

JUNKO YOSHIZAWA

Name: Junko Yoshizawa

Alignment: Scrupulous

Attributes: I.Q.: 18, M.E. 20, M.A. 14, P.S. 11, P.P. 20, P.E. 17,
P.B. 19, Spd. 17.

Age: 24

Sex: Female

Height: 5' 6" (1.7 m)

Weight: 121 lbs. (54.9 kg)

I.S.P.: 62

P.P.E.: 8

Hit Points: 24

S.D.C.: 15

Disposition: Dedicated, driven, demure, and practical. She's open to new ideas (while paying homage to old traditions). She is still self-conscious about using her psychic abilities around other people.

Experience Level: 2nd level Psychic Sensitive

Natural Abilities: Recover I.S.P., Sense Supernatural Evil (general) (300 ft. range), Open Oneself to the Supernatural (600 ft. range).

Magic: None

Psychic Powers (I.S.P. Cost): Death Trance (2), Meditation (0), Mediumship/Clairsentience (Seance) (4), Mind Block (4), Object Read (Psychometry) (6), Sense Evil (2), and Telepathy (4).

Level of Education: Master's Degree (+25% scholastic skill bonus)

Occupation: Computer scientist/mechanical engineer

Scholastic Skills: Language: Japanese (89%), Mathematics: Basic (86%).

Communications Program: Cryptography (54%), Laser (64%), Optic Systems (74%), Radio: Basic (74%), Radio: Scrambler (64%), Radio: Satellite (49%), Surveillance Systems (69%), T.V./Video (64%).

Computer Program: Computer Operation (84%), Computer Programming (64%).

Mechanical Program: Computer Repair (64%), Locksmith (54%), Mechanical Engineer (64%).

Secondary Skills: Athletics (General), Dance (50%), Electronics: Basic (49%), Hand to Hand: Basic, Language: English (64%), Pilot: Automobile (84%), Prowl (58%), Sing (49%), Swimming (62%), and W.P. Blunt.

Attacks per Melee: 2 physical, or 1 physical and 1 psychic (and lose initiative)

Bonuses: +6 to parry, +6 to dodge, +3 to strike, +4 to strike with body block/tackle (1D4 damage), +3 to roll with punch/fall, +3 to save vs. psychic attack/insanity, +3 to save vs. horror factor, +3 to save vs. possession, +5% to save vs. coma/death, +1 to save vs. poison, +2 to save vs. magic, +4 to save vs. mind altering drugs.

Saves: Needs a 10 or higher to save vs psychic attacks when closed to psychic emanations; Needs a 15 or higher to save vs psychic attacks when open to psychic emanations and when any abilities are being used.



Other Abilities: +4% I.Q. skill bonus, trust/intimidate 30%, charm/impress 45%, recognize possession of others 59%, Recognize magic enchantment 44%.

Savings: \$16,000 (2,181,152 ¥) in the bank. She was left a house to her from her uncle, Shiro (house is worth \$70,000 (9,542,540 ¥) and is located in Chiba, Japan).

Character Background: Junko Yoshizawa is from Tokyo, Japan. When in Japan, she goes by the Japanese tradition of family name first (Yoshizawa Junko), but she accepts the western tradition of given name first (Junko Yoshizawa) when she is abroad. Junko is pronounced June-ko. She absolutely hates it when people pronounce her name as Junk-ko.

She is from a well-off, upper class family who are from Chiba city. Her father (Goro) was a computer scientist and her mother (Sukeko) was a research scientist working for an international aerospace company. She followed in her father's footsteps and became a computer scientist herself. She spent a few years working as a TV host for a science and technology program (Science Now) that aired on Japanese TV for two seasons.

Her psychic abilities manifested themselves when she was a teen. She was fortunate because her aunt, Masumi, was also a psychic sensitive and she tutored Junko in her abilities. As it turned out, the psychic trait seem to manifest in the women on her mother's side of the family. Junko still maintains a close relationship with her aunt and they talk quite frequently. They often discuss pop culture, romance (mainly the lack of it), life, and occasionally the supernatural.

Junko was contacted by Simon Descoteaux, the CEO of the Arclight Foundation. He offered Junko a substantial retainer of \$5000 (plus expenses) if she would come to the Arclight Foundation's New York office to meet with him and his team in person. Junko Yoshizawa was well aware of the Arclight Foundation's reputation so she was honoured to be offered a position there. She accepted without hesitation.

She was thrilled to join the Arclight Foundation. She enjoys her job as an Arclight field team member that investigates and deals with the supernatural. She is still self-conscious about using her abilities, but she won't shirk from her expected duties.

Special Equipment: Junko usually carries her purse which is filled with various day-to-day items. She often carries an expandable baton (1D6 Damage) in her purse (for self-defence purposes).

Weapon Proficiency	Strike	Parry	Throw
W.P. Blunt	+4	+4	