

# Man Eater



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**Name:** Pearl Anne Dolezal      **Alias:** “*Man Eater*”

**Alignment:** Aberrant      **Occupation:** Was a Nurse, now a “Psychic Healer”

### **P.C.C.:** Psychic Healer

Officially, Ms. Pearl Anne Dolezal comes from an extremely wealthy and proper family in Beverly Hills, California, raised in a world of pageants, piano lessons, and prudish correctness. Officially, she was a good girl who grew up to be a good woman. Officially, she had the courage and determination to go to nursing school to follow her natural talent for healing and caregiving, even though she never has to work a day in her life. Officially, her parents are extremely proud of their only daughter.

Unofficially, Pearl’s old friends in low places all tell a very different story. They say she hated her upbringing, her neglectful father, her social butterfly mother, and her three older brothers (who all looked down on her for “being a girl”). Unofficially, many of her old friends say that she learned to despise men early on, particularly the rich and powerful ones who mistreat and abuse the women in their lives. Unofficially and allegedly, this stemmed from catching her father having an affair with one of the house staff, compounded by a mother who buried her head in the sand about it when Pearl told her. Unofficially, she resented being raised with the sole intent of becoming someone’s trophy wife one day, just like her mother was. Others say that she was a beautiful girl (again, like her mother), and hated being treated like an object to be ogled at.

Those that really knew her were (or still are) from the punk scene and lifestyle, where she spent most of her free time to escape the home life she hated. They all knew her as “Punky Pearl” back then. They say she would’ve made a good doctor as she was good at patching up the careless injuries that comes with a young punk lifestyle. But while she had the talent, she lacked any sort of real disciple for being doctor, so she settled for becoming a nurse.

Officially, she was a good nurse during her short tenure at the hospital she worked at, and resigned without incident. Unofficially, there are rumors that she was constantly humiliated and belittled by the male staff and was sexually assaulted by the chief of surgery. Rumor has it that the hospital’s legal staff circled the wagons around the chief, threatened to use her checkered past and punk lifestyle against her, and even got her family involved to hush her up as they were tight friends with the chiefs family. It’s said she eventually gave up the lawsuit and left the hospital, packed up her car with what she could and left for parts unknown. No one has seen her since.

All of her old friends say that she wasn’t the most stable minded of people. She was a wild child, prone to exaggeration and being overly dramatic about everything. A few of them even go so far as to say that they wouldn’t be surprised if she really is the “Man Eater” serial killer. Then again, they also say that if she is, her victims probably all had it coming.

**GM notes:** Pearl is a case study of a sensitive woman scorned by men of power all of her life, mixed with a dramatic and passionate dose of rebellion and her compassionate nature of a caregiver being taken advantage of. Now imagine all of that in a fragile mind and you have all of the ingredients needed for a man killer.

Pearl has a very warped view of the world, seeing men as the end all of everything who can do nothing right, while on the other hand seeing herself as an avenger of every scorned woman, who will defend and protect women to a chauvinistic degree. She sees herself as a strong woman in a world full of weak ones, and only she can protect them from the men of the world. The more rich and powerful they are, they more dangerous they are and must be dealt with. Of course it's not enough for Pearl to simply kill them; they need to suffer, to feel some inkling of the pain and torment they've inflicted on women (whether they truly have or not).

After leaving town, Pearl merely wandered from place to place for a while, hating everything that's happened of her and blaming men for all of it. Hating the very idea of being an object of men's desires, she intentionally marred her natural beauty with blatant tattoos on her face, piercings, and a buzz cut and returning to her favored punk fashions and lifestyle. Before she became the "Man Eater", she was content to become a recluse and hide away from the world.

But that changed overnight after finding "Amy" by pure chance. "Amy" is the sweet, feminine voice in her head that now guides and mentors her in a crusade against men. Amy is the only "person" Pearl listens to. In reality, Amy is a *Syphon* entity, inhabiting the hooked knife Pearl found in a hunting cabin she broke into one night. It was Amy who helped her discover her purpose and destiny of avenging the poor unfortunate women of the world that are so helpless to defend and protect themselves from the horrible men of the world.

At first, Amy only saw Pearl as another pawn, but over the years Amy has come to admire Pearl's passion and commitment to killing men as much as she admires Pearl being so easy to manipulate. Amy is clever enough to know a good thing when she sees it. Amy has become such an important part of Pearl's life that even after realizing that Pearl is not human, Pearl still trusts her with her life, believing that she's not being manipulated ('Amy did not trick me into killing men, I wanted to do that long before I met her... she simply guides me, showing me the way').

It was this blind faith that gave Amy the gall to encourage Pearl to become a professional Psychic Healer as a way to make money while looking for men who deserve to die. Pearl now offers her services through online ads and sites like "Craigslist" and those that specialize in alternative lifestyles and medicine. She travels for miles around to perform miraculous healing on the women who need her help, while denying healing to the wealthy men who hire her (performs fake services). In fact, Pearl has learned to perform an incredibly horrible way to inflict pain and suffering on men by performing *Psychic Surgeries* without using her *Psychic Diagnosis* talent beforehand. Unguided and randomly acting, her "surgeries" are ripping and tearing her victims apart from the inside, before she even takes her knife to them!

In her line of work, it's easy finding women suffering from emotional sickness, especially with Amy by her side. Amy claims to be able to sense the evil men in the world, and points them out to Pearl to punish them. In reality, Amy has no such ability, but she has the ability to make Pearl "feel their pain" by method of the *Empathic Transmission* ability. Pearl takes it from there, and Amy gets dinner (P.P.E.) and a show (Pearl's slow and painful murders).

As far as the police are concerned, they are dumbfounded by the *Man Eater*. Her killings are spread out across the country due to her extensive traveling as a psychic healer and the common issue of police departments having trouble working together only helps. Pearl wears a wig and dresses more conservatively when traveling, saving her punk fashion for the killing. It's worth noting that while Pearl's gotten really good at covering her tracks, leaving little for the police to work with. The seemingly randomness of her murders (they get that she's a man killer, but they don't yet understand her methodology of selecting victims) and the fact that she seems to be evolving her methods (getting more torturous and cruel) quickly. A new angle of the *Man Eater* drinking the blood of her victims is only giving credit to her media alias.

But Pearl is not a blood drinker; the blood drinkers (plural) are her new partners in crime. Pearl is no longer acting alone; she has help in the form of a couple of Dar'otas (Succubi) helping her to hunt, blackmail, extort, manipulate, torture and kill more male victims. Through Amy's help and insistence, Pearl has hunted and convinced three Dar'otas to join her cause in the last few months. Like Amy, they admire her determination of making people suffer (they couldn't care less about the gender, but they're content with killing only men) and they like that Pearl is all for their using any methods of trickery, manipulation, and deceit to lure men to their doom. They've copied Pearl's methods of cruelty and suffering before dying, and the police can't say if she's increased her time tables or if there are copycat killers following her lead. What Pearl doesn't know is that they are drinking the blood of their victims as well.

As far as the player characters go, they could meet, confront and deal with Pearl in a number of ways. First off, as a professional psychic, it's possible that the players have worked with Pearl on occasion for some time. They may have fought alongside her at one point during a paranormal investigation. They might get involved in investigating one of her murders, or one of her Dar'ota companion's murders. The obvious traits of supernatural involvement will be there regardless (Amy is always with Pearl when she kills), which could tip off the players that there's more to the *Man Eater* serial killer than anyone knows.

Confronting her will also be a challenge as she'll have increased psychic energy due to Amy and probably her Dar'ota companions alongside her. If they confront Pearl while she's stalking prey in public, she's likely to run, and with her high speed and endurance (along with her *Resist Fatigue* ability) she'll be tough to catch. She'll fight if cornered however. Confronting Pearl in her home (an old storage building she bought on the cheap) will be even more challenging as at least one Dar'ota will be home and possible several innocent bystanders as she takes in a lot of her homeless punk friends when they need a place to crash for a while. Her place is rarely empty, and some nights she holds raves and live music nights to a packed house.

Those who think she'll be easy to confront or fight will be surprised. Some of her healing abilities include *Deaden Pain*, *Coma Consciousness*, and *Suppress Fear*, and these can be powerful attributes in a fight. Her *Mind Block* ability will make it hard to use psychic attacks and Amy's *Presence Sense* and *Sixth Sense* ability makes it impossible to get the jump on her. Between them, talents like *Hypnotic Suggestion*, *Levitation* and *See the Invisible* can also be helpful to her.

Female player characters will find her far easier to deal with. Pearl will not hesitate killing all the males in the group, but she will go out of her way to reason with and keep from injuring female P.C.s. She'll plead with them to understand and even consider joining her cause, and even if that fails, she will only fight to defend herself or restraint or injure them enough to make an escape. Her company of Dar'otas however have no qualms about killing any of the P.C.'s if confronted, male or female.

# Beyond the Supernatural™

Player: Non-Player Character

Character: Pearl Anne Dolezal

Nickname/Alias: "Man Eater" and "Punky Pearl"

P.C.C.: Psychic Healer

Sex: Female Alignment: Aberrant

Occupation: Formerly a nurse, now a Psychic Healer

## Attributes

I.Q.: 10

M.E.: 8

M.A.: 15

P.S.: 12

P.P.: 11

P.E.: 18

P.B.: 9

Spd.: 22

Perception: +4

P.P.E.: 7

I.S.P.: 35

Hit Points: 52

S.D.C.: 31

Armor: Leather clothing/armor

Level: 11

## Hand to Hand Combat

Type: Basic (Street Fighting style)

Number of Attacks: 6

Initiative: +3

Damage: +2

Strike: +1

Parry: +3

Dodge: +3

Roll w Punch/Impact: +4

Pull Punch: +5

Knockout/Stun Roll: -

Critical Strike Roll: 19-20

Death Blow Roll: -

## Special Abilities/Skills

Resistance to Magic Illnesses & Curses (pg. 80)

Miraculous Healing Trance (pg. 80)

+2 to Perception when involving illnesses, injuries,

diseases, death (i.e., examining a body or crime scene)

+4 save vs. mind altering drugs

## Saving Throws

	Base	Modifier	Roll Need
Horror Factor		<u>+1</u>	<u>-</u>
Poison: Lethal	<u>14</u>	<u>+6</u>	<u>8</u>
Poison: Non-Lethal	<u>16</u>	<u>+6</u>	<u>10</u>
Harmful Drugs	<u>15</u>	<u>+6</u>	<u>9</u>
Insanity	<u>12</u>	<u>-</u>	<u>12</u>
Psionics	<u>10</u>	<u>-</u>	<u>10</u>
Possession		<u>+8</u>	<u>-</u>
Magic Spell	<u>12</u>	<u>+3</u>	<u>9</u>
Magic Ritual	<u>16</u>	<u>+3</u>	<u>13</u>
Coma/Death		<u>+21%</u>	<u>-</u>
Curses	<u>15</u>	<u>-</u>	<u>15</u>
Disease	<u>14</u>	<u>+6</u>	<u>8</u>
Pain	<u>14</u>	<u>+2</u>	<u>12</u>

## Skill

	Base	Bonus	+%/lvl	Total %
Speak English	<u>88</u>	<u>-</u>	<u>1</u>	<u>98</u>
Read English	<u>80</u>	<u>-</u>	<u>2</u>	<u>98</u>
Basic Math	<u>72</u>	<u>-</u>	<u>3</u>	<u>98</u>
Computer Operation	<u>60</u>	<u>10</u>	<u>3</u>	<u>98</u>
Detect Concealment	<u>25</u>	<u>20</u>	<u>5</u>	<u>95</u>
Holistic Medicine	<u>30/20</u>	<u>20</u>	<u>5</u>	<u>98/88</u>
Photography	<u>35</u>	<u>10</u>	<u>5</u>	<u>85</u>
Research	<u>40</u>	<u>15</u>	<u>5</u>	<u>98</u>
Streetwise: Weird	<u>30</u>	<u>20</u>	<u>5</u>	<u>98</u>
Lore: Demons/Monsters	<u>30</u>	<u>30</u>	<u>5</u>	<u>98</u>
Lore: Entities/Ghosts	<u>30</u>	<u>20</u>	<u>5</u>	<u>98</u>
Lore: Magic	<u>25</u>	<u>25</u>	<u>5</u>	<u>98</u>
Lore: Cults and Sects	<u>20</u>	<u>15</u>	<u>5</u>	<u>85</u>
Lore: Creatures of Magic	<u>25</u>	<u>15</u>	<u>5</u>	<u>90</u>
Lore: Paranormal/Psionics	<u>30</u>	<u>15</u>	<u>5</u>	<u>95</u>
Lore: Mythology	<u>30</u>	<u>15</u>	<u>5</u>	<u>95</u>
Pick Locks	<u>30</u>	<u>10</u>	<u>5</u>	<u>95</u>
Streetwise	<u>20</u>	<u>10</u>	<u>4</u>	<u>70</u>
Prowl	<u>25</u>	<u>10</u>	<u>5</u>	<u>85</u>

## Skill

	Base	Bonus	+%/lvl	Total %
Concealment	<u>20</u>	<u>10</u>	<u>4</u>	<u>70</u>
First Aid	<u>45</u>	<u>5</u>	<u>5</u>	<u>98</u>
Rope Works	<u>30</u>	<u>10</u>	<u>5</u>	<u>90</u>
Aerobic Athletics	<u>-</u>	<u>-</u>	<u>-</u>	<u>-</u>
Running/ Jogging	<u>-</u>	<u>-</u>	<u>-</u>	<u>-</u>
Swimming	<u>50</u>	<u>-</u>	<u>5</u>	<u>88</u>
Play Electric Guitar	<u>35</u>	<u>-</u>	<u>5</u>	<u>65</u>
Pilot Automobile	<u>60</u>	<u>-</u>	<u>3</u>	<u>72</u>
Sense of Balance	<u>30</u>	<u>-</u>	<u>5</u>	<u>80</u>

## Weapon Proficiencies: Recognize Weapon Quality (75%)

Ancient W.P. List	Strike	Parry	Throw
Knife (Expert)	<u>+8</u>	<u>+8</u>	<u>+10</u>

Modern W.P. List	Strike	Aimed	Burst

## Weapons & Equipment

### Weapons

	Strike	Parry	Range/Reach	Rate of Fire	Shots/Ammo	Weight	Damage
"Amy" (inhabited knife)	<u>+8/+10</u>	<u>+8</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>-</u>	<u>2.5 lbs.</u>	<u>1D6+6+Damage</u>
Boot knives	<u>+8/+10</u>	<u>+8</u>	<u>40ft if thrown</u>	<u>melee</u>	<u>one per boot</u>	<u>1 lb.</u>	<u>1D4+5+Damage</u>
Punch / kick attack	<u>Called shots to specific areas (nose, eyes, groin, etc.) can penalize target</u>						<u>1D4 / 1D8+2+Damage</u>
Judo-style body flip/throw	<u>Opponent is "thrown" to the ground, loses initiative and one attack</u>						<u>1D6+Damage</u>
Disarm attacks	<u>Needs a natural 17-20 as a defensive move, gets a +2 to offensive disarm attempts</u>						

### Equipment

smart phone, ruined clothing meant to resemble punk fashion  
jewelry and accessories, military boots, scarf for her eyes,  
lighter, cigarettes, sunglasses, and some personal items.

**Backpack contents:** medical related goods, purse, duct tape,  
bottle of whiskey, rags, large flashlight, handcuffs, scissors,  
pick picking tools, and various bits and pieces she's collected.

### Unique Items

Drives a beat up looking black 1980 Pontiac Trans-Am  
Owns a large black leather trench coat for when its cold out.

Lives in a small storage building just outside of town. Through  
her network of friends she's hooked up power, Wi-Fi, cable,  
and enough lighting and sound equipment to hold raves.

The backroom holds whatever belongings she owns, such as a  
bed, table, PC laptop, some clothing, and other odds and ends.

Homemade forearm harness for "Amy".

# Beyond the Supernatural™

## Personal Information

Age: 27 Height: 5' 9" Weight: 139 lbs. Hair: blond, buzzes it short  
 Eyes: blue Birth Order: last born of four Money: about 4k in cash on hand  
 General Appearance: Caucasian female somewhere between 18-30 years old who keeps in good physical shape. She's intentionally marred her natural physical beauty with blatantly unflattering tattoos, piercings, and punk clothing.  
 Disposition: Loud, dramatic, extreme, cynical and bitter (particularly concerning men).  
 Family Origin: Of Czech & English ancestry with no known history of the paranormal  
 Environment: From an extremely wealthy family in Beverly Hills, California.  
 Reason for Paranormal Investigating: It's a ruse for her to find supernatural beings that are willing to join her quest of destroying the powerful men in the world.  
 Outlook on being Psychic: Has a twisted sense of duty in using them to help women while inflicting pain and suffering on men, powerful ones in particular.  
 Goals in Life: Has an obsessive goal of giving powerful men payback for abusing and mistreating the women in their lives while helping the women they've mistreated.  
 Insanity: Besides her obsession with destroying men, she has a psycho-reliance on her teddy bear charm "Moe" and her unique hook knife "Amy" (inhabited by a *Syphon*).

**Psionics:** Base I.S.P.: 35

Multipliers: Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10

Psionic	I.S.P.	Psionic	I.S.P.
Psychic Diagnosis -pg. 101	4		
Stop Bleeding (others) -pg. 102	8		
Exorcism -pg. 99	10		
Resist Fatigue -pg. 101	4		
Mind Block -pg.101	4		
Deaden Pain -pg. 99	4		
Detect Psionics -pg. 99	6		
Cure Insanity -pg. 99	15		
Coma Consciousness -pg.98	3		
Healing Touch -pg. 99	6		
Induce Sleep -pg. 100	4		
Psychic Purification -pg. 101	8		
Psychic Surgery -pg. 101	v		
Suggestion -pg. 102	v		
Suppress Fear -pg. 102	8		
Stop Bleeding (self) -pg. 102	2		
Increased Healing -pg. 10	0		
Attack Disease -pg. 98	12		
Bio-Regeneration -pg. 98	6		



## Notes

Pearl is left handed.

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**Stats for "Amy":** Alignment: Diabolic /Hit Points: 41 /P.P.E.: 6 / I.S.P.: 20 /Level of Experience: 6th

See *Syphon* on pages 247- 249 for information and details.

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**Soft leather armor:** Leather clothing/armor has an A.R. of 12 against biting and clawing attacks.

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## Miscellaneous

**Leaping Distance:** Up: 1.5ft / 3ft (P) Across: 3ft / 6ft (P)

Run: 15 mph (max) 18 melees 330 feet per melee 55 feet per attack

Swim: 3.2 mph (max) 18 minutes 72 feet per melee 12 feet per attack

Bonus to Intimidate: - Maximum carry weight: 120 lbs. Max lift weight: 240 lbs.