

CHOPPER



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Name: Dexter Olivas **Alias:** “*The Chopper*”

Alignment: Miscreant Evil **P.C.C.:** Psi-Mechanic

Occupation: Former logging machine mechanic & engineer

As an occupation, logging has always been dangerous work. Even modern day logging, with all its safety regulations, protective gear, equipment and machinery it’s still considered one of the most dangerous jobs in the world. The popular culture image of the logger hasn’t changed much either over the last century, symbolizing it as a way of life that celebrates strength, masculinity, confrontation with danger, and a certain resistance to modernization.

Dexter Olivas was born into this culture as part of a proud family of loggers that goes back generations. Dexter however wasn’t meant for this lifestyle. Being raised with two older, burly brothers was bad enough on Dexter (he’s the obvious runt of the litter), but he was also born with brains in a culture that doesn’t truly appreciate them. Being a natural adapter, Dexter’s life became a split effort of trying to keep up with his strong and physically active family while cultivating his head smarts in school and discovering an aptitude for engineering. A lack of scholarships made the prospect of college a difficult one for him, but being adaptive he found his way by serving in the military, planning to attend college using his G.I. bill afterwards.

While it was something of a culture shock for Dexter, the disciplined life of the military was preferred to the rugged lifestyle back home and the mechanical engineering training and practice was a great experience. School followed immediately after being discharged, and ironically he even found work back home as a logging machine engineer and mechanic.

However, his foreman, upper management and several of the loggers involved in one particular job were speedy, cost cutting and reckless, putting workers in harm’s way. When not working on the equipment or machines, Dexter was required to be out logging with the rest of the crew. As adaptive as always, he relied on his upbringing to be a competent logger when needed.

Then it happened; a careless accident that could have been prevented had crippled, disfigured and nearly killed Dexter. The foreman and fellow loggers panicked and fled the scene, leaving him for dead before planning to “find him like that” the next morning. But Dexter, even with his crushed legs and jaw being completely torn off in the accident had managed to survive. When the crew returned the next morning, Dexter was nowhere to be seen.

The accident left Dexter scarred mentally and physically. His miraculous but excruciatingly painful survival, his talent for adapting, and his suddenly budding Psi-Mechanic abilities after the accident had given him all the tools and the motivation he needed to survive and seek revenge on his crew and management. With his newfound talents of crafting Psi-Devices Dexter hid away from the world, fashioning a metal clamp for a jaw and braces for both of his legs.

He'll always walk with an obvious limp, and he'll always look hideously deformed and scarred from the accident, but Dexter comes and goes from the woods as he pleases, hunting down and hacking his victims to pieces with his assortment of axes. None of his killings are quick or painless, and anyone who gets in the way of his revenge meets the same fate.

GM Notes: While Dexter is now criminally insane, he's not stupid. Stat wise he's not the strongest, fastest, or most dangerous of serial killers, but he's smart, he's clever, he's adaptive, and he's surprisingly patient. He'll stalk a victim for days, getting to know their patterns and their day to day living, biding his time till it's best to strike. Sometimes he'll even mix up his methods, using his mechanical engineering skills to cause fatal accidents or installing military grade weaponry in constructs and vehicles to kill a victim (something that keeps the police off his scent due to his varying methods).

Dexter is also assisted these days by *Tectonic Entities* who've been following him wherever he goes over the last year. The entities enjoy his penchant for building machines and constructs of various kinds as much as they do the rage and pain Dexter suffers while carrying out his vendetta. The P.P.E. from his victims is also appreciated. Dexter did not summon or ask for the entities (he doesn't even know what they are) but they don't hinder his work (in fact they've proven helpful and even protective of him at times), so he's accepting of them.

In theory, Dexter will one day run out of victims to blame for his accident. However his broken mind won't ever let him finish his "work", so his reasons and reasoning behind selecting his victims are becoming more and more ridiculous and bizarre. Dexter will never stop hunting down and killing victims, he'll have to be stopped.

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Player: Non-Player Character

Character: Dexter Olivar

Nickname/Alias: "The Chopper"

P.C.C.: Psi-Mechanic

Sex: Male Alignment: Miscreant

Occupation: Former logging engineer

Attributes

I.Q.: 14

Type: Expert (military training)

M.E.: 9

Number of Attacks: 6

M.A.: 18

Initiative: +3

P.S.: 22

Damage: +10

P.P.: 11

Strike: +2

P.E.: 20

Parry: +3

P.B.: 9

Dodge: +3

Spd.: 13

Roll w Punch/Impact: +2

Perception: +5

Pull Punch: +3

P.P.E.: 5 / 35

Knockout/Stun Roll: -

I.S.P.: 18

Critical Strike Roll: 18-20

Hit Points: 54

Death Blow Roll: -

S.D.C.: 38

Armor: Home made half suit A.R.: 10 S.D.C.: 60

Level: 11 Experience Points: N/A

Special Abilities/Skills

Dexter can design, construct and use Psi-Devices

Recognize Magical Devices/Enchanted Objects 90%/70%

P.P.E. available for making Psi-Devices: 35 (22 in use)

+4 to Perception rolls involving machines & traps.

+3 to save vs. Bio-Manipulation

+1 to save vs. Telepathic & Empathic probes/attacks

Saving Throws

	Base	Modifier	Roll Need
Horror Factor		+5	-
Poison: Lethal	14	+3	11
Poison: Non-Lethal	16	+3	13
Harmful Drugs	15	+3	12
Insanity	12	-	12
Psionics	12	-	12
Possession		+3	-
Magic Spell	12	+4	8
Magic Ritual	16	+4	12
Coma/Death		10%	-
Curses	15	+1	14
Disease	14	+3	11
Pain	14	+3	11

Skill

	Base	Bonus	+%/lvl	Total %
Speak English	88	-	1	98
Read English	80	-	2	98
Basic Math	72	-	3	98
Computer Operation	60	20	3	98
Technical Writing	30	20	5	98
Cryptography	25	20	5	95
History	60/40	15	4	98/95
Speak Spanish	50	15	3	95
Read Spanish	40	20	5	98
Research	40	25	5	98
Public Speaking	30	15	5	95
Wardrobe & Grooming	50	10	4	98
Mechanical Engineer	30	35	5	98
Munitions Expert	40	25	5	98
Vehicle Armorer	30	25	5	98
Weapons Engineer	30	25	5	98
Basic Electronics	30	15	5	95
Surveillance	30	15	5	95
Sensory Equipment	30	10	5	90

Skill

	Base	Bonus	+%/lvl	Total %
Electricity Generation	50	15	5	98
Jury-Rig	25	25	5	98
Wilderness Survival	30	15	5	95
Carpentry	25	15	5	90
Climbing (Professional)	50	-	5	65
Physical Labor	+2 P.S., +1 P.E., +6 to S.D.C.			
Outdoorsmanship	+1 P.E., +8 S.D.C.			
Cooking	35	-	5	50

Weapon Proficiencies: Recognize Weapon Quality (75%)

Ancient W.P. List	Strike	Parry	Throw
Axe (Expert)	+6	+6	+4
Paired Weapons	See page 214 for details		
Modern W.P. List	Strike	Aimed	Burst
Heavy Weapons	+1	+3	-
Vehicular Weapon Systems	+1	+3	-

Weapons & Equipment

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
Pair of Axes	+6/+4	+6	40ft if thrown	melee	2 axes	7 lbs.	2D6+5+Damage
Survival Knife	-	-	40ft if thrown	melee	-	1lb.	1D6+1+Damage
Karate Punch / Kick	Called shots to specific areas (nose, eyes, groin, etc.) can penalize target						2D4 / 2D6+Damage)
Disarm Attacks	Needs a natural 16-20 as a defensive move, gets a +3 to offensive disarm attempts						
Body flip/throw	Opponent is "thrown" to the ground, loses initiative and one attack						1D6+Damage
Set of Throwing Axes	+6/+4	+6	40ft if thrown	melee	1D6 on hand	2 lbs.	1D6+5+Damage

Equipment

Steel toed boots, heavy duty work pants and shirt, jacket, heavy gloves, belt, multi-tool, lighter, safety glasses, baseball cap, braces on both of his legs, leather forearm bracers, wallet, and some personal items.

Backpack Contents: large flashlight, box of plastic gloves, pair of goggles, a basic portable tool kit with the following items: screwdrivers, pliers, wrenches, hammer, scissors, ice pick, battery operated drill, soldering iron, duct tape, and a small selection of screws and nails.

Unique Items

Owns a beat up looking, but sturdy GMC Van.

Lives in an old hunters lodge in the middle of a secluded forest.

Has a few military grade weapons available to install in his van or for other useful applications.

A workbench and a variety of crafting & building supplies.

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Personal Information

Age: 39 Height: 6' 3" Weight: 165 lbs. Hair: balding crown, but long along the sides
 Eyes: brown Birth Order: 3rd born of three Money: 1D6+2x\$1000 in ready cash
 General Appearance: A small framed but well defined Caucasian male in his late 30's.
 When his metal clamp jaw isnt attached, you can see that his entire jaw is missing.
 Dresses for outdoor activity and work, but goes shirtless while hunting/stalking prey.
 Disposition: A quiet and calculating man; very intimidating (especially with the metal jaw).
 Family Origin: Of Spanish & Russian ancestry with no known history of psychics.
 Environment: From an industrial (timber) community in Southeast Alaska.
 Reason for Paranormal Investigating: His mental derangements and strange relationship with *Tectonic Entities* keeps him from having any interest in investigating the paranormal.
 Outlook on being Psychic: Has always found being a Psi-Mechanic to be a useful part of his engineering and mechanic work, both before and after his tragic accident.
 Goals in Life: To hunt down and kill anyone he believes was somehow involved in his accident, and those who stand in his way.
 Insanity: Has an obsession to destroy those he holds responsible for the tragic accident that crippled him, both physically and mentally.

Psionics:		Base I.S.P.: <u>18</u>	
Multipliers: Scrutiny: x <u>1</u> Investigation: x <u>2</u> Lesser: x <u>4</u> Greater: x <u>6</u> Ancient: x <u>10</u>			
Psionic	I.S.P.	Psionic	I.S.P.
Bend Metal	<u>3/8</u>		
Charge Battery	<u>6</u>		
Energy Conduit	<u>10</u>		
Living Battery	<u>V</u>		
Machine Activation	<u>5</u>		
Open Lock	<u>6</u>		
Psychic Repair	<u>20</u>		
Telemechanics	<u>10</u>		
Machine Psychic Diagnosis	<u>5</u>		
Telemechanic Mental Operation	<u>12</u>		
Telemechanic Possession	<u>50</u>		
Telemechanic Paralysis	<u>20</u>		
Electrokinesis	<u>V</u>		
Electrical Resistance	<u>4</u>		
Electrical Discharge	<u>8</u>		
Manipulate Electrical objects	<u>4</u>		
Sense Electricity	<u>2</u>		

Miscellaneous			
Leaping Distance:	Up: <u>2ft / 5.5ft (P)</u>	Across: <u>5.5ft / 11ft (P)</u>	
Run:	<u>8.8</u> mph (max) <u>20</u> melees <u>195</u> feet per melee <u>32</u> feet per attack		
Swim:	<u>-</u> mph (max) <u>-</u> minutes <u>-</u> feet per melee <u>-</u> feet per attack		
Bonus to Intimidate:	<u>50%</u> Maximum carry weight: <u>440 lbs.</u> Max lift weight: <u>880 lbs.</u>		



Dexter's Psi-Mechanic Equipment

Name: Metal Clap Jaw Type: Psi-Device Description: home made gear
 Abilities: When wearing the clamp, Dexter can cast *Fire Bolt* and *Steam Blast* by mimicking an action of spitting them out from his mouth. Cost 4 P.P.E. to build.
 Name: Safety Goggles Type: Psi-Device Description: home made gear
 Abilities: When wearing his goggles, Dexter can cast *See the Invisible*, *See Aura*, and *Mask I.S.P. & Psionics*. Cost 6 P.P.E. to build.
 Name: Leg Braces (two) Type: Psi-Device Description: home made gear
 Abilities: When wearing, Dexter can cast *Impervious to Cold*, *Resist Fatigue* and *Telekinetic Leap* (which is a unique trait for a Psi-Mechanic). Cost 12 P.P.E. to build.

Notes

1D6 *Tectonic Entities* follow Dexter wherever he goes due to their interest in his mechanic devices and creations, and they enjoy the rage and pain behind his serial killings. They will defend him if attacked by using whatever materials are in their vicinity. Depending on the area and situation, they can be extremely dangerous to confront. Dexter is aware of their presence, but he doesn't know what they are, and doesn't really care since never bother him. In fact, in a twisted way he sees them as friends of spirits of vengence as they've helped him with his mission on occasion.