

Shears



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Gregory Bennett

Alias: "Shears"

Alignment: Diabolical

P.C.C.: Lucky Psychic

Occupation: Psychic Serial Killer

Those who think that all *Lucky Psychics* (see *The Rifter* #53) are "lucky" have obviously never met Gregory Bennett. Gregory is the byproduct of having the rotten luck of an abused childhood (chronic juvenile delinquency, a string of bad foster homes and finally life on the streets as a teenager), then a harsh life as a criminal while developing psychic powers he didn't fully understand (and no mentor to help him); all coming to a head after being the victim of a particularly vicious *Scaring Crow* attack (see *The Rifter* #44). Now known as "Shears", Gregory is a broken man psychologically, and innocent victims have been paying for it ever since.

"Shears" has been the stuff of urban legend over the last fifteen years. Using his favored fabric shears as weapons of choice, he's mutilated people to death many times over, and all over the country. His lucky psychic abilities, his extreme will to survive (if only to continue killing and torturing others), and the large flock of *Scaring Crows* that've bonded with him have kept him alive and going strong. He's a psychotic serial killer in the extreme, rivaling any "slasher movie" icon you can think of. He chooses his victims at random, performing acts of cruelty and brutality on them without remorse before they eventually bleed out or he finishes them. Living only for the suffering of others, "Shears" is a true homicidal manic.

GM note: "Shears" is never to be taken lightly. He's a virtually unstoppable villain in any "victim" campaign and a worthy opponent for any paranormal investigator. He's the best at what he does (cutting people to pieces while they're still alive) while possessing strength, speed, experience, psychic talents and the assistance of a bonded flock of *Scaring Crows* to aid him. His stats allow him to act very much like a classic "slasher movie" villain; he can kill in one stroke, he moves faster than he looks, he can take a beating, and luck always seems to be on his side. He's nearly been caught several times, and has had several near death experiences over the last fifteen years, but he always returns (like a Slasher movie villain).

Known to those with the *Parapsychology* skill AND *Lore: Demon & Monster* skill:

It's a mystery as to why a flock of *Scaring Crows* have bonded with Shears. But the theory is that with Shears being a living legend and his penchant for stalking and terrifying his victims has struck a chord with them. It's very possible that they see him as a kindred spirit of some kind. Whatever their reason, they give him information, they advise him, and they've even protected him at times. Their constant presence also gives him a more I.S.P. to draw his psychic abilities from (his I.S.P. is always at a x4 *Threat Level*). It's interesting to note that if the story of being attacked by *Scaring Crows* is true, why does he seem to be bonded with them? Why is he not terrified of them like other *Scaring Crow* victims?

Known to those with *Streetwise: Weird skill*: Urban legend has it that Shears was “a man who lived on a farm but went crazy by all the crows that kept eating up his crops”. (Note: This legend is a misconstrued way of saying that his mental stability was broken by a Scaring Crow attack). Over the years, the urban legend of Shears has grown and fractured into many different tales, some of them mimicking other legends (“If you hold a pair of scissors while looking in the mirror and call out “Shears” five times, he appear behind you and stab you to death with his shears!”) He’s even gotten something of a cult fandom. For example, his “hood” is starting to be sold during the Halloween season.

Known to those with the *Psychology skill*: A psychologist could make a career out of studying Shears. He’s a perfect storm of human cruelty and broken sanity, making him a unique mind to research. Capturing him alive and placing him in a mental institution would be like throwing gold in a vault.

Most experts agree by the few photos and videos they have of him that his “hood” is the remnants of a table cloth or a sheet that he cut eye holes into and ties rope around his neck to create the hood. The remainder of the cloth probably draped around him like a cloak or cape one point, but it’s since been ripped up, torn and frayed to ribbons that barely cling to the hood. The hood is brown with age and dirt and spotted with dried blood. It’s unknown if the hood (or the cloth itself) is symbolic or important to him in some way.

W.P. Scissors: +1 to strike with scissors at levels 1, 3, 7, 10 and 13; +1 to parry with scissors at levels 2, 4, 7, 10 and 13; +1 to throw scissors at levels 4, 8 and 12, scissors not designed to be thrown. A typical pair of small scissors inflicts 1d4 damage, medium to large scissors inflict 1d6 damage, and large fabric shears do 2d4 damage.

Note: I thank the Palladium Forums for this weapon proficiency.

