Emma Jane WalkerAlignment: ScrupulousP.C.C.: Latent PsychicOccupation: Jr. High School Student

You are Emma Walker, the only child in a blue collar family and neighborhood in Seattle, Washington. While your mother works at a Boeing plant, your father is Kenneth Walker, a well known psychic (Psi-Mechanic) in the *Lazlo Society* (and the inner *Lazlo Agency* circle) and works as an auto mechanic. After being kidnapped and nearly eaten by a *Bogey Man* a few years ago, you've since begun to develop psychic abilities and have been enthralled with them so far. After being part of the team that rescued you, your father explained his being involved in the Lazlo Agency and having psychic abilities, asking you to keep it a secret as most people wouldn't understand. So it's no surprise that you haven't told your parents about your budding psychic abilities as of yet, deciding to hold off until you've got an idea of what to do with them and how to control them.

A few weeks ago your father was severely injured in his last encounter with a supernatural being and is laid up with a multiple fractures in his left leg. Under normal circumstances he would be placed on the inactive list within the *Lazlo Society's* list of contacts, but you're not anything if not headstrong and sneaky. Taking his incident as an opportunity to prove yourself and your abilities, you've taken your father's name off the injured list, changing all of his contact details so that you're now getting the requests from the Lazlo Agency for assistance. Whenever a message shows up in your inbox, you sneak out of the house, armed with your fathers Psi-Devices (which you inexplicably understand how they work and how to operate them).

As a typical teenage you are an all around good person, but you're also determined to prove yourself, and being stubborn about it. You're a clever young lady with a budding attribute for sneakiness, which has kept your folks from discovering your "after dark activities" thus far. Some would consider you fearless to the point of foolish in most cases as your dealing with things that are incredibly dangerous to seasoned adults much less a "rookie kid" to be involved with. But these naysayer's have only fuelled your determination to prove them all wrong. And so far, you're doing it!

Your grades at school have slowly declined from good to average from a lack of caring or trying on your part (which your parents have begun to get on you about). But your academics just aren't as interesting as they used to be in light of your growing abilities and intrigue of the paranormal and the supernatural. On the other hand, you've become most interested and involved in team sports and athletics to help train and build your physical attributes. Baseball has proven to be your favorite and you've become a good track runner. You've even talked your parents into sending you to self defense classes a few times a week. You're practice and dedication is already paying off; you're steadily becoming a capable paranormal investigator despite your age. So until your dad recovers, all you have to do is keep fighting the good fight... oh, and hope your parents don't find out about it!

Beyond the Supernatural™		Skill	Base	Bonus	+%/lvl	Total %	Skill	Base	Bonus	+%/lvl	Total %		
beyond the Supernatural			Speak English	88	-	1	89						
Player: Pregenerated Player Character			Read English	80	-	2	82						
Character: Emma Jane Walker			Basic Math	72	-	3	75						
Nickname/Alias:			Sing	35	-	5	40						
P.C.C.: Latent Psychic			Play Flute	35	-	5	40						
Sex: Female Alignment: Scrupulous			Wardrobe & Grooming	50	-	4	54						
Occupation: Full Time Student in Jr. High School			Lore: Paranormal/Psion.	30	5	5	40						
Attribute	s	Hand to Hand Com	bat	Lore: Geomancy	30	5	5	40					
I.Q.: 1	11	Type: Basic (YMCA Kara	ate Class)	Lore: Superstitions	30	5	5	40					
M.E.:	16	Number of Attacks:	4	Athletics	-	-	-	-			·		
M.A.:	13	Initiative:+	-	Running	-	-	-	-					
P.S.: 1	10	Damage:+	-	Swimming	50	-	5	55					
P.P.: 1	12	Strike:+	-	Computer Operation	60	-	3	63					
P.E.: 1	13	Parry:+	3	Research	40	-	5	45					
P.B.: 1	12	Dodge:+	4	Bicycling	60	-	3	65					
Spd.:	23	Roll w Punch/Impact:+	4	Land Navigation	36	-	4	40			·		. <u></u>
Perception:	-	Pull Punch:+	2	History: Inuyasha manga	40	-	4	44	Weapon Proficiencies	s: Reco	gnize Weap	on Quality	/ 30%
P.P.E.:	10	Knockout/Stun Roll:	-	History: Naruto manga	40	-	4	44	Ancient W.P. List		Strike	Parry	Throw
I.S.P.:	9	Critical Strike Roll:	Natural 20	Hobby: Digital Media	40	-	5	45	W.P. Blunt		+1 Strike	+1 Parry	-
Hit Points:	20	Death Blow Roll:	-										
S.D.C.:	24	• •							•				
Armor Type	e: V	est A.R.: 10 S.D.	.C.: 60										
Level: 2 Experience Points N/A						W	eapons &	Equipment					

Weapons & Equipment									
Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage		
Baseball Bat (wood)	+1	+1	Handheld	Melee	-	5 lbs.	1D12+1		
Mace Spray	-	-	4-6ft area	Single	20 sprays	1 lb.	-6 to strike, parry & dodg		
Hair Spray & Lighter	-	-	4-6ft area	Single	20 Sprays	1 lb.	2D6		
Dad's Psi-Paintball Gun	-	-	150ft	Single	See Below	3 lbs.	3D6		
Steam Blast	+4	-	12ft	Single	5 I.S.P.	-	See page 98		
Fire Bolt	+3	-	140ft	Single	10 I.S.P.	-	7D6		
Demon Punch (pg. 108)	-	-	lasts 1 round	Melee	I.S.P. 6	-	3D6		

Equipment	Unique Items
hooded sweatshirt, t-shirt, jeans, running shoes, wristwatch,	Windsor Willow Road Bike and safety helmet
smartphone, jewelry, purse, compact w/pocket mirror, makeup,	
personal items, baseball cap, pocket flashlight, and gum	Dad Psi-Mechanic Devices: (all at 7th level)
	-Geiger Counter: Imbued with "Detect Psionics" and
Backpack Contains: large flashlight, multi-tool, utility knife (1D4),	"Presence Sense".
digital Camera, bottled water, bag of M&M's, 12" wooden cross,	-Palm Pilot: Imbued with "Empathy" and "Electrokinesis"
4 stakes and a mallet, her dad's psi-devices, pullover knit cap,	-Paintball Rifle: Imbued with both "Steam Blast" and
diary, a couple of manga books, and some personal items.	"Fire Bolt"
	-Zippo Lighter: Imbued with "Burst of Light"
	-Paintball Goggles: Imbued with "Telekinesis", "Levitation", a
	"See Aura"

Special Abilities/Skills

Mind Storm (Special: see pg. 57 for details)						
Precognitive Dream (Special: see page 57)						
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.						
+3 to save vs. mind control & illusions						

Saving Throws	Base	Modifier	Roll Need
Poison: Lethal	14	-	14
Poison: Non-Lethal	16	-	16
Harmful Drugs	15	-	15
Insanity	12	+1	11
Psionics	12	+1	11
Magic Spell	12	-1	13
Magic Ritual	16	-1	17
Coma/Death		-	-
Horror Factor		+1	-
Possession		+3	-
Curses	15	-	15
Disease	14	-	14
Illusions		-2	-

Personal Information

Beyond the Supernatural[™]

		lation			Deyona ti				
Age: 13 Height: 5'3	" We	eight: 1	12 lbs.	Hair:	brunette				
Eyes: hazel Birth Order:	only ch	nild	Money:	\$25.0	0 cash on hand				
General Appearance: Usually w	ears trend	dy but cor	nfortable of	clothing, Ic	oves to wear				
clothing from Old Navy and the C									
depending on how she feels that	day. Wea	rs a base	ball cap d	uring inves	stigations.				
Disposition: She's a good kid, bu	-			-	-				
Family Origin: Of English/German descent, her father is a Psi-Mechanic.									
Environment: From a blue collar working class family in Seattle, Washington.									
Outlook on being Psychic: Acad	lemic; Lov	es being	psychic a	nd accepts	s the supernarural,				
but finds the latter unnerving and									
Reason for Paranormal Investiga					husiast, she knows				
first hand how dangerous the sup	ernatural	is and wa	nts to help	protect p	eople.				
Goals in Life: Gradate High Scho									
a Parapsychologist and continue									
Insanity: Has a real fear of the Bo	ogey man.	She was	kidnappe	d by one a	a few years ago,				
but her father (along with other m	embers of	f the <i>Lazl</i>	o Society)	rescued l	her.				
Psionics: Base I.S	.P.:	9	Current	I.S.P.:	-				
Multipliers: Scrutiny x 1 Invest	igation: x	2 Less	er:x 4 G	reater: x	6 Ancient: x 10				
Psionic	I.S.P.			- Caller	e la st				
Mind Storm (pg. 57)	-		•	and the second					
Precognitive Dreams (pg. 57)	-		and in the second		Manual Concile				
Healing Touch (pg. 99)	6				-				
Bio-Regeneration (pg. 98)	6	·							
Demon Punch (pg. 108)	6	-			- Charge Blacker				
Nightvision (pg. 112)	4		and the	Mak					
Psychic Invisibility (pg. 125)	12	100	A. Contract						
Sixth Sense (pg. 127)	2	-		10 0					
See the Invisible (pg. 126)	4		in the same	Sal					
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Miscellaneous									
Leaping Distance: Up:	1.5ft / 3f	t(P)	Across:	3ft / 6	Sft(P)				
Run: 15.6 mph (max)	10	melee	s 345	ft/melee	86 ft/attack				
· · · · · · · · · · · · · · · · · · ·		_		-					

Swim:

2.7

mph (max)

10

Maximum Carry Weight: 100 lbs. Maximum Lifting Weight: 200 lbs.

melees

60

ft/melee

15

ft/attack



	opeena	-4							
Name:	Geiger Counter	Type:	Equipment	Description:	Psi-Device				
Abilities: Function like a regular Geiger Counter, but is also imbued with "Detect Psionics" (pg. 99)									
and "Pre	sence Sense" (pg. 124).								
Name:	Palm Pilot	Type:	Equipment	Description:	Psi-Device				
Abilities: Acts like a normal Palm Pilot, but is also imbued with "Empathy" (pg. 119) and									
"Electrok	kinesis" (pg. 112).								
Name:	Zippo Lighter	Type:	Tool	Description:	Psi-Device				
Abilities:	Acts like a normal Zippo	, but is als	o imbued with "I	Burst of Light" (pg.	93)				
Name:	Paintball Gun Rifle	Type:	Weapon	Description:	Psi-Device				
Abilities: Fires Red paintballs as normal, but its also imbued with "Steam Blast" (pg. 98) and									
"Fire Bol	t" (pg. 95).								
Name:	Paintball Goggles	Type:	Equipment	Description:	Psi-Device				
Abilities:	Protects her eyes, but is	s also imbu	ued with "Telekin	esis" (pg. 114), "L	evitation" (pg. 112),				
and "See	e Aura" (pg. 126).								
			Notes						
Her outle	ook on being psychic:	Emma is s	till coming to ter	ms with being kidr	apped and nearly				
eaten by	a Bogey Man, and that s	she began	developing psyc	hic abilites since t	hen.				
That beir	ng said, she realizes that	she loves	being psyhic, ar	nd finds the subject	t of the Paranormal				
and the s	supernatural fascinating.	She been	going through h	er father books an	d reading material				

concenring the paranormal (finds psychic abilites, Ley Lines and Superstitions especially interesting), and has acquired a good amount of "book smarts" quickly. However, she lacks a solid scientific background and has an unclear and uncertain view of magic and the supernatural. Her understanding and control of psionics, however, is good already and shows promise to get even better in time.