

Man Eater



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Per the lazlosociety.org post:

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

- Suspect is believed to be 'Pearl Anne Dolezal' reportedly from a big-pharma family in Beverly Hills, CA.
- Went to school for Nurse degree even though her family's financials means she'd never have to work for a living. Her friends and colleagues say she enjoyed being a nurse.
- Worked for a short time at a hospital, but rumors say that she had issues with several of the male staff and eventually left.
- Disappeared after she left the hospital.
- Various reports claim that she may be working as a traveling miracle healer.
- Reported to have a warped sense of duty of protecting battered and abused women while stalking and hunting the men that have battered and abused them.
- Said to inflict torture on the men she stalks before killing them.
- Believed to be working with a 'Dar'ota', and possibly has a 'Syphon Entity' in her favored hook knife.

Conceptual illustration based on eyewitness accounts:



Name: Pearl Anne Dolezal **Alias:** “*Man Eater*” **Alignment:** Aberrant
Occupation: Traveling Miracle Healer **P.C.C.:** Psychic Healer

Depending on who you ask, Ms. Pearl Anne Dolezal has very different sides and personalities.

With a few minutes of in-line research, you’d find that Pearl comes from a wealthy “big pharma” family known for their traditional, old-fashioned, strict family values. Pearl was raised in a world of strict manners, pageants, piano lessons, and prudish correctness. Publicly, she’s said have been “a good girl who grew up to be a good woman”. Publicly, her family claims she was determination to go to “nursing school” to nurture her talent for healing and caregiving, even though “she’ll never have to work a day in her life unless she chose to”. Publicly, her parents are very proud of their only daughter.

In other circles, Pearl’s has old friends in low places who recall a very different version of her. They’d tell you she hated her upbringing. They say she despised both her patriarchal and neglectful father and vapid social butterfly mother, and even her three older brothers who all looked down on her as being inferior for being a girl. Many of her old friends say that she learned to despise most men early on, particularly the rich and powerful ones who mistreat and abuse the women in their lives.

Allegedly, this stems from Pearl catching her father having an affair with one of the house staff. She only resented the situation more when her mother’s reaction to Pearl telling her was waving it off and changing the subject. In time and with more discoveries of her father’s infidelity, and her mother burying her head in the sand about it, only made her angrier.

Her friends all knew that she resented being raised in a family whose only real purpose for her was to become someone’s trophy wife some day; just like her mother. Others say that she was a beautiful young woman (again, like her mother) and she hated being treated like a sex object to be ogled at.

Those who knew her best (or still know her) are her friends from the alternative & punk lifestyles, where she spent most of her free time. 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 reckless injuries that come with a young and carefree punk lifestyle. But while she had the talent, she lacked the discipline and focus needed to be a doctor, so she settled for becoming a nurse, which she says is “*better than being as doctor anyway*”.

Record wise, Pearl was a good nurse during her short tenure at the hospital she worked at before she resigned without incident. However, there are rumors that she was constantly humiliated and belittled by the male staff. Rumor has it that the hospital’s legal staff circled the wagons around the male staff when she files complaints against them, threatening to use her checkered past and punk lifestyle against her. It’s said she eventually gave up the grievances and left the hospital, packed up her car with what she could and left for parts unknown. No one’s seen her since.

Secretly, a lot of her old friends noted that she wasn't the most stable-minded of people. She was a chaotic wild child, prone to exaggeration and being overly dramatic. A few of them said they wouldn't be surprised if she is the "Man Eater" serial killer. Then again, they also say that if she is, her victims probably all had it coming, or did in her mind anyway.

What happened to Pearl after leaving the hospital is speculation for the most part, but there's rumors of a young woman who traveled with faith healers, traveling miracle healers, even a few gypsy carnivals who claims a woman resembling Pearl's description was part of their group for a while. But eventually someone would rub her the wrong way (usually a man) and she'd leave. In a few of those cases the man who upset her "left about the same time"; in retrospect this probably mean she killed him as those men have since been reported missing and never found.

Then there's an on-line rumor of a young woman who attends various raves, conventions, and outing where alternative lifestyles and outcasts are part of the charm. Some witnesses say she helped them or friends who were injured or sick in some way. Other witnesses say she'd start a fist fight with a male who upset her somehow. In some of these case those men went missing after that event.

PEARL'S PRESENT WHEREABOUTS

There's a lot of rumors and stories out there, but not a lot of solid info on Pearl's present whereabouts. At present, investigators will only have a shot of finding here by finding and following the trail of dad men in the hopes of catching up to her. Pearl may have home or base of operations, but she's constantly on the move.

There are other aspects that make it hard to find her. For one thing, she's left behind a surprising number of loyal fans behind her. Pearl can seemingly sniff out scum bags males like a blood hound, especially those who are abusive to women. She's helped a lot of women by "scaring off" the awful men in their lives when no one else would help them. The fact many of them go missing is irrelevant to most of them. These women rarely offer up details that are helpful to investigators. On the other hand, there are those who refuse to talk about her out of fear of her coming back for them.

GM NOTES

Pearl is a case study of a sensitive woman scorned and belittled (and possibly abused in some cases) by men in power all 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 the ingredients for a man killer.

Pearl has a very warped view of the world, seeing all men being incapable of doing nothing right, while on the other hand seeing herself as an avenger of every scorned, abused, battered woman, whom she defends and protects 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 horrible men of the world. The more powerful and/or richer the man, the more dangerous they are and must be dealt

with. Of course, it's not enough to simply kill them; they should suffer, to feel some inkling of the pain and torment they've inflicted on women (whether they truly have or not).

After leaving her family and life behind her, Pearl simply wandered from place to place for a while, hating everything that's happened of her and blaming all the men for it. Hating the very idea of being an object of men's desires, she intentionally marred her natural beauty with blatant tattoos and piercings on her face and a buzz cut (her hair had been long and beautiful once), favoring alternative and punk fashions and lifestyles. Before she became "Man Eater", she was content to be a recluse, hiding 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'd broken into one night. It was *Amy* who helped Pearl discover her purpose and destiny of avenging the poor unfortunate women of the world that are so helpless and unable to defend themselves from the horrible men of the world.

At first, *Amy* only saw Pearl as another pawn, but over the past year Amy has come to admire Pearl's passion and commitment to killing men as much as she admires Pearl being so mentally malleable. On the other hand, in Pearl's now broken mind, *Amy* has become such an important part of Pearl's life that even after realizing that *Amy's* not human, Pearl still unreservedly trusts her, 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's more like a guide, she helps me do what I was put on this Earth to do'*).

It was this blind faith that gave *Amy* the gall to encourage Pearl to become a "Traveling Miracle Healer" as a way to make money while looking for men who deserve to die by her hand. 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 miracle healing to the 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 out there 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 the pain of the suffering women around them" and to "feel the painful wickedness of the evil that men do" 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 serial murders).

As for law enforcement, they are dumbfounded by the *Man Eater*. Her killings are spread across North America due to her extensive traveling as a miracle/faith healer and the common issue of multiple police departments having trouble working together only helps. Pearl wears different wigs and dresses more conservatively in her healing work, saving her punk fashions for the

killing. It's worth noting that Pearl's gotten really good at covering her tracks, leaving little for the police to work with.

The seemingly randomness of her murders doesn't help either. They get that she's a man killer, but they don't understand the random methodology behind selecting her victims. It only gets harder to find here as Pearl's methods are evolving and getting better. Her most recent evolution (or devolution depending on how you look at it) is that the *Man Eater* is said to now be drinking the blood of her victims, adding a sense of irony to her "man eater" moniker.

But Pearl is not a blood drinker and never will be. The blood drinkers (plural) are her new partners in crime. You see, Pearl is no longer acting alone; she has help in the form of a trio of Dar'otas (Succubi) helping her to hunt, blackmail, extort, manipulate, torture and kill even more men. Through *Amy's* help and insistence, Pearl has found and convinced three Dar'otas to join her cause over the last several months. Like *Amy*, they admire her determination of making people suffer (couldn't care less about their gender, but they're content with killing only men) and they like that Pearl is all for their using all 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 law enforcement currently believes she's increasing her timetables as opposed to 'copycat killers' following her lead. What Pearl doesn't know is that they are drinking the blood of their victims as they kill them (they are blood drinkers by nature).

PLAYER CHARACTER INVOLVEMENT

As for the PC's, they could meet, confront and deal with Pearl and her "friends" in several ways. First off, as a *Psychic Healer*, it's possible that the players could work alongside Pearl on occasion or already have. They may have fought alongside her at one point while investigating. They might get involved in investigating one of her murders, or one of her Dar'ota companion's murders. There are always traits of supernatural involvement (*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 a victim, she's likely to flee, 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, and won't go quietly, or easily. Confronting Pearl in her "home" (an old warehouse building she bought on the cheap) will be even more challenging as at least one Dar'ota will be home and probably several 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 impossible to use mental 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 easier to deal with Pearl. Pearl will not hesitate to kill all the males in a group, but she will go out of her way to reason with and hold back from injuring the female characters. She'll plead with them to understand and even consider joining her cause. And if that fails, she will only fight to defend herself, preferring to restrain or injure them enough to make her escape. Her company of Dar'otas however have no qualms about killing any of the characters 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 (pages 80-82)

Sex: Female Alignment: Aberrant

Occupation: Travelling Miracle Healer, former Nurse

Attributes

Hand to Hand Combat

I.Q.: 10 HTH: Basic (favors knife attacks)

M.E.: 7 Actions per Round: 7

M.A.: 16 Initiative:+ 4

P.S.: 14 Damage:+ 2

P.P.: 11 Strike:+ 1

P.E.: 18 Parry:+ 3

P.B.: 9 Dodge:+ 3

Spd.: 22 Roll with Impact:+ 4

P.P.E.: 7 Pull Punch (11+):+ 5

I.S.P.: 35 Knockout/Stun Roll:

S.D.C.: 31 Critical Strike Roll: Natural 19-20

Hit Points: 52 Death Blow Roll: -

Perception: +4 (+6 when involving injury, illness, disease)

Armor: homemade leather armor A.R.: 10* S.D.C.: 60

Level: 11 Experience Points: N/A

Special Abilities/Skills

Resistance to Magic Illnesses & Curses (pg. 80)

Magic/supernatural induced curses, disease, insanity, confusion only last 1/2 as long and have 1/2 the symptoms

Miraculous Healing Trance (pg. 80) See back of sheet.

+2 to Perception rolls when involving illnesses, injuries, disease or death (i.e., examining a body or crime scene)

+3 to save vs magic curses and diseases

Saving Throws	Base	Modifier	Roll Needed
Horror Factor		+4	
Poison: Lethal	14	+6	8+
Poison: Non-Lethal	16	+6	10+
Harmful Drugs	15	+6	9+
Insanity	12	-	12+
Psionics	10	+1	9+
Magic Spell	12	+3	9+
Magic Curses	12	+6	6+
Magic Based Disease	12	+6	6+
Magic Ritual	16	+3	13+
Coma/Death		+21%	
Possession		+8	
Curses	15	-	15+
Disease	14	+6	8+
Pain	16	+4	12+
Mind Altering Drugs	16	+6	10+

Skills	Base	Bonus	+%/lvl	Total%
Language: English	88	-	1	98
Literacy: English	80	-	2	98
Mathematics: Basic	72	-	3	98
Pilot: Automobile	60	-	3	90
Computer Operation	60	10	3	98
Detect Concealment	25	20	5	95
Holistic Medicine	30/20	20	5	98/88
Photography	35	10	5	85
Research	40	15	5	98
Lore: Mythology	30	15	5	95
Lore: Demons/Monsters	30	30	5	98
Lore: Entities/Ghosts	30	20	5	98
Lore: Magic	25	25	5	98
Lore: Cults & Secret Societies	20	15	5	85
Lore: Creatures of Magic	25	15	5	90
Lore: Paranormal & Psionics	30	15	5	95
Prowl	25	10	5	85
Streetwise: Weird	30	20	5	98
Streetwise	20	10	4	70

Skills	Base	Bonus	+%/lvl	Total%
Concealment	20	10	4	70
First Aid	45	5	5	98
Rope Works	30	10	5	90
Swimming	50	-	5	88
Play Electric Guitar	30	-	5	65
Sense of Balance	30	-	5	80
Aerobic Athletics	Physical & Attribute bonuses			
Running / Jogging	Jogs 18 miles before fatigued			
Weapon Proficiencies: Recognize Weapon Quality (75%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Knives & daggers (Expert)	+8	+8	+10	
Modern Weapon Proficiencies	Strike	Aimed	Burst	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
"Amy" (hook knife)	+9	+11	+11 / 40 feet	melee	carries one	2.5 lbs.	1D6+8 per strike
Pair of boot knives	+9	+11	+11 / 40 feet	melee	carries two	1 lb.	1D4+7 per strike
Karate Punch / Kick			Called shots (nose, eyes, groin, etc.)				1D4+2 (punch) / 2D4+4 (kick)
Elbow / Knee strikes			Note: Called Shots & Power Strikes cost two attacks to perform				1D6+2 (elbow) / 1D8+2 (knee)
Disarm Attacks			Needs a Natural 17-20 as a defensive move; gets a +3 bonus to				all offensive disarm attempts.
Body Flip/Throw			Victim is "thrown" to the ground; loses initiative and one action				1D6+2 per successful attack
Note: Strike and Parry bonuses from both Hand-to-Hand Combat and Weapon Proficiency bonuses are included							

Equipment

Unique Items

smartphone, ruined clothing designed to resemble punk fashion, military boots, scarf for her eyes, jewelry, piercings, handcuffs, butane lighter, cigarettes, sunglasses, lock pick set, pocket knife, flask of liquor, small flashlight, and some personal items

Backpack contents: medical related items and gear, duct tape, plastic bottle of whiskey, rags, large flashlight, scissors, 100 feet of nylon rope, various bits & pieces she's collected.

Messenger bag packed with medical supplies; effectively a first-aid kit with extra items/salves/balms for holistic medicine purposes.

*Home made leather armor note: Armor has an A.R. of 13 against biting and clawing attacks.

Drives a beat up looking black 1980 Pontiac Trans-Am

Owns a large black leather trench coat for cold weather

Lives in a small storage building just outside of town.

Through her network of friends she has power, Wi-Fi, cable, and enough lighting and sound equipment to hold raves.

The back office area has whatever belongings she needs and her furniture (all of which is 2nd hand) including a bed, tabs, chairs, fridge clothing, PC Laptop and other odds and ends of value to her.

Bracer with custom built forearm harness for holding "Amy".

A.R. 12. S.D.C.: 50; needs to be targeted to be damaged.

Age: 29 Height: 5' 9" Weight: 139 lbs. Hair: blonde; hard to tell as she buzzes it short
 Eyes: blue Birth Order: last born of four Money: usually 1D4x100 in cash on hand
General Appearance: White female somewhere between 20-30 years old who keeps in good physical shape. She's intentionally marred her natural physical beauty with blatant tattoos, piercings and alternative/punk attire. She also has a selection of conservative clothing and wigs to help her blend in when she's out in public. Note: She keeps/holds Amy with her left arm as she left-handed.
Disposition: Loud, dramatic, extreme, cynical and bitter (particularly concerning men).
Family History: Czech & English ancestry with no known history of psychic phenomena.
Environment: From an extremely wealthy family in Beverly Hills, California.
Reason for Paranormal Investigating: It's a convenient ruse for her to find supernatural beings that might be willing to join her crusade of destroying the evil men in the world.
Outlook on being Psychic: Has a twisted sense of duty to use her abilities to help abused women while inflicting pain and suffering on all the abusive, powerful, and evil men she can reach.
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 killing evil men, Pearl has a psycho-reliance on "Moe", her teddy bear charm and "Amy", the *Syphon Entity* possessing her hook knife
Stats of note for "Amy": Alignment: Diabolic. Hit Points: 41. P.P.E.: 6. I.S.P.: 20. Level: 6th.
 See *Syphon Entity* on pages 247- 249 for information and details about what Amy really is.

TASER X26P Stun Gun	Description: black police stun gun w/ targeting laser (+1 strike)
Abilities: Uses a replaceable cartridge containing compressed nitrogen to deploy two small probes attached to the TASER by insulated conductive wires with a maximum length of 15 feet.	
Maximum Strength Pepper Gel	Description: bottle of "police strength" pepper gel w/ belt holster
Abilities: Shoots a stinging chemical gel that blinds one's opponent at a safer distance than spray.	
<u>Range:</u> 18 feet. Victims are -6 to strike, parry and dodge for 4D4 round's. 18 bursts in the bottle.	
Home made leather armor	Description: custom built padded leather armor
Abilities: Custom designed armor made of leather and foam padding.	
Has an effective A.R. of 13 against biting and clawing attacks.	

A male victim pearl has managed to corner: "Please don't hurt me! I'm sorry!"

Pearl, holding Amy in a threatening manner: "No... not yet you're not. But you're about to be!"

"What are you lookin at? Yeah, its my teddy bear charm; his name's Moe. Got a problem with that?"

"I see you starting at Amy too; you got a problem with her?"

"Dude, you're staring at me way too much! You wanna fight or something?!?"

"Mister (draws Amy from its sheath), I don't like your tone!"

In the middle of torturing a victim: "Deep down... you know you deserve this. We both do.

And don't you dare pass out on me! We're only just getting started! Be a man about this, huh?"

"Hey, hey, shhhhh... relax... its okay, you're a woman; you have nothing to fear from me.

Besides, I killed him for your sake; he'll never hurt you again. So stop crying... don't ever cry over a man, and you sure as hell NEVER let them see you cry".

"Yeah... I'm a killer, but I've also saved a lot of lives too. I'm pretty sure my saves outnumber the "

kills, and all those kills had it coming."

"There are men out there doing horrible things every day, and with each piece of crap I kill, there's

one less man out there doing horrible things. I regret nothing".

Leaping Distance: Up: 1 foot / 3.5 feet (power) Across: 3.5 feet / 7 feet (power)
Run: 15 mph (max) 18 rounds 330 feet per round 55 feet per action
Swim: 5.7 mph (max) 18 minutes 126 feet per round 21 feet per action
 Bonus to trust / intimidate: 40% Maximum carry / lifting weight: 140 lbs. / 280 lbs.

Miraculous Trance Healing -page 80: Restore Hit Points or S.D.C., close and heal wounds, stop internal bleeding/injury and purge her body of poisons and drugs. Can perform this miracle twice per every 24 hours. Can perform on another mortal or animal, but costs 20 I.S.P. and leaves her weak for 1D4+2 hours.	
Attack Disease -page 98: She can reduce the symptoms of disease via a debilitating psionic melding by touching her patient, linking herself to them, and draw part of the illness into her own body (this takes 1D4 minutes of concentration). Once the sickness has been drawn into her, it reduces the effects, penalties, and normal duration of the disease by half. Likewise, she also exhibits the symptoms and penalties of the disease but also at 1/2 the severity, and her symptoms last only 1D4 hours. <u>Note:</u> Does not work against magic diseases and curses, nor lethal and chronic diseases (like cancer, polio, Ebola, etc.)	12
Bio-regenerate -page 98: Can mentally heal herself of disease, poison and physical damage. Restores 2D6 Hit Points or 3D6 S.D.C. per minute. Can be performed every two minutes.	6
Coma Consciousness -page 98: Remains relatively conscious, aware, and alert even through her Hit Points are 0 or less and she should be unconscious and in a coma. <u>Duration:</u> 22 minutes	3
Cure Insanity -page 99: Can temporarily push back and seemingly cure one of the following illness for 1D8x10 hours: Phobia, Obsession, Neurosis, Affective Disorder or addictive behavior and cravings. One insanity can be momentarily cured per each expenditure of 15 I.S.P.	15
Detect Psionics -page 99: Indicates the presence of psionic energy in the immediate area.	6
Exorcism -page 99: Can perform a Rite of Exorcism that uses psychic energy to expel the loathsome supernatural being from its mortal host body. Requires 30 minutes of preparation.	10
Healing Touch -pg.99: Instantly heal cuts, burns, bruises, and similar physical wounds on other living beings. Heals 2D4 Hit Points or 2D6 S.D.C. <u>Note:</u> Can only be used on others. <u>Range:</u> Touch.	6
Increased Healing -page 100: She can stimulate another person's healing energies, effectively doubling their Hit Points & S.D.C. recovery rate over the next 2D4 days. <u>Range:</u> Touch or within 3 feet.	10
Induce sleep -page 100: A recuperative power to induce sleep for those that are ill, exhausted, or suffer from insomnia. The person being treated falls into a restful sleep for up to 11 hours.	4
Meditation -page 101: Regenerates I.S.P. at a rate of 6 per hour.	
Psychic Diagnosis -page 101: Can sense physical trauma/damage and pain, external & internal injury, poisoning, disease, and possession with absolute clarity. Requires preparatory meditation.	4
Psychic Surgery -page 101: Able to heal broken bones, internal injuries, and remove foreign objects with only her bare hands. Equivalent of "Professional Hospital" treatment. <u>Note:</u> requires Psychic Diagnosis first. <u>I.S.P. Cost:</u> Simple Surgery: 7, Common Surgery: 14, Serious: 28.	
Psychic Purification -page 101: Can slow a person's metabolism and destroy chemicals, poisons, drugs, venom, and toxins in the body. Can attack and destroy up to 11 chemicals/poisons.	8
Resist Fatigue (physical)-page 101: Enables her to engage in physical activity without suffering from exhaustion. However, fatigue is only suspended temporarily. <u>Duration:</u> 4 and 1/2 hours!	4
Stop Bleeding (Self)-page 102: Temporarily stop bleeding from wounds and internal damage.	2
Stop Bleeding (Others)-page 102: Same as above by the laying of hands on others.	4
Suggestion (Medical Hypnosis)-page 102: Uses hypnotic suggestion for medical purposes. Can induce various psychic abilities and hypnotic suggestions. See book for full list and details.	2/4
Suppress Fear -page 102: Temporarily suppress the chemical & psychological components of fear in the recipient. Can use this ability on herself or one or two others. <u>Duration:</u> 11 minutes	6
Mind Bolt - See updated & expanded description on the following page.	

Mind Bolt, Revisited

Range: 20 feet per level of experience; double the range at ley lines, nexus points and places of power. Line of sight required.

Duration: Instant.

I.S.P.: Varies; 6, 9, 12, 20, or 40 I.S.P. depending on damage amount.

Mind Bolt is most effective against supernatural beings (full damage). Against humans, animals or physical objects the Mind Bolt only does a small fraction of the damage.

The psychic focuses his psionic energy and unleashes it as a nearly invisible bolt of mental force and hurls it at a target with amazing accuracy and varying amounts of damage depending on the I.S.P. spent. Though the Mind Bolt is invisible to the naked eye, it can be seen by those with optic systems or abilities to see different spectrums of light. This includes infrared, ultraviolet, and passive nightvision mechanical systems as well as beings able to See the Invisible via psychic ability, magic, or natural ability. As you might expect, it appears as a bolt of white energy. **Note:** If it can be seen, a person can *try* to dodge or parry the blast but suffers the usual penalties for dodging any gunfire or energy blasts (none of the character's usual dodge/parry bonuses and an additional -10 to dodge/parry).

This is a physical energy bolt created by psychic energy and force of will. As such, it inflicts physical damage upon whatever it strikes, whether it is a human being or a physical object like a computer, table, body armor, vehicle, wall, tree, and so on. Since people tend to be physically oriented and used to using their hands, most psychics point with their hand or finger at the target they want to strike. Some even make a throwing motion. However, the energy appears in front of the psychic and is instantaneously launched at the target. If the individual is pointing with a finger or hand the bolt seems to come from it. However, this means with practice and focus, the psychic can fire the Mind Bolt by simply staring at the target!

Line of sight is required in order to strike a target with any measure of accuracy. Firing off a Mind Bolt blind means no bonuses apply and, in addition, is -10 to strike. This applies whether the psychic cannot see due to darkness, fog, being blindfolded, or any reason. Firing blind is dangerous because the energy will hit something and that might be a friend, ally, innocent bystander, or valuable piece of equipment. However, if the blinded psychic knows his target is directly in front of him, or to his side, especially if the target is touching him (this might include objects like a rope or chain that binds the characters), the additional penalty for being blind is reduced to only -3, not -10.

Bonus to Strike: All Mind Bolts are +4 to strike, but adding an additional 10 I.S.P. increases the strike bonus to +8! Must be able to see the target for these bonuses to apply.

The amount of damage the Mind Bolt inflicts depends on the amount of I.S.P. spent on the blast and usually inflicts S.D.C./Hit Point damage. This is a *physical attack* that inflicts physical damage. It does not affect the mind of its victim and will strike the armor of anybody wearing body armor.

6 I.S.P.: 1D6 damage. No damage to a human, animal or object.

9 I.S.P.: 2D6 damage. No damage to a human, animal or object.

12 I.S.P.: 3D6 damage. One point of damage to a human, animal or object.

20 I.S.P.: 6D6 damage. 1D4 points of damage to a human, animal or object.

40 I.S.P.: 1D6x10+4 damage. 2D4 points of damage to a human, animal or object.

A.R. (Armor Rating): A.R. applies as usual, meaning to strike and do damage to the individual wearing armor, the roll must exceed the A.R.

Special: 1. Ghost Buster: The nature of Mind Bolt energy is such that it does damage to ghosts, Entities, Elementals, and energy beings!

2. Astral Beings & Travelers: A Mind Bolt can be used in the Astral Plane against Astral Beings, Astral Travelers, and other things located in the Astral Plane. HOWEVER, an Astral Being/Traveler or psychic in Astral Form can NOT use Mind Bolt against a person or any target located in the physical world while he is in the Astral Plane or in Astral form.

3. Available to Psychic Healers at the cost of 2 Healing Powers: Just as Psychic Healers are able to battle the supernatural by performing an Exorcism, they are also able to select and use Mind Bolt. Note that Psychic Healers using this ability will ONLY work against supernatural beings. No damage to humans, mutants, animals, or physical objects.

TASER International

By Steven Dawes

TASER International's products protect life, providing advanced Electronic Control Devices (ECDs) for use in the law enforcement, medical, military, correctional, professional security, and personal protection markets. TASER devices use proprietary technology to incapacitate dangerous, combative, or high-risk subjects who pose a risk to law enforcement/correctional officers, innocent citizens, or themselves in a manner that is generally recognized as a safer alternative to other uses of force. TASER technology protects life, and the use of TASER devices dramatically reduces injury rates for law enforcement officers and suspects.

The TASER X26C



Brochure Details: The TASER X26C Electronic Control Device (ECD) uses a replaceable cartridge containing compressed nitrogen to deploy two small probes that are attached to the TASER X26C by insulated conductive wires with a maximum length of 15 feet (4.5 meters). The TASER X26C transmits electrical pulses through the wires and into the body affecting the sensory and motor functions of the peripheral nervous system. The energy can penetrate up to two cumulative inches of clothing, or one inch per probe.

Overview: The TASER X26C is a software upgradeable, Electronic Control Device (ECD). The TASER X26C was modeled after our law enforcement TASER X26. Utilizing the same technology as our proven law enforcement models, the X26C has incredible take down power. ECDs use propelled wires or direct contact to conduct energy to affect the sensory and motor functions of the nervous system.

Features:

- Proven neuromuscular incapacitation (NMI) technology
- Lightweight and easy to carry
- Central Information Display (CID)
- Digital Power Magazine (DPM)
- Integrated laser sight with low intensity lights (adds +1 to Strike)
- Central Information Display (CID) indicates countdown timer during an activation, battery level and warranty information

The TASER X26C (the C stands for “citizen”) is gun-shaped and slightly heavier than a cell phone. The wire probes shoot out from the front of the gun with a popping sound. The gun must be fired while level so the probes hit their target vertically. If probes fail to reach the target, the TASER can be used as a contact stun gun.

Once the probes hit their mark, the manual states that each time the trigger is squeezed the weapon will activate for 15 seconds (one melee round). Most certified instructors will tell you to squeeze the trigger three times to activate the weapon for 45 seconds, then lower the TASER to the ground and flee. Forty five seconds is considered enough time by most experts to get away from an attacker.

At 6 inches long, the TASER is a little too big to keep in an average-sized purse and too large for a man's pocket. However the ECD comes with a holster that can be worn on a belt.

City of origin: Scottsdale, Arizona.

Manufacturer: TASER Intl.

Weight: 7 ounces

Size: 6 inches by 3.2 inches by 1.3 inches.

Action: Compressed Nitrogen based propulsion.

Range: 15 Feet (4.5 meters). The optimum range is 7 to 14 feet.

Damage: One point of S.D.C. when hit with propelled probes, no damage from a direct contact stun with ECD. The real damage of this weapon comes from its ability to incapacitate its targets. User must roll an 8 or higher (including bonuses) to hit, if the target is struck and the strike roll is higher than targets armor rating (if they're wearing armor) the victim is immediately incapacitated, NO SAVING THROW!

After connecting with the target, each trigger depression causes 15 seconds (1 melee round) of an electrical signal that jams the attacker's central nervous system and interrupts signals from the brain to the muscles, causing the person to fall and convulse involuntarily. This causes no real physical damage to the target.

Power supply: 8 AA alkaline 1.5-volt batteries capable of supplying 26 watts of electrical power for a few seconds. The power supply comes fully charged. It does not need to be recharged and has a shelf life of 10 years. The battery can support 100 15-second cycles (15 seconds of electrical current).

Permit needed: None.

Cost: The entire package includes a **TASER X26C** with laser sight, DPM, six TASER cartridges and a soft carry holster for \$999.00 USD. A refill pack of two cartridges is \$59.00 USD.

Notes about the Supernatural: So far TASER devices have proved to be ineffective against the Supernatural. Even when the probes get through a creature's armor (when applicable), they seem to lack the nervous system (or at one that's comparable to humans) to incapacitate them. However it is speculated that Supernatural beings with a weakness to electricity might still be able to be incapacitated; this is most likely to be on a case by case basis. It's been proven however to be effective against human beings while under possession of a Supernatural being.

G.M. note: Anyone possessed by an entity or other supernatural being is required to make a "Non-lethal Poison" saving throw to resist being incapacitated.

Notes about using Psionics: When a psychic has casted "Electrical Resistance" (from the *Electrokinesis* ability), TASER devices have no effect on them. A psychic can use *Charge Battery*, *Energy Conduit*, and *Living Battery* as means of powering a TASER if necessary. A psychic can also use *Telemechanic Paralysis* as a way to incapacitate a TASER device. While a psychic is using *Psychic Invisibility*, they cannot use the TASER without their psychic influence canceling itself first (still considered being an ill intended act). Psi-Mechanics can alter the devices as normal.