



PARANOM FOUNDATION

PERSONAL DATA & CASE HISTORY DOSSIER

AGENT NAME: **Elijah Telfo #SALVO_01**
AGENT CODENAME: **"Salvo"**
STATUS: **Inactive (pending first contact)**
HANDLER: **Eoin Conor MacLuhan #HIGH5102**

The following information is classified. Use by authorized parties only. Maintain strict confidence and purity protocols.

VITALS:

Gender: **Male** DOB: **8/15/76** Age: **28** SignA: **Leo**
Height: **6'0 / 182.88** Weight: **200 / 90.72** Handed: **Right** SignB: **Dragon**
Hair Color: **Brown** Eye Color: **Brown** Marital: **Single**
Place of Birth: **Baltimore, MD** Current Residence: **Baltimore, MD**

EDUCATION/OCCUPATION:

Degrees: **BA Fire Science (University of Virginia), Minor in History, Fire Fighting training**
Current Occupation: **Fire Fighter** Employed: **6 years**

FAMILY:

Mother's Name: **Emily Telfo (Givings)** Father's Name: **Peter Telfo**
Mother's Occupation: **Nurse, retired** Father's Occupation: **Doctor, retired**
Marital Status of Parents: **Married** Parent's Residence: **Baltimore, MD**
Number of Siblings: **1** Sibling(s) Information: **Travis, deceased**

FIRST-CONTACT INFORMATION:

Psi-Par Rating: **2 (Sporadic)** Psi-Par Classification: **Metakinetic**
Psi-Par Potential: **8 (Yet to be tested)** Alt. Classification: **Mutant**

Pre-Contact: **Standard screen protocol, Precognitive sampling, Medical records acquired, Psychiatric records acquired, Telepathic survey**

First-Contact: **Accelerated contact protocol, Handler assigned (see above), Letter sent**

Other: **Agent's brother was recruited by Paranom in 2002 (see #BRITTA00), brother was killed in action. Agent possesses mutant potential. Training disciplines include combat, pyro. Candidate for enhancement.**

*** SECURED DOCUMENT * PRIORITY EYES ONLY * CLEARANCE #00Z4 ***

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{Keeper's Note: The following items are also included in your character's full dossier.}

MEDICAL RECORDS

Pediatric Records from Baltimore, Maryland

Educational Medical Records

Employment Physical & Medical Records

EDUCATION RECORDS

High School Transcripts

University of Virginia Transcripts

EMPLOYMENT RECORDS

Current Resume/C.V. on File

Baltimore City Fire Department Employee Records

Baltimore City Fire Department Commendation Records

CORPORATE RECORDS

Internal Revenue Service File History

Current Credit Report

Banking History & Recent Records

Purchase History via Corporate Memberships & Tracking

Rental and Online Purchase History

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DISCIPLINE, METAKINETIC:

Pyro: Agent possesses a high potential for pyrokinetic abilities.

{**Pyrokinesis (Simple)** is an instant ability that allows the character to inflict 1 Hit Point of fiery, burning damage per Magic Point spent to a single target. The damage is applied to the target's physical defense. A single point of damage is enough to set fire to combustible materials.

Pyrokinesis (Complex) requires 1 minute of concentration and allows the character to burn targets in an area, approximately ten-foot diameter. The area burns inflicting 1 Hit Point of burning damage per 3 Magic Points spent. The damage is applied to the targets' physical defense.}

DISCIPLINE, METACORPOREAL:

Combat: Agent possesses moderate potential for metacorporeal combat abilities such as constitution.

Metacorporeal Constitution is an instant ability that increases the character's Constitution by 1 per Magic Point spent. May only increase their Constitution up to their PsiPar rating. The Constitution lasts 1 hour per Magic Point spent and will affect figured Hit Points. Extended or consecutive use of this ability may incur additional Magic Point loss due to fatigue.

Defense: Agent possesses moderate potential for metacorporeal physical defense ability.

{**Metacorporeal Defense** is an instant ability that increases the character's physical hardiness and ability to soak damage by 1 per Magic Point spent. In other words, for every Magic Point spent, the character gains 1 point of physical defense as if wearing armor. May only increase their defense up to their PsiPar rating. The Defense lasts 1 hour per Magic Point spent. Extended or consecutive use of this ability may incur additional Magic Point loss due to fatigue.}

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