

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 the service, I gave them for possibly forever. That... thing that killed Papi, they say it's called a "Dar'ota". I overheard its master say they're "going to 'Seattle' for business". Seattle is a city in America, close to Canada. But if that's where it's going, that's where I'm going. I'd already packed my things before the funeral, and I headed north right after 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 everything behind is frightening, but I'm determined to find that monster and destroy it. I am writing in this journal so in case I don't return, my family might understand why".

"It's taken me weeks to get here, but I made it to Seattle. It's very different from Mexico City. There are so many trees and ferns 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 also very different, but they are interesting and they've been 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 dealer or some kind. But why did it kill Papi? Papi never touched a drug in his life. When I find it, I'll get my answers."

"I've been here six months. I have not found the monster 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 famous 'Pike Place Market'. Many artists, singers, musicians, and performers live nearby and work there. I make decent money doing the same live fire performances and dances I did back home, as well as singing and playing Papi's violin. I miss home, but I enjoy the performer lifestyle here."

"I joined a group of people called the 'Lazlo Society' to help me find the Dar'ota. They have psychics (Including Fire Walkers like me), lots of monster hunters and a few experts on the paranormal as even some magic users. There's a lot of supernatural evil in Seattle, and the Lazlo Society confronts it. I've been involved in several 'paranormal investigations' already. Last night, our group found and destroyed a Dar'ota, but it wasn't my Dar'ota. Still, the investigations are good practice for when I find it."

"I HAVE AVENGED PAPI! I engulfed the Dar'ota in my psychic flames, watched it burn to ashes. It was satisfying, but it didn't take away the pain of losing him, not like I'd 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 letting the police handle him. Dr. Smythe 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. 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 enjoy working with the Lazlo Society; they're good people. They're good monster hunters, and Dr. Smythe is helping me to better understand and hone my Fire Walking abilities. I look forward to seeing where my life here will take me."

Lazlo Society

Name: Emilia Sonalii Selena Fernandez

P.C.C.: Fire Walker

Alignment: Unprincipled

Occupation: Fire Dancer, Performer,
Singer and Musician.

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Observation notes:

- Displayed a variety of Pyrokinetic abilities.
- Excels at dancing, performing, singing, and playing violin
- Skilled in several melee weapons, most of which she set on fire to inflict more damage against the supernatural.
- Bilingual
- As charismatic as she is passionate.



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"What fire does not destroy,
it hardens."

Seattle, Washington

Dr. Edmond Smythe

Lazlo Agency

Beyond the Supernatural

Player: Pregenerated Player Character
 Character: Emilia Sonalii Selena Fernandez
 Nickname/Alias: **"La Doncella De Fuego"** (The Fire Maiden)
 P.C.C.: Firewalker (pages 43-46)
 Sex: Female Alignment: Unprincipled
 Occupation: Fire Dancer / Performer, Singer and Violinist

Attributes

Hand to Hand Combat
 I.Q.: 11 HTH: Basic, fitness & self-defense mix
 M.E.: 13 Actions per Round: 4
 M.A.: 17 Initiative:+ 1
 P.S.: 19 Damage:+ 4
 P.P.: 21 Strike:+ 3
 P.E.: 19 Parry:+ 5
 P.B.: 22 Dodge:+ 6
 Spd.: 20 Roll with Impact:+ 3
 P.P.E.: 3 Pull Punch (11+):+ 3
 I.S.P.: 11 Knockout/Stun Roll: -
 S.D.C.: 30 Critical Strike Roll: Natural 20
 Hit Points: 32 Death Blow Roll: -
 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: Not adversely affected by hot air temperatures, can physically pick up hot objects with ease and fire and steam only does 1/2 damage.

Sense Temperature pg.45: Can estimate the temperature heat of the air, fire, hot items, etc., within 1D6 degrees. Must concentrate with palms open to sense temperature.

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

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

Last updated on 12/31/2025

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

| Skills | Base | Bonus | +%/lvl | Total% |
|-------------------------------------------------------------|------------------------------|--------------|--------------|-----------|
| Streetwise | 20 | 5 | 4 | 33 |
| Yoga | physical & attribute bonuses | | | |
| Running / Jogging | physical & attribute bonuses | | | |
| Marathon Dancing | physical & attribute bonuses | | | |
| Ballet | attribute & skill bonuses | | | |
| Dieting | physical & attribute bonuses | | | |
| Prowl | 35 | 7 | 5 | 52 |
| Sense of Balance | 60 | 12 | 5 | 83 |
| Backflip | 70 | 7 | 5 | 87 |
| Hobby: Reading / Writing Poetry | 50 | - | 5 | 65 |
| Weapon Proficiencies: Recognize Weapon Quality (35%) | | | | |
| Ancient Weapon Proficiencies | Strike | Parry | Throw | |
| Staff (long, short, Bo Staff, etc.) | +2 | +1 | - | |
| Sword (short, long, saber, etc.) | +2 | +1 | - | |
| Chain (flail, mace, nunchaku, etc.) | +2 | - | - | |
| Knife (dagger, tactical, chef, etc.) | +1 | +2 | +2 | |
| 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"* | +6 | +7 | 5 foot reach | melee | carries one | 3 lbs. | 2D6 (3D6 if vulnerable to fire) +6 |
| "Fire Scimitar" | +5 | +6 | 2.5 foot reach | melee | carries one | 2 lbs. | 2D6 (3D6 if vulnerable to fire) +5 |
| "Monkey Fist" poi chain | +5 | +3 | 24" reach | paired | carries one | 5.7 oz. | 2D4 (3D4 if vulnerable to fire) +5 |
| Pair of Tactical Knives | +4 | +7 | +7 / 11 feet | paired | carries two | 0.7 lbs. | 1D6+6 damage per strike |
| <i>Burning Hands</i> -page 44 | +3 | - | per touch | single | 4 I.S.P. for one round | | 2D6+4 to supernatural beings/witches |
| <i>Fire Bolt</i> -page 95 | +6 | - | 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+6 (kick) |
| Elbow / Knee strikes | Note: Called Shots & Power Strikes cost two attacks to perform | | | | | | 1D6+4 (elbow) / 1D8+6 (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 <i>Hand-to-Hand Combat</i> and <i>Weapon Proficiency</i> bonuses are included | | | | | | | |

Equipment

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

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

Metal (red) Jerry fuel can; holds up to 5 gallons, but usually has about 2-3 gallons. **Note:** Usually kept in her vehicle until she needs it.

Vehicle, Housing and Specialty Items

Drives a six year old SUV Ford Escape (red); paid in cash for it.
 Lives in a studio apartment (with some artist roommates) in downtown Seattle near *Pike Place Market*, allowing her to work close to home. Items of note (at home) includes her basic wardrobe, costumes, cosmetics, an expensive dress, PC laptop, Wi-Fi & Cable TV, athletic / workout attire, yoga mat, variety of fire performing supplies, fueling equipment, sewing & leather supplies for designing and crafting her dance performance costumes.

Her prized possession is a family heirloom; her father's violin, which he used while performing in the family's Mariachi band.

Several forged ID's and documents (she's in the country illegally)

* Fitted with quality grips and grip configurations, this staff adds +1 to all strike and parry rolls.

Emilia's Personal Information

Age: 28 Height: 5' 5" Weight: 118 lbs. Hair: brown, long & wavy; usually kept loose
 Eyes: brown Birth Order: last born of four Money: \$800.00 cash on hand
General Appearance: Emilia is a natural Latina beauty with long, wavy brown hair.
 Prefers keeping her wavy hair loose unless she needs to style it for a costume or performance.
 During paranormal investigations she wears athletic attire under her armor & 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 known my abilities back then, I might've saved my papi that day. But I DID avenge him."
Goals in Life: Continue mastering her craft as a fire 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 she's being followed by someone, or something
 supernatural. Looks behind her or makes quick, unexpected sideways glances at times.

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

Emilia's Pyrokinetic Abilities I.S.P.

| | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|
| Burning Touch pg.44: Her touch burns the supernatural, creatures of magic, and witches. | 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, she 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. | 4 |
| 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. | 3 |
| 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. | 25 |
| 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 |
| Extinguish Fire pg.94: Can 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 |

Leaping, Movement, and Carrying Weight Notes

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 special weapons and fire performing/dancing 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.
 Add +1D6 damage to beings vulnerable to fire when the wicks on the ends are lit. Takes an action to light.

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.

"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 +1D6 damage to supernatural 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.

Goggles Description: fashion designed, trendy looking goggles

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

Emilia's sample quotes and sayings:

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

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

"The most powerful weapon on earth is the human soul on fire."

"Not facing a fire doesn't put it out."

"The difference between a good life and a bad life is how well you walk through the fire" - Carl Jung

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

¡Quemo como el sol! (Spanish) English: I burn like the sun!

(Igner her fire abilities) "What a lovely way to burn."

"I NEVER truly walk in darkness!"

"I have a light."

Where there's smoke, there's fire'... that saying is a time honored cliché for a reason.



Notes about Fire Walking

The Fire Walker is a Physical Psychic whose focus and powers involve heat and fire. The technical term is *Pyrokinesis*, the ability to influence and create fire with the mind through sheer force of will and mental concentration.

As the name suggests, a Fire Walker can walk on burning coals and handle fire without physical injury, but the character's relationship with fire goes much deeper. In a way, it is her spirit guide - an inner force that provides the Fire Walker with insight and visions as well as inspiration and raw power. Against supernatural forces, especially those vulnerable to fire, a master of Pyrokinesis is a power to be reckoned with, but like other Physical Psychics, her sensitivity to spirits and other subtle energies is minimal.

It's interesting to note that a Fire Walker's personality is often combustible. Many are openly flamboyant, hot-tempered and emotionally volatile. Even the outwardly quiet and introverted ones may be volcanoes boiling with emotion beneath their calm exterior. Most Fire Walkers have strong opinions, at least about certain subjects, and have one or more "hot buttons" that get their emotions fired up.