

Dmitri “*That Heavy Weapon Guy*” Borskowitz

Alignment: Unprincipled **Occupation:** Construction Worker **P.C.C.:** Physical Psychic

You are Dmitri Borskowitz; the youngest of three siblings from a poor family in Minsk, Russia. While you're not the sharpest tool in the shed, you were born with an inquisitive mind and an aptitude for mechanics. While growing up in 1990's Russia didn't provide many opportunities, at age 12 you were taken under the wing of a family friend who owned a mechanical shop, learning to build small engines. Learning the craft quickly, you moved your way up to car engines and eventually building the most complex machinery in the shop. You were only half the age of the crew in the shop, but soon you were just as good.

At age 19 a cousin in New York City invited you over to the states for more opportunities and challenges to grow your craft. They offered to give you an airline ticket and a place to stay until you were on your feet. This plan turned out to be a sham; your family in America is part of the Russia mob of New York. Instead of helping you, they brought you in as more of an indentured servant, expecting you to work off your debts (with interest) by working for the mob. Being new to the country, with no way back to Russia and still loyal to the family (even after they tricked you), there was no choice but to stay, for now.

For the next nine years you were part of the family business. You're laid back and easy going attitude makes you neither a decent thief nor killer, so you were relegated to more menial work like delivering, security, mechanic work and so on. This meant that the smaller paychecks would keep you in the mob for years to come. The years weren't wasted however; you acquired an understanding of America and its laws, its lifestyles, its citizens and how to survive on your own. Your family also taught you everything there is to know about heavy weaponry (which is the family business).

As a *Physical Psychic* since your teens you yearn to confront the supernatural, but your family had no interest in it. Looking for an outlet, you discovered the *Lazlo Society* website and spent a lot of your night reading the topics and conversations. One night you read that a city called “Seattle” experiences more supernatural activity than most other cities in the U.S. Seattle also happens to have a lot to offer you, like a university with a good mechanics program (part of a *Boeing* program in fact). Armed with this knowledge you put a hasty plan into motion; one night you collected what little money, few items and clothing you owned and stole a pickup truck with some weaponry (including some of the illegal ones your family deals in) and drove all the way to Seattle.

Once in Seattle you got a job as a construction worker and a crappy apartment. Soon after you started working on getting your GED with plans for college afterwards. You're laid back and unflappable attitude makes you a fun loving lug to those who know you. With your mix of heavy weaponry, physical related psionic abilities and a physique that your train hard to maintain, you're definitely one mean member in a paranormal investigation group. You've also got a taste for alcohol (especially Vodka) and slowly working your way towards alcoholism.

You may not be the smartest or the best educated, and the supernatural may think they can outsmart you. But you have yet to find anyone of them who can outsmart your weapons and psychic abilities.

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Player: Pregenerated Player Character

Character: Dmitri Borskowitz

Nickname/Alias: "That Heavy Weapons Guy"

P.C.C.: Physical Psychic

Sex: Male Alignment: Unprincipled

Occupation: Construction Worker (ex-mafia)

Attributes

I.Q.: 10 Type: Expert (street fighter style)

M.E.: 13 Number of Attacks: 5

M.A.: 15 Initiative:+ 1

P.S.: 28 Damage:+ 13

P.P.: 19 Strike:+ 4

P.E.: 18 Parry:+ 5

P.B.: 16 Dodge:+ 5

Spd.: 23 Roll w Punch/Impact:+ 3

Perception: +1 Pull Punch:+ 4

P.P.E.: 3 Knockout/Stun Roll: -

I.S.P.: 13 Critical Strike Roll: Natural 20

Hit Points: 42 Death Blow Roll: -

S.D.C.: 62

External Carrier Armor A.R.: 13 S.D.C.: 150

Level: 4 Experience Points N/A

Special Abilities/Skills

Extra Tough and Extra Strong

+3 save vs. hypnosis, mind control & illusions

+1 save vs. telepathy

Saving Throws	Base	Modifier	Roll Need
Poison: Lethal	14	+2	12
Poison: Non-Lethal	16	+2	14
Harmful Drugs	15	+2	13
Insanity	12	-	12
Psionics	10	-	10
Magic Spell	12	+4	8
Magic Ritual	16	+4	12
Coma/Death		+6%	-
Horror Factor		+3	-
Possession		+5	-
Curses	15	+2	13
Disease	14	+5	9
Bio-Manipulation		+4	-
Pain	14	+2	12

Skill	Base	Bonus	+%/lvl	Total %
Speak Russian	88	-	1	91
Read Russian	80	-	2	86
Basic Math	72	-	3	81
Speak English	50	-	3	59
Read English	40	-	5	55
Basic Mechanics	40	15	5	70
Basic Electronics	30	10	5	55
Locksmith	35	15	5	65
Carpentry	25	20	5	60
Mining	35	20	5	70
General Repair/Maint.	45	10	5	70
Jury Rig	25	10	5	50
Masonry	40	15	5	70
Physical Labor	Bonuses Only			
Body Building	Bonuses Only			
Radio: Basic	50	10	5	75
Tracked Vehicles	54	16	5	85
Demolitions	60	10	3	79
Demolitions Disposal	60	10	3	79

Skill	Base	Bonus	+%/lvl	Total %
Auto Mechanics	60	10	3	79
Mechanical Engineering	30	10	5	55
Weapons Engineer	30	10	5	55
Weapon Proficiencies: Recognize Weapon Quality (40%)				
Modern W.P. List	Strike	Aimed	Burst	
Handguns	+2	+4	+1	
Shotgun	+2	+4	+1	
Rifles	+2	+4	+1	
Heavy Military Weapons	N/A	N/A	+2	

Weapons & Hand-to-Hand Attacks

Weapons	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
*.30 Light Machinegun	+2	-	2000ft	burst only	30/90 rounds	25 lbs.	see notes on back
*Explosive Grenades	-	-	120ft	single	3 grenades	.5 lb. each	2D4x10 (15ft radius)
*M-16 Assault Rifle	+2	-	980ft	single/burst	30/90 (3 clips)	8 lbs.	4D6+2 (s) / 6D6x4 (b)
*Izhmash Saiga Shotgun	+2	-	150ft	single/burst	10/30 shells	7.7 lbs.	5D6/ 1D6x10/ 2D4x10+8
*Sledgehammer	-2	-2	40ft if thrown	2 actions	2 handed	20 lbs.	3D6+3+Damage
.44 Redhawk Revolver	+2	-	180ft	single	6/18 rounds	6 lbs.	5D6
Brass Knuckles	-	-	melee only	melee	-	1 lb.	1D6+2D4+Damage
Disarm Attacks	Needs a natural 17-20 as a defensive move, Gets a +2 to offensive disarm attempts.						
Note: Before game begins, select two of the asterisked items to be your heavy weapons (see notes on back side).							

Equipment

cell phone, fatigue pants, military boots, black muscle shirt, fingerless gloves, weapon holsters, safety goggles, web belt, magazine clip pouches, flask of Vodka, pocket flashlight, wallet, Swiss army knife and some personal items.

Duffle Bag Contents: large flashlight, box of matches, neckerchief, bottle of Vodka, portable tool kit, flask of gun oil, gun cleaning kit, night vision goggles, breaching charges

Portable Tool Kit Contents: screwdrivers: pliers: wire cutters, wrenches: hammer: scissors: ice pick/hole punch, box cutter, battery power drill: duct tape: some nails & screws.

Unique items

Owns a four year old black *Chevy Trailblazer*

Lives in a two bedroom apartment in Tacoma, WA.

Has a secret stash in an old factory nearby his apartment to hide all of his illegal weaponry (which most of his weaponry is). Also holds a "bug out bag" and emergency gear in case the Russian mafia ever finds him in Seattle.

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Personal Information

Age: 29 Height: 6' 5" Weight: 314 lbs. Hair: brown; kept short
 Eyes: blue Birth Order: last born of three Money: \$200.00 cash on hand
 General Appearance: Typically a boots, jeans & t-shirt kinda guy. Works out often and keeps a good tan from working shirtless while outdoors as well as using tanning booths.

Disposition: A very easy going guy, unflappable about most things and pretty trusting.
 Family Origin: Of Russian descent with definite history of psychic phenomena.
 Environment: From a poor family in Minsk, Russia. Immigrated to the U.S. at age 19.
 Sentiment toward Mages & Psychics: They are like brother and sister to me comrade!
Let us drink to family and share long stories eh!?
 Sentiment toward Supernatural: Blech, they are vermin that need exterminating... and I am exterminator! DOS VIDONIA!
 Goals in Life: To get out of debt with his Russian mob family, to eventually open his own mechanic shop, and to win the local bodybuilding competition.
 Insanity: Dmitri enjoys his drinking a little too much. He is well on his way to becoming an alcoholic without an intervention soon.

Psionics: Base I.S.P.: 13
 Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Psionic Abilites	I.S.P.		
Yoga style Meditation & Trance	<u>0</u>		
Summon Inner Strength-pg. 75	<u>5</u>		
Meditation (Standard)- pg. 121	<u>-</u>		
Bio-Feedback-pg. 107	<u>8</u>		
Deaden Senses-pg. 108	<u>4</u>		
Demon Punch-pg. 108	<u>6</u>		
Desiccation Touch-pg. 109	<u>20</u>		
Electrokinesis-pg. 110	<u>V</u>		
Hydrokinesis-pg. 111	<u>V</u>		
Impervious to Cold-pg. 111	<u>2</u>		
Impervious to Fire-pg. 111	<u>4</u>		
Leidenfrost Effect-pg. 112	<u>2</u>		
Nightvision-pg. 112	<u>4</u>		
Telekinetic Leap-pg. 115	<u>8</u>		
Telekinetic Punch-pg. 115	<u>6</u>		

Miscellaneous

Leaping Distance: Up: 3.5ft / 7ft (P) Across: 7ft / 14ft (P)
 Run: 15.6 mph (max) 18 melees 345 feet per melee 69 feet per attack
 Swim: - mph (max) - minutes - feet per melee - feet per attack
 Bonus to Impress: 40% Max Carry Weight: 560 lbs. Max Lifting Weight: 1120 lbs.



Special Equipment

Name: Ear Protector Headphones Type: field equipment Description: protective headphones
 Abilities: Similar to the model used by airport workers to preserve hearing in noisy enviornments.
Tends to wear these in addition to his protective goggles when planning to use heavy weaponry.
 Name: Nylon Cord Type: gear Description: 300ft of nylon rope
 Abilities: Heavy duty, all purpose nylon rope with a tension strength of 600 lbs.
 Name: Breaching Charges Type: explosives Description: small explosives
 Abilities: These are small, precise charges used to penetrate walls and blow doors off their hinges.
Does 5D6 to everything in a 3 foot radius. Dimitri has four of these.

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 Dimitri.
 Name: Callie Rodenburg Occupation: Exotic Dancer Notes: Dimitri has a thing for strong women and enjoys Callie's brazen, outgoing attitude, as well as her physique.
 Name: Kyle Fitcher Occupation: Arms Dealer Notes: Kyle is Dimitri's main source for getting his illegal weaponry, ammunition and special equipment.

Notes

Starting Note: Before starting, select two heavy weapons to carry from the asterisked items.

.30 Light machine-gun note: Carrying such a large and heavy weapon restricts movement; Dimitri is -3 to Parry and Dodge if carrying this weapon. As a blunt weapon it does 2D8+Damage.

Damage: Short Burst:1D6x10 (10 rounds) / long burst: 2D6x10+20 (30 rounds; counts as 3 actions)

Heavy Weapons note: Some of the heavy weapons available are illegal; all of them are dangerous.

Using them in close quarter situations can be as dangerous to you and your teammates as they are to your targets. Exercise extreme caution when using these weapons.