum carrying / lifting weight: 160 lbs. / 320 lbs.

Sample quotes from Rajesh

"Art is not what you can see, but what you make others see."

"Only those who will risk going too far can possibly find out how far one can go."

"Art speaks where words are unable to explain."

"The best index to a person's character is how he treats people who can't do him any good, and how he treats people who can't fight back."

"The smallest act of kindness is worth more than the grandest intention."

"As a Sensitive Psychic, I experience what others don't, and would never want to if they could."



Specialty weaponry hand crafted by Rajesh

Name: Silver Plated Athamé Type: weapon & tool Description: ceremonial dagger
Abilities: Does 1D6+3 damage to mortals, but 2D6+3 to beings that are vulnerable to silver.

Looks like a medieval double-edged ceremonial dagger. Has three of these on him in his bandolier.

Name: Whittled Jade Shiv Type: weapon Description: knife-like weapon
Abilities: Does 1D6+3 damage to mortals, but 2D6+3 to beings that are vulnerable to jade.

Blade is fragile and will shatter if it delivers more than 19 points of damage, or takes 13 points.

Name: Whittled Bone Shiv Type: weapon & tool Description: knife-like weapon
Abilities: Does 1D6+3 damage to mortals, but 2D6+3 to beings that are vulnerable to bone.

Whittled and sculpted from a cow femur. Has four of these on him in his leather bandolier

Name: Iron Athamé Type: weapon & tool Description: ceremonial dagger
Abilities: Does 1D6+3 damage to mortals, but 2D6+3 to beings that are vulnerable to iron.

Looks like a medieval double-edged ceremonial dagger, can dispel an entity for 1D4-1 rounds.

Name: Copper Knife Type: weapon & tool Description: combat / tactical knife
Abilities: Does 1D6+4 damage to mortals, but 2D6+4 to beings that are vulnerable to copper.

This is one of Rajesh's finest blades yet and the copper base rarely needs sharpening.

Notes on Rajesh opening himself to the Supernatural

Being Open to the Supernatural: -2 save vs. Illusions, Hypnotic Suggestions, Telepathy, Empathy, Empathic Transmission and similar Telepathic & Empathic probes & attacks.

The act of opening up requires concentration: costs 1 action and loses any chance for initiative. However, he's +3 on Perception Rolls involving the supernatural, paranormal or any specific focus.

Must open himself (let his guard down) to use any of his sensory abilities. Gets **no** bonuses to save vs. psychic attack while in *sensing mode*, but still gets to save on a roll of 10+.

While he can sense supernatural evil and close in on it, it's a two-way street; supernatural beings can sometimes sense him in return. This makes him a natural enemy of the supernatural and is likely to be one of the first people targeted by the more intelligent, strategist and tactical minded supernatural beings.