

Name: 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 life was hard on you as a child is an understatement. Your older brothers were outright cruel to you in a lot of ways, including their constantly ridiculing you about being the too young to remember your father (who's been in prison since you were a year old). At times they'd say you were the reason dad got caught, simply because he wanted to rather than have to put up with you. They had cruel nicknames, like "The Hand Me Down Kid" since you were has to wears their second hand clothing while growing up. The ridiculing wasn't any better at school either, especially when your brothers were instigators. Unfortunately your mother worked long hours constantly 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 and bitter teenager with a poor attitude about life, heading down a path of anti-social behavior. Vandalism, fighting in your school, and your brothers, stealing things, and other bad outlets for your anger began to emerge, and unless an intervention took place soon, you would be destined to live the life of a criminal and burden on society before you reached adulthood. That unlikely intervention came in the form of a Spirit Guide by the name of Rain Foster.

Rain introduced herself to you as a family relation in life, specifically your father's aunt. At first you thought you were going crazy and tried to ignore her. But in time, as you wore out and started listening to her, you began to talk back. Unexpectedly, her paternal, nurturing and caring attitude caught on to you quickly, giving you a guide in more ways than one. As she began to educate you in using your evolving psychic abilities, she became the parent, the mentor, the friend, and the caregiver you've never had. Her guiding and teaching taught you that you have a lot of potential and many talents that could rise up and beyond your upbringing, becoming more than what you were turning out to be.

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 others. Becoming a part of the Lazlo Society, and then the Lazlo Agency, you've become a useful member of any paranormal investigation your involved in. With Rain at your side, it's quite possible that you can do anything you put your mind to, even combating and destroying the supernatural!

Beyond the Supernatural™

Player: Pregenerated Character Sheet

Character: Justin VanBuskirk

Nickname/Alias: Uses "Captain Guarana" on the web

P.C.C.: Psychic Medium

Sex: Male Alignment: Unprincipled (was Anarchist)

Occupation: Computer Programmer

Attributes

I.Q.:	<u>14</u>	Type:	<u>Basic (Self Defense Classes)</u>
M.E.:	<u>19</u>	Number of Attacks:	<u>4</u>
M.A.:	<u>11</u>	Initiative:+	<u>1</u>
P.S.:	<u>15</u>	Damage:+	<u>-</u>
P.P.:	<u>12</u>	Strike:+	<u>-</u>
P.E.:	<u>23</u>	Parry:+	<u>2</u>
P.B.:	<u>13</u>	Dodge:+	<u>2</u>
Spd.:	<u>17</u>	Roll w Punch/Impact:+	<u>2</u>
Perception:	<u>+2</u>	Pull Punch:+	<u>2</u>
P.P.E.:	<u>4</u>	Knockout/Stun Roll:	<u>-</u>
I.S.P.:	<u>14</u>	Critical Strike Roll:	<u>Natural 20</u>
Hit Points:	<u>32</u>	Death Blow Roll:	<u>-</u>
S.D.C.:	<u>21</u>		

Armor: Uniform Armor A.R.: 12 S.D.C.: 100

Level: 2 Experience Points N/A

Special Abilities/Skills

Impervious to all forms of Possession

Never bothered by Poltergeists or Haunting Entities

+1 Save vs. Mind Control

+6 to save vs. Horror Factor w/ Ghosts & Spirits

Saving Throws

	Base	Modifier	Roll Need
Poison: Lethal	<u>14</u>	<u>+4</u>	<u>10</u>
Poison: Non-Lethal	<u>16</u>	<u>+4</u>	<u>12</u>
Harmful Drugs	<u>15</u>	<u>+4</u>	<u>11</u>
Insanity	<u>12</u>	<u>+2</u>	<u>10</u>
Psionics	<u>10</u>	<u>+2</u>	<u>8</u>
Magic Spell	<u>12</u>	<u>+4</u>	<u>8</u>
Magic Ritual	<u>16</u>	<u>+4</u>	<u>12</u>
Coma/Death		<u>+16%</u>	<u>-</u>
Horror Factor		<u>+2 / +6</u>	<u>-</u>
Illusions		<u>+3</u>	<u>-</u>
Curses	<u>15</u>	<u>-</u>	<u>15</u>
Disease	<u>14</u>	<u>+4</u>	<u>10</u>
Pain	<u>16</u>	<u>+4</u>	<u>12</u>

Skill

	Base	Bonus	+%/lvl	Total %
Basic Math	<u>72</u>	<u>-</u>	<u>3</u>	<u>75</u>
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>89</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>82</u>
Basic Electronics	<u>30</u>	<u>10</u>	<u>5</u>	<u>45</u>
Computer Operation	<u>60</u>	<u>20</u>	<u>3</u>	<u>83</u>
Computer Programming	<u>50</u>	<u>24</u>	<u>3</u>	<u>77</u>
Electr Countermeasures	<u>30</u>	<u>15</u>	<u>5</u>	<u>50</u>
Research	<u>40</u>	<u>15</u>	<u>5</u>	<u>60</u>
Technical Writing	<u>30</u>	<u>20</u>	<u>5</u>	<u>55</u>
Radio: Basic	<u>50</u>	<u>10</u>	<u>5</u>	<u>65</u>
T.V. / Video	<u>35</u>	<u>10</u>	<u>5</u>	<u>50</u>
Computer Repair	<u>30</u>	<u>10</u>	<u>5</u>	<u>45</u>
Surveillance	<u>30</u>	<u>10</u>	<u>5</u>	<u>45</u>
Business & Finance	<u>35</u>	<u>10</u>	<u>5</u>	<u>50</u>
Artificial Intelligence	<u>30</u>	<u>5</u>	<u>3</u>	<u>38</u>
Lore: Ghosts & Entities	<u>30</u>	<u>10</u>	<u>5</u>	<u>45</u>
Lore: Superstitions	<u>30</u>	<u>10</u>	<u>5</u>	<u>45</u>
Lore: Religion	<u>35</u>	<u>5</u>	<u>5</u>	<u>45</u>
Swim	<u>50</u>	<u>-</u>	<u>5</u>	<u>55</u>

Skill

	Base	Bonus	+%/lvl	Total %
Streetwise	<u>20</u>	<u>-</u>	<u>4</u>	<u>24</u>
Streetwise: Weird	<u>30</u>	<u>5</u>	<u>5</u>	<u>40</u>
History: Spiritualism	<u>40</u>	<u>-</u>	<u>5</u>	<u>45</u>

Weapon Proficiencies: Recognize Weapon Quality (30%)

Ancient W.P. List	Strike	Parry	Throw
Blunt	<u>+1</u>	<u>+1</u>	<u>-</u>
Knife	<u>+1</u>	<u>+1</u>	<u>+1</u>

Weapons & Equipment

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
*Beretta M92 9mm Pistol	<u>+1</u>	<u>-</u>	<u>135 ft</u>	<u>single/burst</u>	<u>12/60(5 clips)</u>	<u>3 lbs</u>	<u>3D6 (s) / 3D6x2 (b)</u>
Louisville Slugger	<u>+1</u>	<u>+1</u>	<u>handheld</u>	<u>melee</u>	<u>-</u>	<u>5 lbs</u>	<u>1D12</u>
Silver-plated Athamé	<u>+1</u>	<u>+1</u>	<u>handheld</u>	<u>melee</u>	<u>-</u>	<u>1 lbs</u>	<u>1D6+1</u>
Spirit Strike	<u>Each touch, punch, kick, or melee weapon can hit an otherwise ethereal being</u>						<u>2D6+1</u>
Spirit Strike: Energy Blast	<u>Spirit Strike can be released as an energy blast with a 20 foot reach</u>						<u>1D6+1</u>
Knee Strike	<u>Called shots to specific areas (nose, eyes, groin, etc) can penalize target</u>						<u>1D6</u>
Elbow /Forearm	<u>Note: Called shots cost two attacks to perform</u>						<u>1D6</u>
Power Punch / Haymaker	<u>Does double damage, but counts as two attacks</u>						<u>1D4x2</u>

Equipment

Blackberry, Palm Pilot, iPad, handheld GPS, Apple iPod Touch, trendy glasses, black hoodie, buttoned shirt, jeans, boots, 2 packs of Marlboro's, Zippo lighter, shoulder holster for pistol, silver cross on a necklace, anti-static cleaning wipes, wallet, small flashlight, compass, wristwatch

Backpack Contents: large flashlight, notebook, 2 pens / pencils digital audio recorder, audio tape recorder w/ 3 cassette tapes, digital camera, bag of flour, box of chalk (multiple colors), bright orange marker tape (50'), a can of "AMP" energy drink, night vision goggles, umbrella

Unique items

-Owns a four year old silver Dodge Avenger

-Has a two bedroom apartment in Seattle, Washington

-Has a top of the line Sony VAIO laptop with a protective carrying case for it.

*Beretta has a laser sight attached (+1 to Strike)

Beyond the Supernatural™

Personal Information

Age: 25 Height: 5' 10" Weight: 164 lbs Hair: black
 Eyes: brown Birth Order: Last born of 3 Money: \$175.00 cash on hand
 General Appearance: Usually wears slacks, polo or button up shirts & dress shoes at work or in public appearances. Wears casual buttoned shirt, jeans, boots and a hoodie when involved in a paranormal investigation or ghost hunting.
 Disposition: A good guy w/ a good heart, but comes off as a blabbermouth and a dork.
 Family Origin: Of English/German decent w/ some psychic history in the family.
 Environment: From a lower class income family, raised in East Los Angeles.
 Sentiment toward Mages & Psychics: They are most interesting, sorrowfully they lack a guide to help them with their abilities and to be a better person like I happen to have.
 Sentiments toward Non-Humans: They come straight out of B-rated horror Films!
 It's a good thing that the world has people like psychics to combat them!
 Goals in Life: To leave the corporate world and start his own fledgling programming company. Meet a nice gal and settle down someday. Oh yeah, and maybe quit smoking.
 Insanity: Justin is a chain smoker (going through a pack a day) and Rain gets on him for it constantly. 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

Psionic	I.S.P.
See other Spirit Guides (pg. 85)	-
See & communicate w/ Spirits	-
Auditory Reading (pg.86)	5
Olfactory Symbols/ Omens	3
Omens of the Supernatural	-
Spirit Strike (pg. 87)	10
Hear Death Rattle (pg. 87)	-
Object read the Dead (Pg. 87)	5

Miscellaneous

Leaping Distance: Up: 1.5ft / 3ft (P) Across: 3.5ft / 6ft (P)
 Run: 11.5 mph (max) 23 melees 255 ft/melee 63 ft/attack
 Swim: 4.3 mph (max) 23 melees 96 ft/melee 24 ft/attack
 Max lift weight: 300 lbs. Max carrying weight: 150 lbs.

Contacts

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 Mark.
 Name: Georgia Chambers Occupation: Vice Detective Notes: Sees and hears a lot of strange stories and rumors of the supernatural when investigating the underworld of Seattle.
 Name: Dr. Angela Strauss Occupation: Parapsychologist Notes: Met Dr. Strauss as a part of the Lazlo Agency & the local paranormal community and has worked with her a few times.

Special Equipment

Name: Silver plated athamé Type: weapon and tool Description: ceremonial dagger
 Abilities: Does 1D6 damage normally, but does double damage to beings that are vulnerable to silver. Looks like a 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

Notes

Spirit Guide: Rain Louise Foster
P.P.E.: 10 **Gender:** Female **Kinship to Justin:** In life, Rain was Justin's Great Aunt. Died at 73 of natural causes (peacefully in her sleep). She died 40 years ago this year.
Personality Trait: Rain is a paternal, kind and caring soul. She has helped Justin become a much better person, she was there for him in his troubled youth when no one else was.
 Rain was born and raised around the end of the Spiritualist period and in her youth was very much involved in that circle. Attended many séances and other attempts of communication with the other side. 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 he would probably be dead, in jail or well on his way to those ends.