

Rajesh Kumar Manjhi

Alignment: Scrupulous **P.C.C.:** Psychic Sensitive

Occupation: Artisan and Craftsman

You are Rajesh Kumar Manjhi, 1st born of three siblings from a well educated family from India. You were born and lived in Maharashtra, India till you were eight years old when your father was hired as a Professor of Genetics at a university in Seattle, Washington. After moving to Seattle, you found the rich bohemian culture to be your calling, and all your friends and activities revolved around it. Naturally, you studied art as your major in college, graduating with a bachelor's degree.

After college you and several of your friends opened a small gallery & workshop to create, display and sell your collective artworks. The gallery held its own, but never achieved the success everyone hoped for. In time, one by one, each artist moved onto other projects and experiences, leaving you as the sole artist and manager of the gallery. Your work sold well enough to keep things afloat, but you were barely getting by. It was around this time that your talents as a *Psychic Sensitive* began to manifest. At first you'd mistaken your oversensitive reactions to the most mundane events as trying to get in touch with your artwork. Ironically this was a byproduct of your experiences. Your methods of artwork and craftsmanship changed and you began to see better sales and have even been approached by a publicist to get your work to a broader range of buyers.

Your first encounter with the supernatural made you realize what your "sensitive talents" were really about. After that first terrifying experience you were reluctant to have anything to do with the supernatural again. However, the sensations only became more intense in time. You were now feeling the torturous hunger pants of a supernatural predator, and the subsequent fear and pain of their victims as they suffered a horrific fate. You could feel the sorrow and desperation of the Haunting Entities that yearned to satisfy whatever fetters kept them earth bound. In time you understood that your sensitive nature was not a curse... it was a gift, an opportunity to protect and help mankind!

Whether by the gods that be, your genetics, your luck... for whatever reason you possess psychic talents, you've embraced them. Your next level of acceptance and understanding your abilities came from researching all you could on the subject of the supernatural. This has since led you to discovering the *Lazlo Society*, and in turn, the *Lazlo Agency*. Eventually you became involved with both. As a *Psychic Sensitive* you have found yourself at the forefront of many paranormal investigations and hunting the supernatural evils that seems to plague Seattle.

You have continued to hone your talents as a sensitive as well as an artist. By day you're a budding artist with a growing fan base; by night you investigate the paranormal. Each successful investigation allows you to sleep easy at night knowing your helping to keep yourself and others around you safe. This harmony and balance in your life now shows though your artwork for all to see and admire.

Beyond the Supernatural™

Player: Pregenerated Character Sheet

Character: Rajesh Kumar Manjhi

Nickname/Alias: _____

P.C.C.: Psychic Sensitive (Pages 89-91)

Sex: Male Alignment: Scrupulous

Occupation: Artist & Craftsman

Attributes

I.Q.: 13

Type: Basic (Tai-Chi Practice)

M.E.: 24

Number of Attacks: 5

M.A.: 15

Initiative: +1

P.S.: 16

Damage: +1

P.P.: 14

Strike: +1

P.E.: 23

Parry: +2

P.B.: 16

Dodge: +2

Spd.: 17

Roll w Punch/Impact: +3

Perception: +4

Pull Punch: +3

P.P.E.: 5

Knockout/Stun Roll: -

I.S.P.: 22

Critical Strike Roll: Natural 20

Hit Points: 48

Death Blow Roll: -

S.D.C.: 29

Armor: Uniform Armor

A.R.: 12

S.D.C.: 100

Level: 5

Experience Points

N/A

Special Abilities/Skills

Sense Supernatural Evil: 500ft (page 90)

Opening Oneself to the Supernatural: 1000ft (page 90)

Recognize Possession: 70% (page 90)

Recognize Magical Enchantment: 50% (page 90)

+3 Save vs. Mental Confusion & Mind Altering Drugs

+3 Save vs. Magical Charms

Saving Throws

Poison: Lethal

Base 14

Modifier 4

Roll Need 10

Poison: Non-Lethal

Base 16

Modifier 4

Roll Need 12

Harmful Drugs

Base 15

Modifier 4

Roll Need 11

Insanity

Base 12

Modifier 7

Roll Need 5

Psionics

Base 10

Modifier 5

Roll Need 5

Magic Spell

Base 12

Modifier 5

Roll Need 7

Magic Ritual

Base 16

Modifier 5

Roll Need 11

Coma/Death

Modifier +16%

Roll Need -

Horror Factor

Modifier +4

Roll Need -

Possession

Modifier +3

Roll Need -

Curses

Base 15

Modifier -

Roll Need 15

Disease

Base 14

Modifier +4

Roll Need 10

Pain

Base 16

Modifier +4

Roll Need 12

Skill

Speak English

Base 88

Bonus -

+%/lvl 1

Total % 92

Read English

Base 80

Bonus -

+%/lvl 2

Total % 88

Basic Math

Base 72

Bonus -

+%/lvl 3

Total % 84

Lore: Demons/ Monsters

Base 30

Bonus 20

+%/lvl 5

Total % 70

Pilot Automobile

Base 60

Bonus 4

+%/lvl 3

Total % 76

Art (Professional Level)

Base 35

Bonus 25

+%/lvl 5

Total % 80

Computer Operation

Base 60

Bonus 10

+%/lvl 3

Total % 82

Creative Writing

Base 25

Bonus 15

+%/lvl 5

Total % 60

Leather Work

Base 45

Bonus 15

+%/lvl 5

Total % 80

Research

Base 40

Bonus 10

+%/lvl 5

Total % 70

Wardrobe & Grooming

Base 50

Bonus 10

+%/lvl 4

Total % 76

Performance

Base 25

Bonus 15

+%/lvl 5

Total % 60

Whittling & Sculpting

Base 30

Bonus 10

+%/lvl 5

Total % 60

Forgery

Base 20

Bonus 12

+%/lvl 5

Total % 52

Gardening

Base 36

Bonus 5

+%/lvl 4

Total % 57

Sewing

Base 40

Bonus 15

+%/lvl 5

Total % 75

Lore: Geomancy

Base 30

Bonus 10

+%/lvl 5

Total % 60

History: India

Base 40

Bonus 10

+%/lvl 4

Total % 66

Rope Works

Base 30

Bonus 10

+%/lvl 5

Total % 60

Skill

Philosophy

Base 40

Bonus 10

+%/lvl 5

Total % 70

Cryptography

Base 25

Bonus 10

+%/lvl 5

Total % 55

Speak Hindi

Base 50

Bonus -

+%/lvl 3

Total % 62

Read Hindi

Base 40

Bonus -

+%/lvl 5

Total % 60

Body Building

Base -

Bonus -

+%/lvl -

Total % -

Weapon Proficiencies: Recognize Weapon Quality (50%)

Ancient W.P. List

Strike

Parry

Throw

Knife

+2

+2

+2

Modern W.P. List

Strike

Aimed

Burst

Handguns

+2

+4

+1

Weapons & Equipment

Weapon

Strike

Parry

Range/Reach

Rate of Fire

Shots/Ammo

Weight

Damage

*M1911 Auto Pistol

+3

-

165ft

single/burst

7/21 (3 clips)

3 lbs

4D6 (s) / 4D6x2 (b)

Silver Platted Dagger

+2

+2

40ft if thrown

melee

-

1 lb

1D6+1+Damage

White Jade Knife

+2

+2

40ft if thrown

melee

-

1 lb

1D6+Damage

Knife carved from bone

+2

+2

40ft if thrown

melee

-

.5 lb

1D6+Damage

Knee / Forearm / Elbow

Called shots to specific areas (nose, eyes, groin, etc) can penalize target

1D6+Damage

Punch / Kick Attack

All melee attacks add +1 to the damage rolled due to P.S. bonus

1D4 / 1D8+Damage

Mind Bolt

Rajesh can focus psychic energy into a powerful bolt of mental force

varies, see page 121

Beyond the Supernatural™

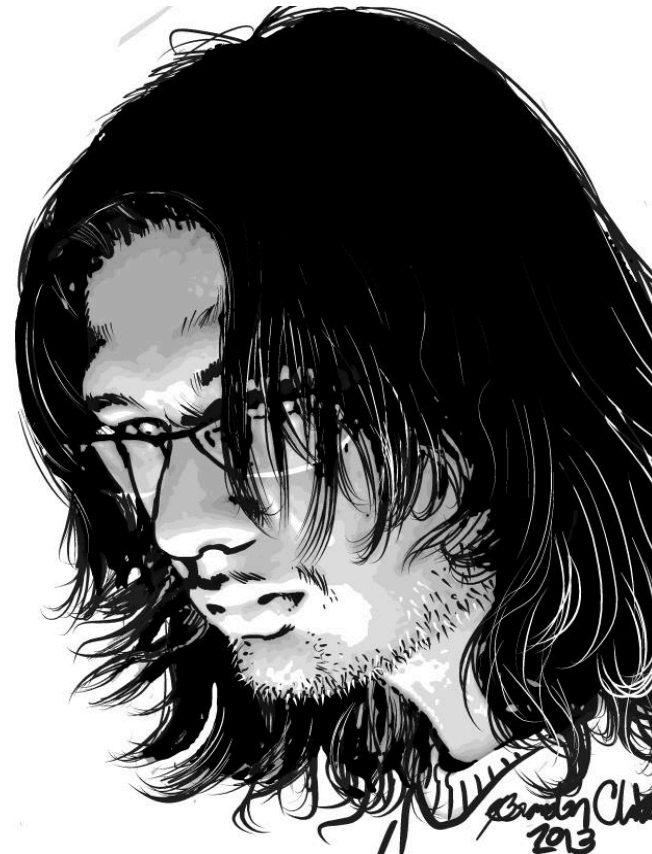
Personal Information

Age: 28 Height: 6' 2" Weight: 189 lbs. Hair: black, shoulder length
 Eyes: brown Birth Order: 1st born of three Money: \$1125.00 cash on hand
 General Appearance: Typically wears coveralls and boots while working in the studio and when involved in paranormal investigations / hunting the supernatural.
In public he tends to go for the grunge look; t-shirts, flannels, long hair, jeans, etc.
 Disposition: A natural peacemaker, always tries to mend fences and hates discord.
 Family Origin: Of Indian descent w/ some definite history of psychic phenomena
 Environment: Immigrated from Maharashtra, India; family is considered working class.
 Sentiment toward Mages & Psychics: Very accepting of psychic phenomena and understands their place well in regards to their being a response to the supernatural.
 Sentiments toward Supernatural: He understands the evils of the supernatural better than most others ever truly will. Dislikes their existence with all his being.
 Goals in Life: To continue creating art that brings joy to others and eventually hopes to begin teaching others (especially other Indian immigrants) his craft.
 Insanity: The stories of his family's experiences with Succubi has instilled a near phobia within Rajesh. Suffers a -2 penalty when saving a Horror Factor against Succubi.

Psionics: Base I.S.P.: 22

Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 12

Psionic	I.S.P.	Psionic	I.S.P.
Sense Supernatural Evil (500ft)	-	Object Read -pg. 122	6
Open Oneself to Supernatural	-	Impressions 68%	-
Recognize Possession (pg.90)	55%	Images 56%	-
Recognize Magic Enchantment	35%	Present 46%	-
Meditation: Advanced -pg. 121	2	Precognition 58% -pg. 123	8
Empathy -pg. 119	4	Psychic Invisibility -pg. 125	12
Clairvoyance 64% -pg. 117	6	Remote Viewing -pg. 125	20
Commune w/ Spirits -pg. 119	6	See Aura -pg. 126	6
Group Mind Block -pg. 119	22	See the Invisible -pg. 126	6
Hypnotic Suggestion -pg. 120	6	Sixth Sense -pg. 127	2
Mind Bolt -pg. 121	V		



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 Rajesh.
 Name: Katelyn Tolliver Occupation: Sculptor & Painter Notes: Katelyn has been his friends for a few years now, they've worked in art shows and paranormal investigations.
 Name: Anita Burkett Occupation: Fashion Designer Notes: Anita is also a friend of his and they've worked in art shows and investigating the paranormal together.

Notes

***While Opened to the Supernatural:** Rajesh is -2 save vs. Illusions, Hypnotic Suggestions, Telepathy, Empathy, Empathic Transmission and similar Telepathic & Empathic probes & attacks.

Miscellaneous

Leaping Distance- Up: 2ft / 4ft (P) Across: 4ft / 8ft (P)
 Run: 3.1 mph (max) 23 melees 70 feet per melee 14 feet per attack
 Swim: - mph (max) - minutes - feet per melee - feet per attack
 Bonus to Charm: 30% Maximum carry weight: 160 lbs. Max lift weight: 320 lbs.