

## **Justin VanBuskirk**

**Alignment:** Unprincipled (has risen up from Miscreant)

**Occupation:** Computer Programmer    **P.C.C.:** Psychic Medium

You are Justin VanBuskirk, the youngest of three brothers in a low income single parent family in East Los Angeles. To say that your childhood was hard would be an understatement.

Your older brothers were verbally and physically abusive and outright cruel to you in many ways, including their ridiculing you about being too young to remember your father (who's been in prison since you were a year old). Sometimes they said you were the reason dad got caught, simply because he wanted to get caught rather than having to put up with you. They gave you cruel nicknames, like "The Hand Me Down Kid" as you had to wear their second-hand clothing. Their ridiculing carried over to instigating more verbal abuse from their classmates and friends at school. Unfortunately, your mother worked many long hours to provide for the three of you and offered little guidance or comfort for your situation.

Like many children in such situations, you grew up to be a mean spirited and bitter teen with a poor attitude, heading down a path of anti-social behavior. Vandalism, fist fighting, stealing, and other bad outlets for your anger emerged. You seemed destined to become a criminal and burden on society before you reached adulthood. That is, until a unlikely intervention came in the form of your Spirit Guide, Rain Foster.

Rain introduced herself to you as a family relation, specifically your father's aunt. At first you thought you were going crazy and tried to ignore her. But in time you started listening to her and eventually began to talk back. Unexpectedly, her paternal, nurturing and caring attitude latched onto you quickly, becoming the teacher, mentor and guide you never had. She helped you straighten out in both school and personal life. She helped you discover that you had a lot of potential and many talents that could rise up and beyond your upbringing, becoming more than what you had become. And in time, she began to explain and teach you about your budding abilities as a Psychic Medium.

Your life has become very different since Rain's intervention; you've gotten your act together, you're becoming a model citizen, you've graduated high school and then college two years ago with a degree in computer programming. You've even landed a steady and good paying job, providing you with an even greater sense of security and accomplishment already in your young age. Rain has now encouraged you to use your talents as a Psychic Medium to help and guide others like she helped you. Becoming a part of the *Lazlo Society*, and then the *Lazlo Agency*, you've become a useful member of any paranormal investigation you've been involved in. With Rain at your side, it's quite possible that you can do anything you put your mind to, even confronting, combating and destroying the Supernatural!

# Beyond the Supernatural™

Player: Pregenerated Character Sheet

Character: Justin VanBuskirk

Nickname/Alias: Online name is "**Captain Guarana**"

P.C.C.: Psychic Medium (pages 82-88)

Sex: Male Alignment: Unprincipled (was Anarchist)

Occupation: Computer Programmer

## Attributes

I.Q.: 14

M.E.: 19

M.A.: 11

P.S.: 11

P.P.: 12

P.E.: 23

P.B.: 13

Spd.: 17

Perception: +3

P.P.E.: 4

I.S.P.: 14

Hit Points: 37

S.D.C.: 21

Armor: Point-Blank Vest A.R.: 10 S.D.C.: 70

Level: Three Experience Points: N/A

## Hand to Hand Combat

Type: Basic ("Strip Mall Karate")

Number of Attacks: 4

Initiative: +2

Damage: +

Strike: +

Parry: +2

Dodge: +2

Roll w Punch/Impact: +2

Pull Punch: +2

Knockout/Stun Roll: -

Critical Strike Roll: Natural 20

Death Blow Roll: -

## Special Abilities/Skills

Impervious to all forms of Possession

Never bothered by Poltergeists or Haunting Entities

+1 save vs. all types of Mind Control

+6 to save vs. Horror Factor vs. Ghosts, Spirits & entities

See Special P.C.C. Abilities in **Psionics** on back side

## Saving Throws

	Base	Modifier	Roll Needed
Horror Fctor		+3	-
Poison: Lethal	14	+4	10
Poison: Non-Lethal	16	+4	12
Harmful Drugs	15	+4	11
Insanity	12	+2	10
Psionics	10	+2	8
Magic Spell	12	+4	8
Magic Ritual	16	+4	12
Coma/Death		+16%	-
Illusions		+3	-
Curses	15	-	15
Disease	14	+4	10
Pain	14	+4	10
Possession		Immune to all forms	

Last updated on 3/2/17

Skill	Base	Bonus	+%/lvl	Total %
Basic Math	72	-	3	78
Speak English	88	-	1	90
Read English	80	-	2	84
Basic Electronics	30	10	5	50
Computer Operation	60	20	3	86
Computer Programming	50	24	3	80
Electr. Countermeasures	30	15	5	55
Research	40	15	5	65
Technical Writing	30	20	5	60
Radio: Basic	50	10	5	70
T.V. / Video	35	10	5	55
Computer Repair	30	10	5	50
Surveillance	30	10	5	50
Business & Finance	35	10	5	55
Artificial Intelligence	30	5	3	41
Lore: Ghosts & Entities	30	25	5	65
Lore: Superstitions	30	10	5	50
Lore: Religion	35	5	5	50
Lore: Demon & Monsters	30	5	5	45

Skill	Base	Bonus	+%/lvl	Total %
Streetwise	20	-	4	28
Streetwise: Weird	30	5	5	45
History: Spiritualism	40	5	5	55
Swimming	50	-	5	60
Wardrobe & Grooming	50	-	4	58
Recycle	30	-	5	40
Hobby: Gaming	60	10	4	78
Hobby: PC Gaming	40	10	4	58
<b>Weapon Proficiencies:</b> Recognize Weapon Quality (35%)				
<b>Ancient W.P. List</b>		<b>Strike</b>	<b>Parry</b>	<b>Throw</b>
Blunt		+1	+1	-
Knife		+1	+2	+2

## Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
*Beretta M92 9mm Pistol	+1	-	135 ft.	single/burst	15/30 (2 clips)	3 lbs.	3D6 (s) / 3D6x2 (b)
Louisville Slugger	+2	+4	handheld	melee	-	5 lbs.	1D12+1
Silver-plated Athamé	+1/+2	+4	handheld	melee	-	1 lb.	1D6+1 / 2D6+2 (silver)
Spirit Strike	Each touch, punch, kick, or melee weapon strike damages ethereal beings						2D6+2
Spirit Strike: Energy Blast	Spirit Strike can be released as an energy blast with a 25 foot reach						1D6+2
Punch / Kick Attack	Called shots to specific areas (nose, eyes, groin, etc.) can penalize target						1D4 / 1D8
Elbow / Forearm / Knee	Note: Called shots cost two attacks to perform						1D6
Power Punch / Kick	Does double damage, but counts as two attacks						1D4x2

**Note:** All Hand to Hand Combat bonuses have been added in.

## Equipment

Android Smartphone, handheld GPS, trendy glasses, sweater, jeans, boots, scarf, hat, gloves, pocket flashlight, 2 packs of Marlboro's, Zippo lighter, shoulder holster for pistol, silver cross on a necklace, anti-static cleaning wipes, wallet, compass, wristwatch, pendulum (for ghost hunting use).

**Backpack Contents:** large flashlight, notebook, 2 pens / pencils, digital audio recorder, audio tape recorder w/ 3 cassette tapes, digital camera, Kindle Fire in a protective case, map of Seattle, box of green Glow Sticks, can of "AMP" energy drink, small umbrella (mostly to protect his tech).

## Unique items

-Owns a four year old silver Dodge Avenger

-Has a two bedroom apartment in Seattle, Washington

-Has a top of the line Alienware laptop with a protective carrying case for it (has an A.R. of 11 and 90 S.D.C.)

\*Has a laser sight attached (+1 to Aimed and Called shots)

## Justin's Personal Information

## Beyond the Supernatural™

Age: 25 Height: 5' 10" Weight: 164 lbs. Hair: black; bed head trendy styled  
Eyes: brown Birth Order: last born of three Money: \$175.00 in cash on hand  
General Appearance: Wears slacks, polo or button up shirts & dress shoes at work.  
Wears sweaters, jeans, boots and accessories like scarves, gloves & hats in public or  
during paranormal investigations. Wears reading glasses when using his laptop.  
Disposition: A good guy with a good heart, but comes off as a mouthy tech dork & hipster.  
Family Origin: Of English & Dutch decent w/ some psychic history in the family.  
Environment: From a lower class income family, raised in East Los Angeles.  
Sentiment toward Magics & Psychics: "They're capable and could be so much more  
but they lack a guide to help them with their gifts and be a better person... unlike myself".  
Sentiments toward Supernatural: "They come straight out of a B-rated horror film!"  
"It's a good thing the world has psychics to deal with them!"  
Goals in Life: To leave the corporate world and start his own little company, meet a hip gal  
and have kids someday... oh yeah, and maybe quit smoking (so Rain can get off his back).  
Insanity: A chain smoker (goes through a pack a day) and Rain gets on him for it regularly.  
Also has a mild addiction to AMP Energy drinks; drinks 2-3 cans a day at least.

**Psionics:** Base I.S.P.: 14  
Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 8  
**Psychic Medium Abilities** I.S.P.

**See other Spirit Guides:** Can see or sense the presence of the Spirit Guides of other  
Psychic Mediums, though they can't speak to them. See Page 85. 0

**See and Communicate with Other Spirits:** Senses the presence of other Spirit Guides,  
ghosts and entities, even when they are in their invisible energy form. See Page 85.  
*Poltergeists* listen to Justin like playful puppies and will obey him if told to behave or sent  
away to another part of the house or area.

*Haunting Entities* are the most cooperative, and will speak to Justin as if he were a long  
lost brother, telling him everything they know. Extremely Overwrought, hate-filled or evil  
Haunting Entities may refuse to help or even threaten him or his comrades.

*Syphons, Tectonic and Possessing Entities* will stop, listen and consider what Justin says,  
but they are the most powerful and evil of the lot and are not compelled to obey. 0

**Spirit Channeling/Séance:** 69%. See page 85 for details and possible penalties. 5

**Auditory Reading:** Justin can pick upon little snippets of information from the past by  
entering into a Trance and performing an Auditory Reading. See page 86. 4

**Olfactory Symbols & Omens:** Detects phantom odors that hold special meanings. 3

**Olfactory Omens of the Supernatural:** The phantom smell marks a creatures passage  
or that it was involved (or is still present) at a specific event. See page 87. 0

**Spirit Strike:** Produces a damaging energy that can touch spirits. See page 87. 10

**Hear Death Rattle:** Justin can hear the death rattle of the dying. See page 87. 0

**Object Read the Dead:** Justin can touch the remains of a body and know the person's first  
name, gender, age, cause of death and whether or not supernatural was involved. 5

### Miscellaneous

Leaping Distance: **Up:** 1.5ft / 3ft (Power) **Across:** 3.5ft / 6ft (Power)  
Run: 11.5 mph (max) 23 melees 255 feet per melee 63 feet per attack  
Swim: 4.3 mph (max) 23 minutes 96 feet per melee 24 feet per attack  
Maximum carry weight: 110 lbs. Max lift weight: 220 lbs.



### Contacts

Name: Dr. Edmond Smythe Occupation: Parapsychologist Notes: Dr. Smythe is one of  
the lead agents of the Seattle based Lazlo Society, and works with Justin regularly.

Name: Dr. Angela Strauss Occupation: Parapsychologist Notes: Met Dr. Strauss as  
part of the Lazlo Agency & the local paranormal community. Has worked with her a few times.

### Special Equipment

Name: Silver Plated Athamé Type: weapon & tool Description: Ceremonial Dagger  
Abilities: Does 1D6 damage (does double damage to beings that are vulnerable to silver).  
Looks like a medieval double-edged ceremonial dagger.

Name: Night Vision Goggles Type: espionage tool Description: Vision Enhancement  
Abilities: An passive optics system that intensifies the images by amplifying the available light in  
the area. Range: 1600ft.

### Spirit Guide Info

**Spirit Guide:** Rain Louise Foster  
**P.P.E.:** 10 **Gender:** Female **Kinship to Justin:** Rain is Justin's Great Aunt.  
Died at 73 of natural causes (peacefully in her sleep). Died 40 years ago this year.

**Personality Trait:** Rain is a paternal, kind and caring soul. She was there for Justin in his troubled  
youth when no one else was. She's helped Justin become a much better person and Psychic.

Rain was born and raised around the end of the Spiritualist period and was very much involved in  
that circle. Attended many séances and other attempts at communicating with the "spirit world".

Rain has since influenced Justin to become involved in ghost hunting just as much as Paranormal  
investigating. Justin considers her to be the best thing that's ever happened to him.

Without her guidance Justin would probably be dead, in jail, or on his way to one of those ends.