Lana Dementyeva Alignment: Scrupulous Occupation: Entertainer (Musician) PCC: Fire-Walker

Svetlana Rozayevna Dementyeva (better known as *Sparks,* and sometimes *Lana*) is a 23 year old musician and part time bartender, well known in the local New York City music scene for her musical skills as well as her temperamental nature. The daughter of Russian immigrants, Sparks was born in America and grew up in the Baltimore suburb of Pikesville, a prominent Russian-American community. Growing up in a rough neighborhood, her early life was very rough and tumble. She learned to play guitar around the same point she learned to fist fight, and picked up smoking and skipping school by her early teen years. Her brothers were the only ones keeping her from joining a gang and quitting school entirely, pressuring her to pursue something that interested her, primarily cars and music.

One night, while walking home, the young Lana was confronted by a stranger, first pretending to be a hobo before revealing itself as murderous predator – a *Bogey Man*. The creature attempted to torment the terrified girl by pinning her to a wall and lighting her on fire with her father's lighter – only to scream in agony as the helpless teenager went up in a blaze of light. The young troublemaker woke up on the roof of her house, naked, cold, and very confused at her first experience with her supernatural powers.

After this, the young woman cleaned up her act and became nearly a model student. Though she never told her family what happened that night – not to mention the fact she could apparently create fire with a thought, she spent much of her free time pursuing information on the supernatural and in particular, psychic phenomena to learn more about her abilities. Although still a minor, against her better judgment she would occasionally join some local Baltimore paranormal enthusiasts in their pursuit of the spooky, though never running into anything too dangerous.

She eventually went to school at Temple University, majoring in music with a minor in mythology/religious studies, before taking up an offer to join a band in New York City. Although her career with the band was short, she managed to find a couple part time bartending jobs to keep herself afloat in between infrequent musical work. Though she has yet to 'make it big', she contents herself with meeting fellow supernatural enthusiasts - often through the *Lazlo Society* - and testing her abilities against things that might prey upon the innocent.

Beyond t	he Sui	perna	tural™	Skill	Base	Bonus	+%/lvl	Total %	Skill		Base	Bonus	+%/lvl	Total %
•	-	•		Speak English	88	9	1	98	Lore: My		30	5	5	50
Player: Written and s				Read English	80	9	2	95	Streetwis	e	20	0	4	32
Character: Svetlana			а	Basic Math	72	10	3	91	Prowl		25	0	5	40
Nickname/Alias: "Sp	parks" and "	'Lana"		Body Building		-		-	Boxing	-	-	-	-	-
P.C.C.: Fire-Walker	-			Dance	45	15	5	60	Compute	r Operation	60	0	3	69
Sex: Female Alignr		oulous		Impersonation	45/29	15	5	60/44			·			
Occupation: Musicia				TV/Video	15	15	5	65						
	Hand to H		nbat	Play Guitar	20	20	5	70						
	Type: Experi			Performance	25	15	5	60						
M.E.: 12	Number	of Attacks:	6	Pubilc Speaking	30	15	5	60						
M.A.: 14		Initiative:+		Seduction	20	10	3	39						
P.S.: 18		Damage:+		Sing	35	20	5	70						
P.P.: 19		Strike:+	4	Wardrobe & Grooming	50	20	4	82						
P.E.: 13		Parry:+	7	Hand to Hand: Expert	-	-	-	-						
P.B.: 17		Dodge:+	7	Pilot Automobile	60	5	3	74						
Spd.: 17	Roll w Pund	ch/Impact:+	4	Lore: Demons/Monsters	30	5	5	50		oon Proficiencie		nize Weap	on Quality	(40%)
Perception:	Р	ull Punch:+	1	Pilot Motorcycles	60	5	4	77	M	lodern W.P. List		Strike	Aimed	Burst
P.P.E.: 4	Knockou	t/Stun Roll:	Natural 20	Language: Russian	50	5	3	64	Handgun	S		2	5	3
I.S.P.: 32	Critical	Strike Roll:	18-20	Automotive Mechanics	60	0	3	69						
Hit Points: 36	Death	n Blow Roll:	-						-					
S.D.C.: 40														
Armor:			S.D.C.:				W	eanons &	Equipme	nt				
Level: 4 Exp	perience Poir	nte:	N/A											
		1.5.	N/A					-						
			N/A	Weapons	Strike	Parry	Range/Re	ach Ra	ate of Fire	Shots/Ammo	Weight	Dama	<u> </u>	
Spec	ial Abilitie		N/A	SiG 226 in .357 SiG	Strike +2	Parry	Range/Re 165f	ach Ra t Si	ate of Fire ngle/Burst	Shots/Ammo 13/50	1.6lbs	Damaç	4D6	
+3 Perception related	ial Abilitie					Parry	Range/Re	ach Ra t Si	ate of Fire	Shots/Ammo		Damaç	<u> </u>	
+3 Perception related +3 to Save vs. Fever	ial Abilitie to fire.	es/Skills		SiG 226 in .357 SiG		Parry	Range/Re 165f	ach Ra t Si	ate of Fire ngle/Burst	Shots/Ammo 13/50	1.6lbs	Damaq	4D6	
+3 Perception related	ial Abilitie to fire.	es/Skills		SiG 226 in .357 SiG		Parry	Range/Re 165f	ach Ra t Si	ate of Fire ngle/Burst	Shots/Ammo 13/50	1.6lbs	Damaq	4D6	
+3 Perception related +3 to Save vs. Fever	ial Abilitie to fire.	es/Skills		SiG 226 in .357 SiG		Parry	Range/Re 165f	ach Ra t Si	ate of Fire ngle/Burst	Shots/Ammo 13/50	1.6lbs		4D6	
+3 Perception related +3 to Save vs. Fever	ial Abilitie to fire.	es/Skills		SiG 226 in .357 SiG		Parry	Range/Re 165f	ach Ra t Si	ate of Fire ngle/Burst	Shots/Ammo 13/50	1.6lbs		4D6	
+3 Perception related +3 to Save vs. Fever	ial Abilitie to fire.	es/Skills		SiG 226 in .357 SiG		Parry	Range/Re 165f	ach Ra t Si	ate of Fire ngle/Burst	Shots/Ammo 13/50	1.6lbs		4D6	
+3 Perception related +3 to Save vs. Fever Fire Knowledge: 83%	ial Abilitie to fire.	es/Skills		SiG 226 in .357 SiG		Parry	Range/Re 165f	ach Ra t Si	ate of Fire ngle/Burst	Shots/Ammo 13/50	1.6lbs		4D6	
+3 Perception related +3 to Save vs. Fever Fire Knowledge: 83% Saving Throws	ial Abilitie a to fire. +1%/Lv. Of I Base	es/Skills Experience	Roll Need	SiG 226 in .357 SiG		Parry	Range/Re 165f	ach Ra t Si	ate of Fire ngle/Burst	Shots/Ammo 13/50	1.6lbs		4D6	
+3 Perception related +3 to Save vs. Fever Fire Knowledge: 83%	ial Abilitie I to fire. +1%/Lv. Of I	es/Skills	Roll Need	SiG 226 in .357 SiG		Parry	Range/Re 165f	ach Ra t Si	ate of Fire ngle/Burst	Shots/Ammo 13/50	1.6lbs		4D6	
+3 Perception related +3 to Save vs. Fever Fire Knowledge: 83% Saving Throws	ial Abilitie a to fire. +1%/Lv. Of I Base	es/Skills Experience	Roll Need	SiG 226 in .357 SiG Baseball Bat	+2		Range/Re 165f 2.5ft	ach Ra t Si	ate of Fire ngle/Burst	Shots/Ammo 13/50 1D8	1.6lbs		4D6	
Spec +3 Perception related +3 to Save vs. Fever Fire Knowledge: 83% Saving Throws Horror Factor	ial Abilitie d to fire. +1%/Lv. Of t Base 14	es/Skills Experience Modifier 2	Roll Need	SiG 226 in .357 SiG Baseball Bat 	+2	xet Knife (Range/Re 165f 2.5ft	ach Ra t Si	ate of Fire ngle/Burst Single	Shots/Ammo 13/50 1D8	1.6lbs 3lbs		4D6 1D8	/n
Spec +3 Perception related +3 to Save vs. Fever Fire Knowledge: 83% Saving Throws Horror Factor Poison: Lethal	ial Abilitie d to fire. 	es/Skills Experience Modifier 2	Roll Need	SiG 226 in .357 SiG Baseball Bat	+2	xet Knife (Range/Re 165f 2.5ft	ach Ra t Si	ate of Fire ngle/Burst Single	Shots/Ammo 13/50 1D8	1.6lbs 3lbs		4D6 1D8	/n
Spec +3 Perception related +3 to Save vs. Fever Fire Knowledge: 83% Saving Throws Horror Factor Poison: Lethal Poison: Non-Lethal	ial Abilitie d to fire. 	es/Skills Experience Modifier 2	Roll Need 12 14 16	SiG 226 in .357 SiG Baseball Bat 	+2 hter, Pock	ket Knife ('	Range/Re 165f 2.5ft 	ach Ra t Si	ate of Fire ngle/Burst Single <u>Unique I</u> Lives in a	Shots/Ammo 13/50 1D8	1.6lbs 3lbs		4D6 1D8	/n
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Spec +3 Perception related +3 to Save vs. Fever Fire Knowledge: 83% Saving Throws Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity	ial Abilitie to fire. 	Modifier 2 - -	Roll Need 12 14 16 15 12	SiG 226 in .357 SiG Baseball Bat 	hter, Pock d Jeans, glasses, S et, Cell Ph	ket Knife (Laptop Co Sap Gloves	Range/Re 165f 2.5ft 104), Snea omputer, s (+2 Dama Flashlight,	ach Ra t Si	ate of Fire ngle/Burst Single <u>Unique I</u> Lives in a	Shots/Ammo 13/50 1D8 	1.6lbs 3lbs		4D6 1D8	/n
Spec +3 Perception related +3 to Save vs. Fever Fire Knowledge: 83% Saving Throws Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity Psionics Possession	ial Abilitie to fire. 	Modifier 2 - - - - 4	Roll Need 12 14 16 15 12 10	SiG 226 in .357 SiG Baseball Bat	hter, Pock nd Jeans, glasses, S et, Cell Pf fatches, C	ket Knife (Laptop Co Sap Gloves none, LED Can of Hair	Range/Re 165f 2.5ft 104), Snea omputer, s (+2 Dama Flashlight, rspray,	ach Ra t Si	ate of Fire ngle/Burst Single <u>Unique I</u> Lives in a	Shots/Ammo 13/50 1D8 	1.6lbs 3lbs		4D6 1D8	/n
Spec +3 Perception related +3 to Save vs. Fever Fire Knowledge: 83% Saving Throws Horror Factor Poison: Lethal Poison: Non-Lethal Harmful Drugs Insanity Psionics Possession Magic Spell	ial Abilitie to fire. +1%/Lv. Of I Base 14 14 16 15 12 10 12	Modifier 2 - - - - - 4 2	Roll Need 12 14 16 15 12 10 - 12	SiG 226 in .357 SiG Baseball Bat	hter, Pock nd Jeans, glasses, S et, Cell Ph fatches, G Cross, 3	ket Knife (Laptop Co Sap Gloves none, LED Can of Hair Wooden S	Range/Re 165f 2.5ft 105f 2.5ft 105f 2.5ft 105f 2.5ft 105f 2.5ft 2.5ft 105f 2.5ft 2.5ft 2.5ft 105f 2.5ft 2.5ft 2.5ft 105f 2.5ft 2.5ft 105f 2.5ft 2	ach Ra t Si	ate of Fire ngle/Burst Single <u>Unique I</u> Lives in a	Shots/Ammo 13/50 1D8 	1.6lbs 3lbs		4D6 1D8	/n
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Personal Information

Beyond the Supernatural[™]

Character Notes

Personal Information	Beyond the
Age: 23 Height: 5' 8" Weight: 140 lbs. Hair: dirty blonde, always dyed of	
Eyes: green Birth Order: 3 of 4 siblings Money: \$300 cash c	
General Appearance: A young Caucasian woman of Eastern European desc	ent,
with a well-defined face and wintergreen eyes. Her arms have multiple tattoos	, and her
body is physically fit with little extra body fat. Her hair is short and often dyed.	S
Disposition: Mischievious, confident. occasionally volatile but always passional	
Family Origin: From family of Russian immigrants with occasional psychic po	wers.
Environment: From Pikesville, Maryland, a prominent Russian-American neig	hborhood S
Reason for Paranormal Investigating: Early experiences with the supernatur	al, as well r
as requests for aid from those in need.	
Outlook on being psychic: Generally thrilled, though she rarely 'cuts loo	ose' with S
her powers.	h
Goals in Life: Make a living as a musician, maybe release a few albums and h	nopefully
help people.	1
Insanity: Odd obsession with lighting cigarettes but rarely finishing them.	5
Often flicks zippo lighter open and closed nervously.	١
Psionics: Base I.S.P.: 32	p
Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ar	
Psionic I.S.P. Psionic	I.S. <mark>P.</mark> a
Burning Touch 4	
Commune with Fire 4	
Fire Awareness 0	
Fire Knowledge 0	
Resistant to Fire 0	
Impervious to Fire 6	
Burst of Light 4	
Create Fire 6	
Fire Walk 2	
Fuel Flame 3	
Part Fire 8	
Imprevious to Fire 6	
Fire Bolt 10	
Self-Combustion 4	
Set Supernatural Ablaze 22	
Extinguish Fire 5	
Heat Point Focus 5	
Burnt Offering 15	
Miscellaneous	
Leaping Distance: Up: 4.5ft Across: 9ft	_ I
Run: 11.5 mph (max) 14.1 melees 255 ft/melee 42.8	5 ft/attack
Swim: mph (max) melees ft/melee	ft/attack

Sparks has multiple tattoos along her arms and shoulders. Some in particular include a melusine, an Orthodox Cross, a band of fire, and Little Red Riding Hood on one arm (the Bad Bad Wolf

on the other, of course),

Sparks tends to get rather heated about the following topics - music, politics, and motorcycles. She doesn't get crazy or violent - but she does get very passionate about these things.

Sparks is Russian Orthodox by faith, but she considers herself spiritual more than religious. Her relationship with the church can be best described as 'complicated'.

Sparks goes to great lengths to conceal her full name, despite being proud of her Russian heritage.

Contacts

Name:	Father Al Pazzini	Occupation:	Priest, Exorcist	Notes:	A member of the			
Selesians of Don Bosco; a spiritual troubleshooter.exorcist for the Arch-Diocese of New York.								
Name:	Madam Laveau	Occupation:	Voodoo Expert	Notes:	A Vodoun			
practitioner, club owner, and former employer. The two still keep touch.								
Name: S	ister Elizabeth Melros	e Occupation:	Nun	Notes:	Psychic Sensitive,			
assistant to Father AI in paranormal investigations. She has a love/hate relationship with Sparks.								

