

Sakura Ikeda

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

Occupation: Psychic Professional

You are Sakura Ikeda, the last born of five siblings from a very religious family in a small rural part of Iowa. Your family has been Zen Buddhists for over 150 years. Your grandfather was a Zen Buddhist priest who lived in Japan during its imperial rule. His particular sect had vocally disagreed with the Imperial war on China and the Pacific Rim and was threatened with their lives into silence. Fearing for his family, they fled to the United States in 1942. Looking for someplace tranquil and peaceful to settle, they found a small rural community in Iowa.

Your father's old enough to remember helping build the family's small Zen Buddhist temple and has spent most of his life there, eventually becoming the temple priest himself when your grandfather passed. Your mother met your father during a pilgrimage from Japan to America. They both said it was love at first sight and your mother never made it back to Japan. All of your family has been involved in the temple and the surrounding community as far back as you can remember. But a life at the temple held no interest to you; you wanted a much less humble future, one with plenty of challenge and intrigue.

Just after your seventeenth birthday you began to manifest your psychic abilities, becoming a budding *Psychic Sensitive*. Your family's beliefs made it easy for you to accept your gifts and the supernatural. Seeing this as a calling (possibly from Buddha himself) you decided to leave the family temple after high school and find your own path of enlightenment. Your father gave you his blessing, but encouraged that you should visit an uncle you've never met while traveling (if for no other reason than to meet him).

Following your father's request you visited your uncle, who's an artist and musician taking part in the bohemian scene of Seattle. He's also a part of the *Lazlo Society* and does his part in helping victims of the supernatural. This *Lazlo Society* and the supernatural threats in Seattle intrigue you, so you decided to stay, becoming involved with both the *Lazlo Society* and *Lazlo Agency*.

Using your talents where they would best benefit, you became a professional psychic. With your Zen Buddhism background seeming so 'mystical' to western lifestyles, you've found a niche in this line of work. Most of your mystical theatrics are overcooked, but you're real psychic abilities make it all a part of the service. In fact, you've found so much enjoyment (and talent) for drama that you've become a regular actress at 'The Moore' theatre in downtown Seattle. Between acting, professional psychic work and being involved in the *Lazlo Society*, you keep a busy schedule with lots of daily interest and intrigue, with just enough time to reflect on it all while striving for enlightenment in your own way.

Beyond the Supernatural™

Player: Pregenerated Character

Character: Sakura Ikeda

Nickname/Alias: _____

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

Sex: Female Alignment: Scrupulous

Occupation: Psychic Professional

Attributes

I.Q.: 14

Type: Basic (self-defense classes)

M.E.: 21

Number of Attacks: 4

M.A.: 19

Initiative: +1

P.S.: 10

Damage: +

P.P.: 17

Strike: +

P.E.: 18

Parry: +

P.B.: 15

Dodge: +

Spd.: 12

Roll w Punch/Impact: +

Perception: +4

Pull Punch: +

P.P.E.: 4

Knockout/Stun Roll: -

I.S.P.: 14

Critical Strike Roll: Natural 20

Hit Points: 31

Death Blow Roll: -

S.D.C.: 37

Armor Type: Point B. Vest A.R.: 10 S.D.C.: 70

Level: 3 Experience Point: N/A

Special Abilities/Skills

Sense Supernatural Evil: 400 feet (page 90)

Opening Oneself to the Supernatural: 800 feet (page 90)

Recognize Possession 60% (page 90)

Recognize Magic Enchantment 40% (page 90)

+3 save vs. mind altering drugs, magical charms, and mental confusion.

Saving Throws

	Base	Modifier	Roll Need
Horror Factor		<u>+4</u>	<u>-</u>
Poison: Lethal	<u>14</u>	<u>+2</u>	<u>12</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>+4</u>	<u>8</u>
Psionics	<u>10</u>	<u>+3</u>	<u>7</u>
Possession		<u>+3</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>+6%</u>	<u>-</u>
Curses	<u>15</u>	<u>-</u>	<u>15</u>
Disease	<u>14</u>	<u>+2</u>	<u>12</u>
Pain	<u>14</u>	<u>+2</u>	<u>12</u>

Skill

	Base	Bonus	+%/lvl	Total %
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 Math	<u>72</u>	<u>-</u>	<u>3</u>	<u>75</u>
Computer Operation	<u>60</u>	<u>10</u>	<u>3</u>	<u>73</u>
Detect Concealment	<u>25</u>	<u>20</u>	<u>5</u>	<u>50</u>
Holistic Medicine	<u>30/20</u>	<u>15</u>	<u>5</u>	<u>50/40</u>
Photography	<u>35</u>	<u>10</u>	<u>5</u>	<u>50</u>
Research	<u>40</u>	<u>15</u>	<u>5</u>	<u>60</u>
Streetwise: Weird	<u>30</u>	<u>20</u>	<u>5</u>	<u>55</u>
Lore: Demons / Monster	<u>30</u>	<u>20</u>	<u>5</u>	<u>55</u>
Lore: Entities / Ghosts	<u>30</u>	<u>20</u>	<u>5</u>	<u>55</u>
Lore: Paranormal	<u>30</u>	<u>20</u>	<u>5</u>	<u>60</u>
Lore: Divination	<u>30</u>	<u>15</u>	<u>5</u>	<u>55</u>
Lore: Superstitions	<u>30</u>	<u>15</u>	<u>5</u>	<u>50</u>
Lore: Religion	<u>35</u>	<u>15</u>	<u>5</u>	<u>55</u>
Lore: Faeries/C.of Magic	<u>25</u>	<u>15</u>	<u>5</u>	<u>45</u>
Parapsychology	<u>30</u>	<u>20</u>	<u>5</u>	<u>55</u>
Imitate Voices & Sounds	<u>42/36</u>	<u>10</u>	<u>4</u>	<u>56/50</u>
Sign Language	<u>25</u>	<u>10</u>	<u>5</u>	<u>40</u>

Skill

	Base	Bonus	+%/lvl	Total %
Speak Japanese	<u>50</u>	<u>10</u>	<u>3</u>	<u>63</u>
Read Japanese	<u>40</u>	<u>10</u>	<u>5</u>	<u>55</u>
Singing	<u>35</u>	<u>10</u>	<u>5</u>	<u>50</u>
Performance	<u>25</u>	<u>10</u>	<u>5</u>	<u>40</u>
Game: Shogi	<u>30</u>	<u>10</u>	<u>5</u>	<u>45</u>
Strategy Games		<u>+1 to I.Q. and +1 to M.E.</u>		
First Aid	<u>45</u>	<u>-</u>	<u>5</u>	<u>45</u>

Weapon Proficiencies: Recognize Weapon Quality (35%)

Ancient W.P. List	Strike	Parry	Throw
Knife	<u>+1</u>	<u>+2</u>	<u>+2</u>
Archery	<u>+2</u>	<u>+2</u>	<u>+1</u>
Targeting	<u>+2</u>		<u>See page 214</u>

Weapons & Equipment

Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Recurve Crossbow*	<u>+2</u>	<u>+2</u>	<u>500 feet</u>	<u>3 per round</u>	<u>24 bolts</u>	<u>4 lbs.</u>	<u>2D6+1</u>
Silver tipped bolts*	<u>+2</u>	<u>+2</u>	<u>500 feet</u>	<u>3 per round</u>	<u>12 bolts</u>	<u>.5 lbs.</u>	<u>2D6+1 / 4D6+2 (S)</u>
White Jade Knife**	<u>+1/4</u>	<u>+2</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>one knife</u>	<u>1 lb.</u>	<u>1D6+1</u>
Knife carved from bone**	<u>+1/4</u>	<u>+2</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>one knife</u>	<u>.5 lb.</u>	<u>1D6+1</u>
Silver Coated Knife**	<u>+1/4</u>	<u>+2</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>one knife</u>	<u>1 lb.</u>	<u>1D6+1 / 2D6+2 (S)</u>
Throwing Knives**	<u>+1/4</u>	<u>+2</u>	<u>40ft if thrown</u>	<u>special**</u>	<u>twelve knives</u>	<u>.5 lbs.</u>	<u>1D6+1</u>
Punch / Kick Attack			<u>Called shots to specific areas (nose, eyes, groin, etc.) can penalize target</u>				<u>1D4 / 1D8</u>
Mind Bolt (page 121)	<u>+4</u>	<u>-</u>	<u>60ft</u>	<u>single</u>	<u>I.S.P. cost varies with amount of damage inflicted</u>		

Equipment

camel jacket, sun dress, boots, lucky horse shoe necklace,
belt quiver attached to a knife belt, shoulder strap for crossbow,
 purse, sunglasses, jewelry, small flashlight, lucky charm bracelet,
 business cards, and some personal items.

Messenger Bag Contents: large flashlight, digital audio recorder,
 disposable cigarette lighter, box of (12) candles, digital camera,
 basic first aid kit, small holistic medicine kit, pocket mirror,
 small crystal ball, pocket sized black mirror, 12" silver cross,
 4 vials of holy water, tarot cards, divining pendulum, scarves,
 a variety of stones, minerals & runes in a leather pouch.

Unique Items

Lives with her uncle in a two bedroom apartment in Seattle, WA.
 Materials for setting up a psychic reading stand.
 Extra materials and items for holistic medicines & teas.

Weapon Notes

*Crossbow bypasses *Armor Rating*, only requires a roll of two
 or higher to strike. +2 to Disarm attacks.

**Gets a Critical Strike on a Natural 19 or 20 when throwing.

Can throw two small items simultaneously at the same target in
 the same attack.

Personal Information

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Age: 20 Height: 5' 4" Weight: 114 lbs. Hair: long, dyed brown and kept loose
 Eyes: brown Birth Order: last born of five Money: \$1000 cash on hand
 General Appearance: Tends to wear summer dresses with a jacket and boots.
her wardrobe typically has a New Age resemblance to it. She also wears a lot of luck
charms, jewelry and scarves while on the job or during paranormal investigations.
 Disposition: Zenful and intelligent; loves questions, challenges and overcoming obstacles.
 Family Origin: Of Japanese descent with a rich history of seers and shamans.
 Environment: From a very spiritual family in Iowa; father is a Zen Buddhist priest.
 Reason for Paranormal Investigating: She learned about the paranormal and the occult
as a part of her upbringing. She respects her beliefs and accepts the supernatural as real.
 Outlook on being Psychic: To her, her abilities area matter of duty. She comes from a
lineage of seers and shamans in a family with strong beliefs of helping others.
 Goals in Life: To continue to use her gifts to help others, especially those suffering
from the supernatural in some way, and attaining enlightenment in her own way.
 Insanity: Sakura has a luck fixation with particular objects. Necklaces, coins, shirts;
many of her belongings seem to have a 'lucky charm' factor attached to them.

Psionics: Base I.S.P.: 14 Current I.S.P.: _____

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

Psionic Abilities I.S.P.

Sense Supernatural Evil (400 feet)-pg. 90 -

Open Oneself to Supernatural (800 feet)-pg. 90 -

Meditation-pg. 121: Recovers 4 I.S.P. per hour of meditation -

Meditation, Advanced-pg. 121: Recovers 8 I.S.P. per hour of meditation 2

Empathy (100 feet)-pg. 119: Gives +1 to Perception Rolls & Initiative 4

Clairvoyance (1 minute) 64%-pg. 117: Glean info from people, places & events 6

Hypnotic Suggestion-pg. 120: A boosted form of simple hypnosis 6

Mind Bolt (60ft)-pg. 121: Hurl powerful bolts of mental force; +4 to strike Varies

Precognition 54%-pg. 123: See glimpses of the possible future 8

See the Invisible (120ft for 3 minutes)-pg. 126 4

Communicate with Spirits (six minutes)-pg. 119 6

Dispel Spirits (150 feet for 90 minutes)-pg. 119

Thought Reading (16 feet for two minutes)-pg. 128 10

Group Mind Block (120 Feet for 20 minutes)-pg. 119 22

Group Trance (40ft for 6 minutes)-pg. 120: Share information & sensations 15

Object Read-pg. 122: Perceive impressions and images from an object. 6

Impressions 60% -

Images 52% -

Present 42% -

Telepathy (6 minutes)-pg. 127: Eavesdrop on what another person is thinking 4

Miscellaneous

Leaping Distance: Up: 1ft / 2.5ft (P) Across: 2.5ft / 5ft (P)

Run: 8.1 mph (max) 18 melees 180 feet per melee 45 feet per attack

Swim: - mph (max) - minutes - feet per melee - feet per attack

Bonus to Trust: 55% Maximum carry weight: 50 lbs. Max lift weight: 100 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 Sakura

Name: Dr. Angela Jean Strauss Occupation: Parapsychologist Notes: Sakura works with Aja
regularly, but has a gut feeling that she's up to something wrong and doesn't entirely trust her.

Name: Rajesh Kumar Manjhi Occupation: Craftsman Notes: Knows Rajesh through
the Lazlo Society and their living in the Bohemian District of Seattle. They are good friends.

Notes

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

Regularly performs at 'The Moore' theatre due to her flair for drama and performing on stage.
 Currently involved in a production of "Great Expectations". When not performing, Sakura does
 sign language for the deaf audience members at the theatre, along with other jobs as needed.

Note on her crossbow: a crossbow can not only shoot the heavy bolts designed for it, but crude,
 homemade bolts, stakes (for creatures vulnerable to wooden stakes), and even broken table legs.