Name: Dmitri Borskowitz Alignment: Unprincipled

Occupation: Construction Worker

P.C.C.: Physical Psychic

You are Dmitri Borskowitz, the youngest of three siblings from a working class family in Minsk, Russia. You were born with an inquisitive mind and a natural aptitude for mechanical engineering. However, growing up in 1990's Russia didn't provide opportunities for you to build upon that aptitude. Fortunately, 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 may have only been half the age of the rest of the crew in the shop, but you were just as good.

At age 19 your family in New York asked you to come on over to America where you'd find more opportunity than you could in Mother Russia. They offered to pay your airline ticket and put you up with them until you were on your feet. This turned out to be a sham; your family in America is part of the Russia mob operating in 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. With you're being new to the country and no where to go while still being loyal to your 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 a killer so you were relegated to more menial work like delivery, security, scouting and so on. This also meant however than while under their thumb, your smaller paychecks would keep you in the mob for years to come. In the meantime however, your years weren't wasted; you've had acquired an understanding of America and its laws, the lifestyles of people and other details of how to survive on your own in the United States. The family also taught you everything there is to know about heavy weaponry.

Being a *Physical Psychic* since your teens also instilled you with an urge to fight the supernatural and protect your fellow man. While researching the *Lazlo Society* website, you found that Seattle has experienced more Supernatural activity than most other cities in the U.S. Investigating further into Seattle confirmed there's a lot to offer you there like a University with a good engineering program (part of a *Boeing* program in fact). So finally, one night you stole a pickup truck with some weaponry (including some illegal guns which your family deals in) along with what few items and clothing you owned and traveled across the country to Seattle to start your new life.

As a recent arrival to Seattle you've taken a job as a construction worker, found a small apartment and currently working on your GED with college to follow. Your laid back and unflappable attitude make you something of a "fun loving lug" to most who know you. With your mix of heavy weaponry, physical related psionics and incredible physique, you're definitely a mean defensive member in a paranormal investigation team. You've also got a taste for alcohol (especially Vodka) and seem to be working your way to alcoholism.

You suspect that your "family" may be looking for you (and may even want you dead), but you're ready for whatever comes from them. You're also ready to lay waste to whatever demon or monster dares to come out from the shadows. You may not be the most educated in the ways of the Supernatural; but in your mind, while some supernatural beings may outsmart you; you have yet to find one who can outsmart your bullets, and your psychic abilities.

Beyond the Supernatural™

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								
Attribu	utes	Hand to Hand Combat						
I.Q.:	11	Type: Expert (Street figh	nter)					
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					
Percepti	on: +1	Pull Punch:+	4					
P.P.E.:	3	Knockout/Stun Roll:	-					
I.S.P.:	13	Critical Strike Roll:	Natural 20					
Hit Point	ts: 42	Death Blow Roll:	-					
S.D.C.:	62	-						

Exter	rrier Armor	A.R.:	13	S.D.C.:	150	
Level:	4	Experience	e Points		N/A	

Special Abilities/Skills

Extra Tough and Extra Strong

+3 save vs. hypnosis, mind control & illusions

+1 save vs. telepathy

Base	Modifier	Roll Need
14	+2	12
16	+2	14
15	+2	13
12		12
10		10
12	+4	8
16	+4	12
	+6%	-
	+3	-
	+5	-
15	+2	13
14	+5	9
	+4	-
16	+2	14
	14 16 15 12 10 12 16	14 +2 16 +2 15 +2 10 - 112 +4 16 +4 +6% +3 +5 15 +2 14 +5 +4

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	-		-	-
Body Building	-	-	-	-
Radio: Basic	50	10	5	75
Tracked Vehicles	54	16	5	85
Demolitions	60	10	3	79
Demo. Disposal	60	10	3	79

Auto Mechanics	60	10	3	79
Mechanical Engineering	30	10	5	55
Weapons Engineer	30	10	5	55
	_			
Weapon Proficiencie	es: Recoo	nize Weap	on Quality	(40%)
Weapon Proficiencie Modern W.P. Lis		nize Weap	on Quality Aimed	
Modern W.P. Lis				
Modern W.P. Lis		Strike	Aimed	Burst
Modern W.P. List Handguns		Strike +2	Aimed +4	Burst +1
Modern W.P. List Handguns Shotgun		+2 +2	Aimed +4 +4	+1 +1

Bonus

+%/lvl

Total %

			Weapor	ns & Equipme	ent		
Weapon	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
*.30 Light Machinegun	+1		2000ft	burst only	200 round belt	25 lbs	1D6x10 (8 round burst)
*Explosive Grenades	-	-	120ft	single	4 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	10/40 shells	7.7 lbs	5D6/ 1D6x10/ 2D4x10+8
*.44 Redhawk Revolver	+2	-	180ft	single	6/24 rounds	6 lbs	5D6
Survival Knife (large)	-	-	40ft if thrown	melee	-	1 lbs	1D6+1
Sledgehammer	-2	-2	40ft if thrown	2 actions	2 handed	20 lbs	3D6+3
Disarm Attacks		Need	s a natural 18-20 a	as a defensive m	nove, Gets a +2 to	offensive d	isarm attempts.

Skill

Note: Before game begins, select two weapons from the astricked items above to be your heavy weapons.

Equipment

cell phone, armor, basic fatigue pants, boots, black muscle shirt, fingerless gloves, weapon holsters, safety glasses, web belt, magazine clip pouch, flask of Vodka, active ear muffs, wallet pocket flashlight

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: wirecutters wrenches: hammer: scissors: ice pick/hole punch

battery power drill: duct tape: some nails & screws

owns a four year old black Chevy Trailblazer

Lives in a two bedroom apartment in Tacoma, Wa.

Has a secret weapon stash in an old factory to hide his illegal weaponry (most of his weaponry is)

Note: .30 machinegun must be secured in a harness to carry, which restricts movement. PC is -2 to parry and dodge if light machine gun is one of your chosen weapons.

Personal Information

Beyond the Supernatural™

ge: 29 Height: 6' 5' Eyes: blue Birth Order: I General Appearance: Typically eeps a good tan from working sh	ast born of three a boots, jeans &	shirt kinda (\$300.00 cash guy. Works out he								
Disposition: A very easy going gramily Origin: Of Russian descentification of Russian described on a poor family substitution of Russian of R	ent with definite him Minsk, Russianics: They are Indishare long sto Blech, they are DNIA! with his Russian in the me day open his and drinking a litting intervention signation: x 2 Les I.S.P.	istory of psy. a. Immigrate ike brother iries eh!? vermin tha mob family, s own bar w ttle too muclioon.	ychic phenomena ed to the US at ag and sister to me t need exterminat to eventually ope vith good Vodka di h. He is well on hi	e 19. ing in his rinks. s way to							
Yoga style Meditation & Trance Summon Inner Strength-pg. 75	5					_	Speci	al Equipme	ent		
Meditation (Standard)- pg. 121					Name:	Night Vision Goggles	Type:	optics	Description	on:	night sight viewing
Bio-Feedback-pg. 107	8				Abilities:			nsifies the ir	 mages by an	nplifying	the available light ir
Deaden Senses-pg. 108	4				the area	. Range: 1600ft					
Demon Punch-pg. 108	6				Name:	Nylon Cord	Type:	gear	Description	on:	300ft of nylon rope
Desiccation Touch-pg. 109	20				Abilities:	: Heavy duty, all purpose	e, nylon rope w	ith a tensior	n strength of	600 lbs.	
lectrokinesis-pg. 110	V				Name:	Breaching Charges	Type:	explosives	Description	on:	small explosives
lydrokinesis-pg. 111	V				Abilities:	: These are small, precis	se charges use	d to penetra	ate walls and	blow do	ors off their hinges.
mpervious to Cold-pg. 111	2				Does 50	D6 to everything in a 3 fo	oot radius. Dm	itiri has four	of these.		
mpervious to Fire-pg. 111	4							Contacts			
eidenfrost Effect-pg. 112	2				Name:	Dr. Edmond Smythe	Occupation:	Parapsy	ychologist	Notes:	: Dr. Smythe is one
lightvision-pg. 112	4				the lead	agents of the Seattle ba	ased Lazlo Soc	eiety, and fre	quently work	s with J	ustin.
elekinetic Leap-pg. 115	8				Name:	Georgia Chambers	Occupation:	Vice D	Detective	Notes:	: Sees and hears a
elekinetic Punch-pg. 115	6				of stranç	ge stories and rumors of	the supernatu	ral when inv	estigating the	e under	world of Seattle.
					Name:	Kyle Fitcher	Occupation:	Black ma	arket dealer	Notes:	: Kyle is Dmitri's ma
					source fo	or getting weaponry, am	munition and s	pecial equip	otment.	_	
								Notes			
					Starting	Note: Dmitri cannot ca	rry all heavy w	eapons liste	d in weapon	s sectior	n. At the start of
						e, select two of heavy w					
	Miscellane	eous									
Leaping Distance: Up:	4ft / 7ft (P)	Across	: 7ft / 14ft (P)								
Run: 15.6 mph (max)	18 mele	ees 345	ft/melee 69	ft/attack							
Swim: - mph (max)	- mele	ees -	ft/melee -	ft/attack							
Bonus to Impress: 40% Max Ca	arry Weight: 560	lbs. Max	_	_							