

Per the lazlosociety.org post:

Based on rumors and conjectures, what's 'known' about "Chopper" is as follows:

- Reportedly based out of Alaska, but cannot confirm this at this time.
- Seeks revenge on select individuals he believes are responsible for his mutilation and disfigurement.
- Said to be an expert with axes, including using throwing them and using them as paired weapons.
- Designs, builds and maintains devices that's being used by Tectonic Entities that have allied with him.
- Installed a mechanical 'trap jaw' to replace his missing jawbone (and possibly the bottom portion of his face).
- Its probable that he's a psychic likely a Psi-Mechanic.
- While numbers can't be confirmed, he's likely a serial killer and a dangerous one.

Conceptual illustration based on eyewitness accounts:



CHOPPER



Written by Steven Dawes
Illustrated by Kent Burles

Name: Dexter Olivas **Alias:** “*Chopper*” **Alignment:** Miscreant Evil
P.C.C.: Psi-Mechanic **Occupation:** Former Logging Machine Engineer & Mechanic

As an occupation, logging is dangerous work. Even modern-day logging, with all its safety regulations, protective gear, equipment and machinery, is still considered one of the most dangerous jobs in the world. The popular culture image of the logger hasn’t changed much over the last century either; symbolizing it as a way of life that celebrates challenges, strength, masculinity, confrontation with danger, and a certain resistance to modernization.

Dexter Olivas was born into this culture as part of a proud family of loggers that goes back generations. Dexter, however, wasn’t meant for the logging culture. Being raised with two older, burly, bullying brothers was hard enough on Dexter (being the obvious runt of the litter), but he was also born with brains in a family and culture that didn’t appreciate them. Being a natural adapter, Dexter’s life became a split effort of trying to keep up with his strong and physically active family while cultivating his head smarts in school and discovering an aptitude for mechanical engineering. While a lack of scholarships made the prospect of college a difficult one for Dexter, he found his way by serving in the Army Corps of Engineers with plans to attend college on his G.I. bill afterwards.

While it was a culture shock for Dexter, the disciplined life of the military was preferred to the rugged lifestyle back home and the mechanical engineering training and practice was a great learning experience. School followed immediately after leaving, and ironically Dexter found work back home as a logging machine engineer and mechanic.

As fate would have it, Dexter’s success as an engineer was short lived. In an effort to speed up production while cutting costs, his upper management and most of the logging crew during a particular job acted reckless, putting workers in harm’s way. When not working on the equipment or machines, Dexter was required to be out logging with the rest of the crew. As adaptive as always, Dexter relied on his upbringing experience to be a competent logger when he needed to be.

Then it happened; a careless accident; one that would’ve been preventable if the crew was following safety protocols. The accident had crippled, disfigured and nearly killed Dexter. His foreman and logging crew panicked and fled the scene, all deciding and agreeing to leaving him for dead that night and “finding him like that” the next morning. But Dexter, even with his crushed legs and jaw being torn off in the accident, miraculously survived. When the crew returned the next morning, Dexter was nowhere to be seen.

The accident left Dexter heavily scarred and disabled, both mentally and physically. His miraculous but excruciatingly painful survival, his talent for adapting, and his suddenly evolving Psi-Mechanic abilities that followed the accident gave him all the tools and motivation needed to survive and seek revenge on his crew and management who’d left him for dead.

With his newfound talents of crafting Psi-Devices, Dexter hid away from the world, finding his way inside a large scrap yard with a usable RV and a well-stocked tool shed. Fashioning a metal trap jaw to bolt onto his skull and designing specialized braces for both his legs, Dexter was reborn as *Chopper*!

Nowadays Dexter walks with an obvious limp, and will always be hideously deformed and scarred, but even so Chopper comes and goes from the woods as he pleases, hunting down and hacking up his old management and logging crew to pieces with his assortment of handcrafted axes and weaponry. None of his killings are quick or painless, and anyone who gets in the way of his revenge, or angers him in some way, meets a similar and horrible fate.

GM notes: While Chopper is criminally insane, he's not stupid. Stat wise, he's not the fastest, or the most dangerous of killers, but he's smart, he's clever, he's adaptive, and he's surprisingly patient. He'll stalk a victim for days, getting to know their patterns and their day-to-day living, bidding his time till it's best to strike. Sometimes he'll even mix up his methods, using his mechanical engineering skills to cause fatal accidents or installing military grade weaponry within various constructs, machinery and vehicles to kill. These varying methods and locations keep the police off his scent.

Chopper is also helped these days by a few *Tectonic Entities* who see his psi-mechanic abilities as a twisted sort of kindred spirit and now lives and travel alongside him. The Entities enjoy Chopper's penchant for building machines and constructs of various kinds as much as they do the rage and pain he suffers while carrying out his vendetta. The P.P.E. from their combined kills are also appreciated. Chopper (note that he never calls himself "Dexter" anymore) did not summon or ask for these entities, but he came to accept them quickly as allies. Once he understood their talent for building and animating bodies from scrap, he began designing and putting together deadly contraptions for them to inhabit and animate around the scrap yard. They look just like they sound; like animated humanoid robots built out of scrap, adorned with sharp weapons and even military grade weaponry!

In theory, a successful vendetta would mean that Chopper will one day run out of people he blames for his accident and that would be the end of it. However, his broken mind won't ever let him finish his "work", so his reasoning behind selecting his victims will become more and more extreme and bizarre. Chopper will never stop hunting down, chopping up and killing people... he will have to be stopped.

Beyond the Supernatural

Player: Pregenerated Player Character

Character: Dexter Olivar

Nickname/Alias: **"The Chopper"**

P.C.C.: Psi-Mechanic (pages 77-80)

Sex: Male Alignment: Miscreant

Occupation: Formerly a logging machinery engineer

Attributes Hand to Hand Combat

I.Q.: 14 HTH: Expert (favors chopping attacks)

M.E.: 9 Actions per Round: 7

M.A.: 18 Initiative: + 3

P.S.: 22 Damage: + 10

P.P.: 11 Strike: + 2

P.E.: 20 Parry: + 3

P.B.: 9 Dodge: + 3

Spd.: 13 Roll with punch, fall or impact: + 2

P.P.E.: 5 Pull Punch (11+): + 3

I.S.P.: 18 Knockout/Stun Roll: Natural 18-20

S.D.C.: 38 Critical Strike Roll: Natural 18-20

Hit Points: 54 Death Blow Roll: -

Perception: +3 (+7 when involving machines and traps)

Armor: Home made half suit A.R.: 12 S.D.C.: 100

Level: 11 Experience Points: N/A

Special Abilities/Skills

Create and Build psychic powered devices (page 78)

Recognize Magical Devices & Enchanted Objects 90/70%

1st number determines if the items magical/enchanted.

2nd number is to figure out what the device does and what magical/psychic powers it may possess or unleash.

+1 save vs. hypnosis, mind control and illusions

P.P.E. available for making Psi-Devices: 35 (22 in use)

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		+5	
Poison: Lethal	14	+3	11+
Poison: Non-Lethal	16	+3	13+
Harmful Drugs	15	+3	12+
Insanity	12	-	12+
Psionics	12	-	12+
Bio-Manipulation	12	+2	10+
Telepathic attacks	12	+1	11+
Empathic probes	12	+1	11+
Mind Control related	12	+1	11+
Magic Spell	12	+4	8+
Magic Ritual	16	+4	12+
Coma/Death		+10%	
Possession		+3	
Curses	15	+1	14+
Disease	14	+3	11+
Pain	16	+3	13+

Last updated on 10/16/2026

Skills

	Base	Bonus	+%/lvl	Total%
Language: English	88	4	1	98
Language: Español	50	15	3	95
Literacy: English	80	4	2	98
Literacy: Español	40	15	3	85
Mathematics: Basic	72	10	3	98
Pilot: Automobile	60	-	3	66
Computer Operation	60	20	3	98
Technical Writing	30	20	5	98
Cryptography	25	20	5	95
History: General	60	15	4	98
History: North America	40	15	4	95
Research	40	25	5	98
Public Speaking	No longer applicable			
Wardrobe & Grooming	50	10	4	98
Mechanical Engineer	30	35	5	98
Munitions Expert	40	25	5	98
Vehicle Armorer	30	25	5	98
Weapons Engineer	30	25	5	98
Basic Electronics	30	15	5	95

Skills

	Base	Bonus	+%/lvl	Total%
Surveillance	30	15	5	95
Sensory Equipment	30	10	5	90
Electricity Generation	50	15	5	98
Jury-Rig	25	25	5	98
Wilderness Survival	30	15	5	95
Carpentry	25	15	5	90
Climbing (Professional)	50	-	5	65
Physical Labor	Attribute & S.D.C. Bonuses			
Outdoorsmanship	Attribute & S.D.C. Bonuses			
Cooking	35	-	5	50

Weapon Proficiencies: Recognize Weapon Quality (75%)

Ancient Weapon Proficiencies	Strike	Parry	Throw
Axe (Expert)	+6	+6	+4
Paired Weapons	See page 214 for details		
Modern Weapon Proficiencies	Strike	Aimed	Burst
Heavy Weapons	+1	+3	-
Vehicular Weapon Systems	+1	+3	-

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Pair of Handcrafted Axes	+6	+6	+4 / 11 feet	paired	carries two	7 lbs.	2D6+15 per strike
Survival Knives	+2	+3	- / 22 feet	melee	carries two	.5 lb.	1D6+11 per strike
Set of Throwing Axes	+6	+6	+4 / 40 feet	paired	1D6 on hand	2 lbs.	1D6+15 per strike
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						1D4+10 (punch) / 2D4+10 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6+10 (elbow) / 1D8+10 (knee)
Disarm Attacks	Needs a Natural 16-20 as a defensive move; gets a +5 bonus to all offensive disarm attempts.						
Body Flip / Throw	Victim is "thrown" to the ground; loses initiative and one action						1D6+10 per successful attack

Note: Strike and Parry bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses are included

Equipment

Steel toed boots, heavy duty work pants and shirt, jacket, heavy gloves, belt, multi-tool, lighter, safety glasses, baseball cap, braces on both of his legs, leather forearm bracers, wallet, and some personal items.

Backpack Contents: large flashlight, box of plastic gloves, pair of goggles, a basic portable tool kit with the following items: screwdrivers, pliers, wrenches, hammer, scissors, ice pick, battery operated drill, soldering iron, duct tape, and a small selection of screws and nails.

Unique Items

Owens a beat up looking, but sturdy GMC Van.
Also has access to a pickup truck and camper, as well as an RV if planning/needng to travel long distance

Lives in an beat up, but rebuilt and fully functioning RV

Has several military grade weapons available to install in his vehicles or for other useful applications.

Has access to a tool shed with a variety of engineering, crafting & building supplies for his machinery and psi-devices

Chopper's Personal Information

Age: 39 Height: 6' 3" Weight: 185 lbs. Hair: balding crown, but long on the back & sides
Eyes: brown Birth Order: last born of three Money: 1D6+2x\$1000 in available cash
General Appearance: A tall & lanky, but well defined bi-racial male in his late 30's.
When his metal clamp jaw isn't attached, observers can see that his entire jaw is missing.
Dresses for outdoor activity/work, but goes shirtless while hunting/stalking prey.
That said, he has a home made half suit of armor and weaponry he has access to when needed.
Disposition: A quiet and calculating man; very intimidating (especially with the metal jaw).
Family History: Of Hispanic & Slavic ancestry with no known history of psychic phenomena
Environment: From an industrial (timber) community in Southeast Alaska.
Reason for Paranormal Investigating: N/A; His mental derangements and Tectonic Entity allies keeps him from having any interest in investigating the paranormal.
Outlook on being Psychic: Believes that his abilities were part of his miraculous survival and a gift from god to help him seek vengeance on those who left him for dead.
Goals in Life: To hunt down and kill everyone he believes was somehow involved in his horrible accident, and kill anyone who gets in his way.
Insanity: Has an obsession to destroy everyone he holds responsible for the tragic accident that crippled him, both physically and mentally.

Choppers Personal Psi-Mechanic Devices

Fire breathing Trap Jaw Description: A specially crafted jaw that bolts to his skull.
Abilities: While wearing the jaw, Chopper can cast *Fire Bolt* and *Steam Blast* by mimicking an action of spitting from his mouth like a dragon. **Cost:** 4 P.P.E. to build.
Safety Goggles Description: Hand crafted goggles with wires and crystals.
Abilities: While wearing his goggles, Chopper can cast *See the Invisible*, *See Aura*, and *Mask I.S.P & Psionics*. Cost: 6 P.P.E. to build.
Leg Braces Description: A pair of altered orthopedic leg braces
Abilities: While wearing braces, Chopper can cast *Levitation*, *Resist Fatigue* and *Telekinetic Leap* (which is a unique trait for a Psi-Mechanic device). Cost: 12 P.P.E. to build.

Experimental constructs created for his Tectonic Entities:

- Wheeled carts with buzzsaws bolted to the front of them.
- Crude humanoid robot-like constructs with weapons attached to the arms.
- He's gone as far as to build arms & hands and limbs & weaponry onto junked out vehicles as the Tectonic Entities can animate and pilot them like demolition derby vehicles.
- He's begun experimenting with drones and other modern devices with the Tectonic Entities in an effort to learn more about them and what they're capable of. So far, he's learned that while entities can fly an airborne drone, they're not very good at piloting them. He's had much better with Tectonic entities and ground based drones.

Chopper's Homemade Half Suit of Armor

Resembles a patch work of modern armored vests with added shoulder plating and padding
Abilities: While on its own the suit has an A.R. of 12 and S.D.C. of 100, but he's added some psi-mechanic abilities into it to make it more useful.
GM Note: I've left this open for GM's to add abilities as they wish, but some ideas to consider include Summon Inner Strength, Resist Pain, Bio-Regeneration, or any of the telekinetic abilities.
Note: All the above are House Rule additions, and he must be wearing armor to use them.

Leap, Run, Swim and other Miscellaneous Notes

Leaping Distance: Up: 2 feet/5.5 feet (power) Across: 5.5 feet/11 feet (power)
Run: 8.8 mph (max) 20 minutes 195 feet per round 32 feet per action
Swim: - mph (max) - minutes - feet per round - feet per action
Bonus to Intimidate: 50% Maximum Carrying/Lifting Limit: 440 lbs. / 880 lbs.

Chopper's Psi-Mechanic Abilities

Psionics: Base I.S.P.: 18 **Note:** I.S.P. Increases by +1 every level of experience
Multipliers: Under the Microscope/scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10
Favored Psi-Mechanic Abilities **I.S.P.**

Bend Metal-page 103: Can bend small or thin metal objects like spoons, keys, nails, metal rods, hangers, curtain rods, wire, the hands of a clock, and similar items at a cost of 3 I.S.P. In addition, he can crumple a soda can, pop the flip tab, straighten a paperclip and work a nail out of wood without touching it.
Thick and heavy gauge metal items like a slide bolt on a door, spike, knife, screwdriver, metal rod, antennas, and hard steel alloys costs 8 I.S.P. and cannot be thicker than one inch in diameter.
Range: Touch of up to 50 feet; line of sight - must be clearly seen to be bent. 3 or 8
Charge Battery-pg. 103: Gives a battery 110 minutes of life/power, charging it with his touch.
Battery life is doubled if charged on a ley line, triple on a ley line nexus. 6
Energy Conduit-page 103: By touching an active energy source (battery, generator, live wire, electrical outlet, fuse box, live circuit, transformer, underground cables, etc.) and a mechanical or electronic device that needs power to work, he may become the living circuit or conduit by which power is channeled to the device.
This requires him to enter a semi-trance state in which he must focus on keeping the connection open and channeling the necessary power - and it is always the right amount of energy, no fear of overload or insufficient energy. **Duration:** As long as he serves as the conduit / connector. 10
Living Battery-page 103: Able to focus his Inner Strength to become a living battery and power as many as three different electronic items at a time. Any electronic device that needs to be plugged into an electrical outlet or requires a battery can be powered simply by the psychic holding or touching it. He can even make a light bulb shine by holding it in his bare hands or putting it in his mouth, as well as start and drive a car with a dead or entirely missing battery or spark plugs, and similar feats. See page 103 for I.S.P. Costs.
Machine Activation-page 104: Can turn electronic machines and devices on & off. **Range:** 110 feet. 5
Open Lock-page 105: A Psychic-Enhanced Pick Locks skill. He can touch the lock and focus on picking it
Key locks needs a tool to unlock (even a paperclip will do); Skill: 98%. *Electronic locks*; 15% chance 6
Electrokinesis-page 110: Allows him to exert control over electricity.
1. Electrical Resistance. Can manipulate his body to become resistant to electricity. Up to 60,000 volts will inflict no damage or ill effect. 60,000+ volts, including lightning and magic electricity, do 1/2 damage.
Range: Self. **Duration:** 33 minutes. 4
2. Electrical Discharge. Can cause static electricity within a six-foot area, as well as emit an electrical discharge by touch. The discharge is a 1 S.D.C. jolt to humans, but inflicts 2D6 to supernatural beings, including Entities and energy beings. **Range:** Touch or 10 feet away. **Duration:** One round. 6
3. Manipulate Electrical Devices. Can enforce a limited control over electrical devices, such as turn off and on light switches, computers, TV's, appliances, flashlights, toys (battery and plug types), windshield wipers, and all types of electrically operated devices. He can also manipulate the controls of the device, such as volume, channel selection, tuners, speakers, change speed, dim lights, and so on.
A dozen different electrical functions can be manipulated each round. **Range:** 80 feet. **Duration:** 5 minutes.
Does not need to see the devices to manipulate them; he can feel their presence. 4
4. Sense Electricity. Can sense or feel electricity and pinpoint its exact location (98%).
Range: 95 feet. **Duration:** 2 minutes per every 2 I.S.P. spent. 2
Psychic Repair- page 105: Once he knows exactly what's wrong with the broken weapon or device, he can make a mental picture of the necessary repairs, and invest the I.S.P. into the device to get it to work without any physical parts or repairs! **Range:** Touch. **Note:** Must first perform a *Machine Psychic Diagnosis*. 20
Machine Psychic Diagnosis- page 104: His affinity with machines is such that he can sense mechanical and electronic problems, sabotage, system failure, faulty components/parts, and low power supply, as well as outside psionic control (Telemechanics) or supernatural possession (certain supernatural beings can control or inhabit machines) with absolute clarity. This pinpoint accuracy enables him to suggest the proper course of action and make repairs himself in half the usual time necessary for a top-flight mechanic.
Duration: Immediate knowledge, but he must study and focus on the machine for at least 1D6+2 minutes (or meditate over it for 1D4 minutes). **Range:** Personal inspection. 5
Other abilities include Telemechanics, Telemechanic Mental Operation, Telemechanic Possession and Telemechanic Paralysis