

Maul



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Name: Tony Millman **Alias:** “Maul” **Alignment:** Miscreant
P.C.C.: Physical Psychic **Occupation:** Professional Wrestler

Tony “The Mauler” Millman grew up in a tough neighborhood, and he was part of the problem. Tony grew up a shameless bully who enjoyed beating on others and being THE toughest kid in school. His enjoyment of hurting others had no bounds; younger kids, older kids, his siblings, even the occasional adult took a beating from Tony. Naturally he grew up a big and strong **Physical Psychic** with a serious mean streak. He could’ve easily gotten a football scholarship, but his penchant for trouble ruined it. Tony didn’t care about the game anyway, he enjoyed the pain and hurting he could put on others.

Right out of high school he found work as a thug for one of the many drug dealers in his hood. All of his money went into bettering himself physically. He joined, and was eventually kicked out of several boxing clubs, martial art classes and self-defense courses for being too rough on both the students and trainers. He’d probably be in jail or dead by now if it hadn’t been for meeting his would-be manager, who saw his potential as a professional wrestler. While Tony loves power, he also loves showing off and found the dramatic elements of professional wrestling to be fun as well as profitable.

Under the name of “The Mauler”, Tony went up through the minor ranks quickly and even had a short stint at the professional level, but was eventually let go due to his habitual nature of being too rough on the other wrestlers. His chance in the big leagues blown, he managed to behave himself as he returned to the minor league and has dominated it. But as the years went on, his cravings to really hurt people again became overwhelming. He needed an outlet.

Creating a costume and mastering the art of using an *ectoplasmic disguise* to cover his face, Tony wandered the shadows after dark, inflicting cruel and brutal beatings on unsuspecting victims. He started small; dislocating joints and breaking bones while beating his helpless victims into unconsciousness. At first he rationalized that as these were drug dealers and other scumbags so they deserve the beat down. But in time, he realized he didn’t care who he hurt, and his methods of inflicting pain advanced. Tony adopted the name “Maul” for this “character”, not realizing (or at least not caring) that it’s similar to his professional moniker. He even added metal clubs to his costume for a new method of beating his opponents to bloody pulps.

It was inevitable; Tony went too far one night, beating a woman to death as she was making her way home from work. He “wanted” to feel bad about it, but he didn’t. Instead, he felt a rush like he’d never known before! Very few of his victims have survived his brutality since, and those that have are left permanently disfigured and crippled. He’s managed to hide his identity from the law thus far, (and managed to keep his alignment “Miscreant”), but he’s slipping. It’s only a matter of time before someone catches onto him. If he ever has to go on the run from the law, he’ll be a serial killer in the making. But in the meantime, playing “Maul” when he’s in one of his “moods” (which is happening more and more frequently) has become his favorite pastime.

As if this wasn't bad enough, several weeks ago Tony came face to face with a **Brawling Joe** (see the **Rifter #57**), and beat the hell out of it. As is the way of the Brawling Joe, its respect for Tony's power and strength has made it his ally and now he's Maul's "tag team partner". "Joe" is like a brother to Tony; each sharing the other's love of violence, fighting and inflicting pain. Their combined cruelty has only made their crime scenes even bloodier and visceral. Joe lives in Tony's basement when he's not needed, and when they go out at night he's dressed in similarly fantastic wrestling attire. Having a Brawling Joe with him only makes Maul that much more dangerous as it increases his physical psychic abilities.

GM notes: Maul is not quite a serial killer yet, but his time is coming soon. He's still enjoying his vulgar display of power and strength more than he does the kill, but that's starting to change. Even then, the majority of his recent attacks leave people to eventually die while suffering and bleeding to death, too broken to move.

The player characters will most likely meet Maul by accident. He may choose them to be his latest victim(s), or they might run into him in the middle of tailing, stalking or beating his victim. It's also possible that the P.C.s will end up meeting him while tracking or hunting his **Brawling Joe** tag team partner.

