

# WACKER



Written by Steven Dawes

Illustrated by Kent Burles

**Name:** “Smith”

**Alias:** “WACKER”

**Alignment:** Aberrant

**P.C.C.:** Psi-Mechanic

**Occupation:** None

“Smith” is the only name he knows. It’s what his daddy called him. Smith grew up in an old house that sits adjacent to a long since closed machine shop in the back woods by a small town that’s long since forgotten about it. Smith was born simple minded and was raised by an ex-military, paranoid man who probably wasn’t the most stable minded either. His daddy wasn’t the same after the family machine shop closed and fearing that “they” will one day come for his shop, his home and his property he built barriers and traps to keep them out. As daddy’s mind deteriorated his paranoia got worse, and so did his methods of protecting his property. Smith, not knowing any better, followed his daddy’s teaching and training militantly.

When daddy died, all Smith knew was what he was raised to do; to protect the property with his dying breath. His property includes several acres of dense woods surround his home, an old machine shop, and a growing scrap yard full of useful building materials. The neighboring small town has forgotten all about the place, and Daddy camouflaged the gravel road that leads to their home and shop years ago. They only ever left the property for supplies and food when needed, and Smith continues to do so today.

While his daddy taught him a lot about explosives and building traps and what not, Smith was born a natural with machinery (much to his daddy’s delight). Over the years, Smith has built some impressive machinery in the name of protecting his property; all of it elaborate and lethal. Stepping onto the Smith property today is a like walking in a forest of death.

While his daddy has been gone for over ten years now, Smith still talks to him in his head (Smith was born mute). But over the last year his daddy has started talking back. Smith’s never questions this; he’s happy to have his daddy around again, even if only in his head. Daddy has given him a new understanding of the world around him, and about his talents with machinery. Daddy’s been teaching him that the new “pets” that’ve started living in the metal shop are okay to be on the property; they will help him defend it. Smith is happy about the new pets; he doesn’t feel so lonely with them around, and they are helping him protect his property.

As for those few people who’ve trespassed and lived to tell the tale have told of a killer in the woods they’ve dubbed “The Wacker”. Like many urban legends, his tales are getting taller and more diverse. But the one constant is that “he’s a crazy man with a giant weed-wacker that he uses to cut people to pieces with”.

**Notes on being considered an aberrant alignment:** Smith isn’t insane per se. He’s simpleminded and was raised by a man who wasn’t right in the head either. His “daddy” was a paranoid man who grew up in a family run machine shop that closed decades ago. With the shop closed, his daddy went into the military, and came back a proficient killer. His daddy taught him all he knows (with the exception of morals or any sense of decency). His paranoia only got worse as he got older, and the severity and lethality of his traps increased in the process.

All this being said, Smith isn’t inherently evil. He doesn’t take pleasure in killing. He doesn’t continue to chase after people who leave his property. He simply doesn’t know any better. All he

knows is that he **MUST** protect the property, by any means necessary. Smith lacks the mental capacity to really think about why he's doing it, or if it's wrong to do it. Had he been raised in better circumstances, he probably wouldn't have turned out a merciless killer.

**Supernatural involvement:** As fate would have it, a **Devil Ghost** has discovered Smith and has since been talking to him in his daddy's voice via *Telepathic Transmissions*. The Devil Ghost admires Smith's lifelong doctrine of paranoia and training, seeing him as an opportunity and a tool for inflicting misery and death. To that end the Devil Ghost has lured several people to their death by influencing them to find the Smith property and trespassing upon it.

The Devil Ghost has been educating Smith about his psychic abilities, making his devices and talents more dangerous. Recently the devil began working on Smith's paranoia of anyone or anything on his property to where several *Gremlins* and a few other supernatural beings have started living on the property with Smith. To the devils surprise and delight, Smith has responded well to the new company (Smith hated the solitude and loneliness of his way of life, but lacks the mental capacity to understand this or how to fix it). The Devil Ghost feels that Smith's newer, deadlier traps are ready for testing by sending unsuspecting paranormal investigators to his property.

**GM Notes:** Smith is a great villain for a **victims** game simply by a group walking onto his property (and **MAYBE** getting back out alive). Paranormal investigators will also find him to be a serious challenge in the sense that while Smith isn't the most difficult of enemies to confront; it's getting to him that will prove difficult. Should the investigators manage to get through all of his traps in one piece, they'll still need to deal with Smith and his growing supernatural entourage of *Gremlins* and other creatures now living with him (including a werewolf who's recently taken up refuge in his woods).

Even if the player characters manage to catch Smith away from his home and the machine shop, the **Devil Ghost** has spent extensive time teaching him about carrying **Grave Larva's** (see **The Rifter #44**) in a side pouch to provide him with extra I.S.P. for his talents (and to be mindful of the larva's sudden mutation). This allows him to psychically power up his Psi-Wacker for quite some time. Even then, his daddy trained him to be a capable fighter for years, and he remembers his training well.

**Concerning Traps:** The traps Smith has built can run the whole gamut of the GM's imagination or inspiration. Movies like the *SAW* series, *The Collector* and *The Collection* are great examples of the contraptions and traps Smith might build. While the BTS main book mentions *Trap Construction* as a skill, it didn't detail it. You can find it in the RIFTS "Coalition War Campaign" world book on page 62 (a few other Palladium titles probably have it as well). I encourage you to read and use this skill as it's got a lot of great information on the various types of traps Smith would create. Of course, you can come up with your own traps as well.

**Trying to reason with Smith:** While Smith isn't criminally insane, he's got a lifetime indoctrinate of not trusting **ANYONE**, especially those who trespass on his property. That being said, the *Devil Ghost* has been softening him up to accept certain creatures onto his property, and this incidentally can lead to a slim possibility that he might listen to, show mercy, or even let a player character go free. Smith has no memory of his real mother or father (Smith doesn't know

that he was abandoned by his real parents and was discovered by “daddy”), but he’ll unexpectedly respond to a nurturing, caring, motherly type who speaks soothingly to him. Of course this will take a female character to understand this and having the nerve to try. Smith is mute and cannot communicate verbally, but sensitive psychic abilities like *Read Object*, *Telepathy*, *Empathy*, *Mind Bond*, *Hypnotic Suggestion*, *See Aura*, *Thought-Reading* and others could give clues as to who he is, and how to get through to him. But this is a risky tactic as anyone else could suddenly set him off again and hurting his feelings or upsetting him will unleash an angry killing machine. Even the compassionate one he was responding to will not be spared by his anger.

On the other hand, those who recognize what “Daddy” was like and impersonates him well enough might also have an effect on him. Daddy talked and acted like a drill sergeant in the military and treated Smith like his subordinate. He was disciplined, very direct and expected much out of Smith. Similar responses may bring Smith to attention and listen to and consider what is being said, but only for so long.

# Beyond the Supernatural™

Player: Non-Player Character / Psychic Villain

Character: "Smith" (doesn't know his first name)

Nickname/Alias: "Whacker"

P.C.C.: Psi-Mechanic

Sex: Male Alignment: Diabolic

Occupation: None; has extensive building/mechanic skills

## Attributes

I.Q.: 8

Type: Expert

M.E.: 9

Number of Attacks: 6

M.A.: 22

Initiative: +3

P.S.: 27

Damage: +15

P.P.: 17

Strike: +3

P.E.: 18

Parry: +5

P.B.: 9

Dodge: +5

Spd.: 22

Roll w Punch/Impact: +4

Perception: +5

Pull Punch: +3

P.P.E.: 5

Knockout/Stun Roll: 18-20

I.S.P.: 18

Critical Strike Roll: 18-20

Hit Points: 62

Death Blow Roll: -

S.D.C.: 45

Armor: armored coveralls A.R.: 14 S.D.C.: 85

Level: 11 Experience Points: N/A

## Special Abilities/Skills

Create psychic powered devices

Recognize Magical Devices & Enchanted Objects 90/70%

+1 save vs. hypnosis, mind control and illusions

+1 save vs. Telepathic & Empathic probes and attacks

+2 save vs. "Bio-Manipulation"

+4 to perception rolls involving machines and traps

## Saving Throws

Horror Factor

Base

Modifier

Roll Need

Horror Factor

+5

-

Poison: Lethal

14

+2

12

Poison: Non-Lethal

16

+2

14

Harmful Drugs

15

+2

13

Insanity

12

-

12

Psionics

12

-

12

Possession

+3

-

Magic Spell

12

+3

9

Magic Ritual

16

+3

13

Coma/Death

+6%

-

Curses

15

+1

14

Disease

14

+2

12

Pain

14

+2

12

## Skill

Understand English

Base

Bonus

+%/lvl

Total %

Read English

-

-

-

70%

Basic Math

-

-

-

30%

Pilot Automobile

60

4

3

94

Athletics (General)

Physical Bonuses Only

General Repair/Maint

35

10

5

95

Physical Labor

Physical Bonuses Only

Streetwise

24

10

4

74

Salvage

35

15

5

98

Wrestling

Physical Bonuses Only

Basic Mechanics

30

5

5

85

Demolitions

60

15

3

98

Demolitions Disposal

60

15

3

98

Recycle

30

10

5

90

Tracked Vehicles

54

10

5

98

Truck

56

10

4

98

Trap Construction

20

10

4

70

Trap/Mine Detection

20

5

5

75

Armorer/Field Armorer

40

5

5

95

## Skill

Jury-Rig

Base

Bonus

+%/lvl

Total %

Leather Working

45

5

5

90

Sewing

40

-

5

90

Mapmaking

20

-

5

70

Land Navigation

36

-

4

76

Carpentry

25

5

5

80

First Aid

45

-

5

95

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

### Ancient W.P. List

Strike

Parry

Throw

Pole Arm (expert)

8

8

4

Blunt - Paired Weapons

4

4

2

### Modern W.P. List

Strike

Aimed

Burst

Handguns

5

7

2

Rifles

6

8

3

## Weapons & Hand-to-Hand Attacks

### Weapons

Strike

Parry

Range/Reach

Rate of Fire

Shots/Ammo

Weight

Damage

"Psi-Whacker" blades

+8

+8

4 foot reach

melee

-

15 lbs.

3D6+13+Damage

**Note:** When cut with the blades of the Psi-Whacker, victims must make a save vs. Pain, and "Blood Loss" effects will apply.

Blunt end of Psi-Whacker

+4

+4

4 foot reach

melee

-

15 lbs.

1D8+Damage

Body Block/Tackle

Opponent is knocked down, loses initiative and one attack

1D4+Damage

Pin/Incapacitate

Can hold/lock his opponent in such a way that he cannot attack or move. Needs a natural 18, 19, or 20

Crush/Squeeze

Each squeeze counts as one melee action/attack

1D4+Damage

Karate Punch / Kick

Called shots to specific areas (nose, eyes, groin, etc.) can penalize target

2D4/2D6+Damage

Disarm Attacks

Needs a natural 16-20 as a defensive move, gets a +3 to offensive disarm attempts

### Equipment

steel toed boots, undershirt, padded/armorer coveralls,

hockey mask, hip pouch, first aid kit, small tools, map of property,

a few rags, and some personal items.

**Hockey Mask** has an A.R. of 12 and an S.D.C. of 50

Note: depending on the time or situation the player characters

find him, he could be carrying a variety of different equipment.

Building/crafting equipment, tools, scrap metals, hunting rifle,

knives and so on.

### Unique Items

The Smith property includes an old house, a long closed down

machine shop, several acres of land covered in dense woods,

lots of salvaged old cars, junk, building materials, and other

items and equipment Smith finds useful or interesting.

**Note:** His entire property is loaded with traps and weaponry.

Pits, punji stakes, nail bombs, swinging logs, barbed wire barriers,

log falls, crossbow traps, trip snares, net taps, bear traps,

grenade traps, and more have

