

Emilia Sonalii Selena Fernandez

Alignment: Anarchist

P.C.C.: Fire Walker

Occupation: Fire Performer, Musician and Singer

Excerpts for Emilia's diary:

We buried papa this morning. It was a simple service. I think he'd have preferred that. When I gave my goodbyes to everyone who came, I was saying goodbye possibly for forever. That thing that killed papa... they call them "Brawling Joe's" in America... I heard its boss or its owner say they were driving up to 'Seattle'. I looked up Seattle; it's in America, way up north by 'Canada'. It's where I'm going. I don't know why it killed papa, but it will pay for it. 'Antonio's Traveling Carnival' has been my home all my life. They've been like family to me. It will be hard to leave them but I have to. I pray I'm not burning bridges behind me when I leave.

I'm in Seattle. It's taken me weeks to get here but I did it. It's very different from Mexico. There are so many trees. The sky is steel gray. It rains on and off all day. I can see mountains with snow on them in the distance. Seattle is very crowded and the traffic is bad, but the people are interesting and they are kind to me. I've been asking around, and I think I have a lead on the creature. Its boss is a drug mule or a dealer of something. Why did it kill papa? He never touched a drug in his life. When I find that creature I'll get answers.

I've been here six months. I haven't found it yet. I'm worried that I will ever find papa's killer. I found a place to live. I share it with an artist, she's a painter. It's located near the 'Pike Place Market' which is supposed to be famous. All I know is that a lot of artists, singers, musicians, and performers live and work here. I've been lucky as I make money doing the same fire performances I did back home, as well as singing and playing papa's violin. I miss the carnival, but it like the lifestyle here.

I still haven't found the Brawling Joe yet, but I've been involved in several 'paranormal investigations'. I keep getting involved with people from this 'Lazlo Society'. They have psychics like me in the society. There are many supernatural creatures in Seattle, and they deal with them. Dr. Smythe is their lead investigator. He is a good man and he calls me when needed. The investigations are good practice for when I find the Brawling Joe, if I ever find it.

I KILLED IT TODAY! I engulfed the 'Brawling Joe' in my psychic flames, and watched it burn to ashes. It was satisfying, but it didn't take away the pain of losing papa like I hoped. It told me that it killed papa because he witness a drug deal. It said 'your dad was in the wrong place at the wrong time.' My papa was killed over nothing! I wanted to kill his boss, but I settled for calling the police. The Lazlo Society people with me said that he'll go to prison for a long time. I can live with that. I also found peace knowing that papa has reunited with mama.

I've decided to stay in Seattle. I've been here almost a year, and I've gotten to like the people and the Lazlo Society. I make better money in the market than I did in the carnival. I've even started getting work in special events and ceremonies. People here appreciate my fire performing, singing and violin playing. I look forward to seeing where life here will take me.

Beyond the Supernatural™

Player: Pregenerated Player Character
 Character: Emilia Sonalii Selena Fernandez
 Nickname/Alias: "La Doncella De Fuego"
 P.C.C.: Fire Walker (pages 43 - 46)
 Sex: Female Alignment: Anarchist
 Occupation: Fire Performer, Musician and Singer

Attributes	Hand to Hand Combat
I.Q.: <u>11</u>	Type: <u>Expert (Street Fighting)</u>
M.E.: <u>13</u>	Number of Attacks: <u>4</u>
M.A.: <u>15</u>	Initiative: <u>+2</u>
P.S.: <u>18</u>	Damage: <u>+3</u>
P.P.: <u>19</u>	Strike: <u>+4</u>
P.E.: <u>17</u>	Parry: <u>+5</u>
P.B.: <u>21</u>	Dodge: <u>+5</u>
Spd.: <u>20</u>	Roll w Punch/Impact: <u>+3</u>
Perception: <u>+1</u>	Pull Punch: <u>+4</u>
P.P.E.: <u>3</u>	Knockout/Stun Roll: <u>-</u>
I.S.P.: <u>12</u>	Critical Strike Roll: <u>Natural 20</u>
Hit Points: <u>30</u>	Death Blow Roll: <u>-</u>
S.D.C.: <u>28</u>	
Armor: <u>Protective Vest</u>	A.R.: <u>10</u> S.D.C.: <u>60</u>
Level: <u>3</u>	Experience Points: <u>n/a</u>

Special Abilities/Skills

+3 Perception when dealing with fire (pg. 44)
Commune with Fire (pg.44)
Fire Awareness of Sense Fire (pg. 44)
Fire Knowledge 83% (pg. 44-45)
Resistant to Fire (pg. 45)
Sense Temperature (pg.45)

Saving Throws	Base	Modifier	Roll Need
Horror Factor		<u>+2</u>	<u>-</u>
Poison: Lethal	<u>14</u>	<u>+2</u>	<u>13</u>
Poison: Non-Lethal	<u>16</u>	<u>+2</u>	<u>14</u>
Harmful Drugs	<u>15</u>	<u>+2</u>	<u>13</u>
Insanity	<u>12</u>	<u>-</u>	<u>12</u>
Psionics	<u>10</u>	<u>-</u>	<u>10</u>
Possession		<u>+4</u>	<u>-</u>
Magic Spell	<u>12</u>	<u>+3</u>	<u>9</u>
Magic Ritual	<u>16</u>	<u>+3</u>	<u>13</u>
Coma/Death		<u>+5%</u>	<u>-</u>
Curses	<u>15</u>	<u>-</u>	<u>15</u>
Disease	<u>14</u>	<u>+1</u>	<u>13</u>
Pain	<u>14</u>	<u>+1</u>	<u>13</u>
Fever (including spells)		<u>+3</u>	<u>-</u>

Skill	Base	Bonus	+%/lvl	Total %
Speak Spanish	<u>88</u>	<u>-</u>	<u>1</u>	<u>90</u>
Read Spanish	<u>80</u>	<u>-</u>	<u>2</u>	<u>84</u>
Basic Math	<u>72</u>	<u>-</u>	<u>3</u>	<u>78</u>
Aerobic Athletics	<u>+5 S.D.C., +2 to Kicking Damage</u>			
Dance	<u>30</u>	<u>20</u>	<u>5</u>	<u>60</u>
Disguise	<u>25</u>	<u>15</u>	<u>5</u>	<u>50</u>
Impersonate Voice/Sound	<u>42/36</u>	<u>15</u>	<u>4</u>	<u>65/59</u>
Play Violin	<u>35</u>	<u>20</u>	<u>5</u>	<u>65</u>
Performance	<u>25</u>	<u>20</u>	<u>5</u>	<u>55</u>
Public Speaking	<u>30</u>	<u>15</u>	<u>5</u>	<u>55</u>
Seduction	<u>20</u>	<u>12</u>	<u>3</u>	<u>38</u>
Sing	<u>35</u>	<u>25</u>	<u>5</u>	<u>70</u>
Wardrobe & Grooming	<u>50</u>	<u>20</u>	<u>4</u>	<u>78</u>
Sewing	<u>40</u>	<u>5</u>	<u>5</u>	<u>55</u>
Leather Working	<u>45</u>	<u>5</u>	<u>5</u>	<u>60</u>
Speak English	<u>50</u>	<u>5</u>	<u>3</u>	<u>61</u>
Lore: Demons/Monsters	<u>30</u>	<u>5</u>	<u>5</u>	<u>45</u>
Dieting		<u>+4 Hit Points, +1 P.E. & P.B.</u>		
Yoga		<u>+1 to P.P. & M.A.</u>		

Skill	Base	Bonus	+%/lvl	Total %
Running / Jogging		<u>+1 P.E., +4 SPD, +3 S.D.C.</u>		
Juggling	<u>35</u>	<u>-</u>	<u>5</u>	<u>45</u>
Streetwise	<u>20</u>	<u>-</u>	<u>4</u>	<u>20</u>
Pilot Automobile	<u>60</u>	<u>-</u>	<u>3</u>	<u>60</u>
Sense of Balance	<u>30</u>	<u>10</u>	<u>5</u>	<u>50</u>
Weapon Proficiencies: Recognize Weapon Quality (35%)				
Ancient W.P. List	Strike	Parry	Throw	
Staff (Expert)	<u>+4</u>	<u>+2</u>	<u>-</u>	
Knife	<u>+1</u>	<u>+2</u>	<u>+2</u>	
Chain	<u>+2</u>	<u>-</u>	<u>-</u>	
Paired Weapons	<u>See page 214 for details</u>			

Weapons & Equipment

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
"Dragon Staff"	<u>+5</u>	<u>+3</u>	<u>6ft reach</u>	<u>melee</u>	<u>-</u>	<u>3 lbs.</u>	<u>2D4+2+Damage</u>
Set of throwing knives	<u>+1/+2</u>	<u>+2</u>	<u>50ft if thrown</u>	<u>melee</u>	<u>12 knives</u>	<u>.5 lb. each</u>	<u>1D4+1+Damage</u>
Monkey Fist Poi Chains	<u>+2</u>	<u>-</u>	<u>1.5ft reach</u>	<u>melee</u>	<u>2 chains</u>	<u>1 lb. each</u>	<u>1D6 / 2D6 lit (+Damage)</u>
Karate Punch / Kick	<u>Called shots to specific areas (nose, eyes, groin, etc.) can penalize target</u>						<u>2D4 / 1D8+2(+Damage)</u>
Disarm Attacks	<u>Needs a natural 17-20 as a defensive move, gets a +2 to offensive disarm attempts.</u>						
Burning Touch (pg. 44)	<u>Mark's touch burns supernatural beings and creatures of magic. I.S.P.:4</u>						<u>2D6+2D4+Damage</u>
Cans of Hairspray	<u>-</u>	<u>-</u>	<u>6ft</u>	<u>melee</u>	<u>2 cans</u>	<u>1 lb.</u>	<u>2D6 per blast of fire</u>
Fire Bolt (pg. 95)	<u>+3</u>	<u>-</u>	<u>60 feet</u>	<u>melee</u>	<u>10 I.S.P.</u>	<u>-</u>	<u>3D6 per bolt</u>

Equipment

black & red athletic wear, tennis shoes, Nomex sleeves & gloves, dagger belt (holds 12), goggles, smartphone, lucky Zippos, pocket sized flashlight, hip holster for gun, pack of gum, silver cross on a necklace, and some personal items.

Gym Bag Contents: large flashlight, 1/2 gallon of gasoline, a dozen candles, roll of duct tape, 2 boxes of matches, plastic tubing, old roll of newspapers, 2 cans of hairspray, various fire works (M-80's, Roman Candles, etc.), fire blanket, magnesium block fire starter, fire performer supplies & equipment small umbrella, her diary, and some personal items.

Unique Items

6 year old SUV Ford Escape (Silver)

Lives in a studio in downtown Seattle (near Pike's Market)
Items of note at home include her basic wardrobe, costumes, sewing supplies, make up, one expensive dress, PC laptop, internet connection & Cable TV, athletic/workout clothing, and a variety of fire performing supplies and fueling equipment.
Her prized possession is the family heirloom violin her father used in his Mariachi band.

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

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Personal Information

Age: 27 Height: 5' 5" Weight: 118 lbs. Hair: brown; long and curly
 Eyes: brown Birth Order: last born of four Money: \$250.00 in cash on hand
 General Appearance: Emilia is a natural Hispanic beauty with long, curly brown hair.
 Wears athletic clothing when jogging, working out, practicing her fire performing, on while investigating, but favors trendy jeans, tops, jackets and boots in public.
 Disposition: She's very bold, outgoing, passionate and more than a little sassy.
 Family Origin: Of Hispanic ancestry with some definite history of the Paranormal.
 Environment: From a traveling carnival show that traveled all over South America.
 Reason for Paranormal Investigating: After witness her father being killed by a *Brawling Joe*, she hunted it all the way to Seattle to destroy it, and continues to investigate here.
 Outlook on being Psychic: Sees it as a way to never be powerless again, like she was the day her father was beaten to death by a *Brawling Joe* (wrong place, wrong time).
 Goals in Life: Continue mastering her craft as a fire performer, become a legal American citizen, and maybe become an actress or a singer one day (maybe both).
 Insanity: Emilia is a kleptomaniac; she's prone to stealing inexpensive and valuable items when the fancy strikes her. This gets her into trouble and tense situations regularly.

Psionics: Base I.S.P.: 12
 Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Psionic	I.S.P.
Burning Touch (pg. 44)	<u> </u> <u>4</u>
Commune w/ Fire (pg.44)	<u> </u> <u>4</u>
Fire Awareness (pg.44)	<u> </u> <u>-</u>
Fire Knowledge (pg. 44-45)	<u> </u> <u>-</u>
Resistant to fire (pg.45)	<u> </u> <u>-</u>
Sense Temperature (pg. 45)	<u> </u> <u>1</u>
Burnt Offering (pg. 93)	<u> </u> <u>15</u>
Burst of Light (pg. 93)	<u> </u> <u>4</u>
Burnt Message (pg. 93)	<u> </u> <u>93</u>
Circle of Fire (pg. 93)	<u> </u> <u>15</u>
Create Fire (pg. 94)	<u> </u> <u>6</u>
Draw Fire (pg. 94)	<u> </u> <u>8</u>
Eat Fire (pg. 94)	<u> </u> <u>3</u>
Fire Bolt (pg. 95)	<u> </u> <u>10</u>
Heat Point Focus (pg.95)	<u> </u> <u>5</u>
Fire Walk (pg. 95)	<u> </u> <u>2</u>
Set Supernatural Ablaze (pg. 96)	<u> </u> <u>25</u>



Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of the lead agents of the Seattle based Lazlo Society, and frequently works with Emilia.
 Name: Dr. Angela Jean Strauss Occupation: Parapsychologist Notes: Emilia works with her regularly and admires her intelligence and bravery in reasearching & confronting the supernatural.
 Name: Mark O'Conner Occupation: Fire Fighter & Rescue Notes: Mark is a *Fire Walker* like Emilia and she enjoys working with him. They've become friends and possibly more in the future.

Special Equipment and Magic Weapons & Objects

Name: "Dragon Staff" Type: Weapon Description: Custom Staff
 Abilities: Her Dragon staff is black, collapsible, fitted with quality grips and grip configurations.
 Adds +1 to Strike and Parry due to balancing. When wicks are lit, add +1D6 to Damage
 Name: Nomex Gear Type: Clothing Description: Protective clothing
 Abilities: her sleeves and gloves protect her arms hands from flames and are fire resistant.
 Fire damage to these areas only do 1/2 damage.
 Name: Monkey Fist Poi Chains Type: Gear Description: 1.5ft chain with wick ball
 Abilities: Made from 1/2" Kevlar rope, and are larger than most types of fire poi heads.
 Monkey Fist poi creates a huge fireball on a chained weight that does 2D6 damage when lit.
 Name: Fire Breathing Torches Type: Gear Description: 12-inch torches
 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, ceremonies & theatrical use.
 Name: Tibetan Palm Torches Type: Gear Description: Palm sized Tibetan bowls
 Abilities: These are for belly dancing routines. Both are authentic handmade Tibetan Singing Bowls and retain their singing qualities even with their fire. Throwing them when lit does 1D8+2 Damage.
 Name: Goggles Type: Gear Description: Trendy looking Goggles
 Abilities: Her goggle offer protection from *fire breathing* to *Burning Man dust*. Features UV protection anti-fogging and yellow polycarbonate lenses coupled with durable frames & elastic adjustable straps.



Miscellaneous

Leaping Distance: Up: 2ft / 4ft(P) Across: 4ft / 8.5ft (P)
 Run: 15.6 mph (max) 17 melees 345 feet per melee 87 feet per attack
 Swim: - mph (max) - minutes - feet per melee - feet per attack
 Bonus to Impress: 55% Maximum carry weight: 180 lbs. Max lift weight: 360 lbs.