

## **“Dmitri... just Dmitri will be fine”**

*(In a Russian accent) “You want to hear my story, eh? Da, why not? Pull up a chair. Pour a drink. Dmitri will tell you. I grow up in Minsk, 1990’s. Economic crisis... not good time to be there. But I’m strong, even as a boy. I’m good with my hands. I have good head for mechanics. I like to build and fix things. I even get a job at twelve in a machine shop. I learn fast.*

*As young man, my family in New York offer me job and place to stay... say its better opportunity over here. It was lie; or half-truth anyway. My family over here all Russian Mafia. They make me indentured servant to pay off plane ticket, and place to stay, among others unfair charges. Heh... they knew I was strong, and good with my hands... but they didn’t know I’m laid back and easy-going guy.*

*Bad for mafia work. So, they make me ‘maintenance guy’. I fix. I take care of their buildings, and homes, and cars and guns. They teach me things useful to them like electrical repair work, and munitions. I was okay with that, but they pay so small it would take decades to get out of indentured work. I didn’t like that.*

*In time I learn about America. How to live here. When I was ready, I packed my things, and I stole a truck. Don’t worry, the truck was stolen and chop-shopped by family long ago; I stole a stolen thing. Anyway, Dmitri fled in middle of night.*

*I lose my real name, which is okay; I like “Dmitri” for new name better. Sounds much cooler than old name. I get good forgeries; people think I’m American citizen now. I traveled here and there. I find odd jobs and fix things to pay for my supper and get by.*

*Eventually I came to Seattle. I like Seattle... I got construction job here. I help fix Space Needle last year! Sometimes I find mechanic work. Mostly small engine things like lawn mowers, electric wheelchairs and motor boats, but I like it. I rent small house with good walls a good roof and decent garage to work in; I drive American truck now. I get GED. I’m hidden from family over here.*

*I also get to flex muscles here, both physical and psychic. You see, I also have psychic gifts, since I was boy. No one in the motherland or New York appreciated my gifts, so I kept them hidden. But guess what comrade? No need to hide in Lazlo Society! They want Dmitri to be strong in body and mind. They want me to use psychic gifts. They want me to manhandle and kill monsters. Da, I like that!*

*Also, sometimes I get to hunt pact witches and mages. Terrible witches and evil magic users have plagued the mother land for centuries. A “Butter Witch” cursed much of Minsk when I was boy. So many people get sick. My sister nearly die of her poisonous curse. I’ve had bone to pick with pact witches ever since. So to my surprise, pact witches and evil mages also common problem here in Pacific Northwest... a problem I help solve.*

*Anyway, I’m big guy with accent, so most monsters, pact witches and mages think they can outsmart me... maybe... maybe. But I have yet to find one who can outsmart my fists... and my bullets! HA HAA! I may not be smartest in Lazlo Society, but I may be strongest! AHH HA HAA! DOS VEDANYA MONSTER! So here... raise a glass comrade, let us drink to outsmarting monsters, witches and mages, eh?”*

# Lazlo Society

**Name:** Dmitri Borskowitz

**P.C.C.:** Physical Psychic

**Alignment:** Unprincipled

**Occupation:** Construction Worker

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## Observation notes:

- Had summoned supernatural strength
- Casted nightvision
- Levitated a rope in mid air and then climbed it.
- Somehow he punched a ghost and destroyed it.
- Can withstand an incredible amount of both heat and cold.
- Has a good head for mechanical work.



"DOS VEDANYA MONSTER!!"

Seattle, Washington

Dr. Edmond Smythe

Lazlo Agency





## Dmitri's Personal Information

Age: 30 Height: 6' 5" Weight: 315 lbs. Hair: dark brown; favors a military flattop  
Eyes: blue Birth Order: last born of three Money: \$400.00 in cash on hand  
**General Appearance:** Favors tight t-shirts, carpenter jeans and boots. Has a good tan from all his outdoor activities (construction job, working out shirtless, etc.) Always over packs for a paranormal investigation, filling the back of his *Trailblazer* with tools, gear and material like he's going to a construction, carpentry, or mechanic's job site. *"You never know when you need your tools."*  
**Disposition:** A loud, proud man of action & reaction, yet positive & unflappable about everything.  
**Family History:** Of Russian descent with no known history of psychic phenomena.  
**Environment:** From an impoverished family in Minsk, Russia. Immigrated to the U.S. at 19.  
**Reason for Paranormal Investigating:** *"I'm strong in body and mind for reason, and I'm sure it is for destroying big, ugly monsters... and if you got it, flaunt it, da?"*  
**Outlook on being Psychic:** *"It destiny! I see psychics as family now, and psychic families kill monsters together and tell long stories over strong drinks by fireplace on cold nights, da?"*  
**Goals in Life:** Get out of debt with his mafia family, then perhaps open a small engine repair shop or even his own bar that serves really good Vodka drinks, like those known in Russia.  
**Insanity:** Dmitri enjoys his Vodka (and drinking in general) a little too much. He's on his way to becoming an alcoholic without some sort of intervention in his future.

## Dmitri's Special Weaponry & Equipment

**knee, forearm and elbow guards** Description: metal based protective sports padding  
Abilities: Padding designed with stainless steel, EVA foam, PU Leather and Elastic Bands.  
Designed for extreme sports protection, but also good for defending against physical attacks.  
Covers knees, shins, elbows and forearms. -5% to all physical skills due to weight and bulk.  
**A.R.:**12, **S.D.C.:** 40 for each guard; adds +2 to **Roll with Impact** attempts.  
**Note:** Can use guards for parrying without risking damage; must be targeted to take damage.  
**"Apocalypse Bat"** Description: modified aluminum baseball bat  
Abilities: This aluminum bat has been filled with lead and fitted with industrial-strength bolts.  
*"Forget Negan and his 'Lucille'; THIS bat is made for crunching zombie AND monster skulls!"*  
**silver-plated claw hammer** Description: plated hammerhead on a fiberglass handle  
Abilities: Blunt end does 1D6 normal damage, but 2D6 damage to beings vulnerable to silver.  
The clawed end does 1D6+2 normal damage, but 2D6+2 to beings vulnerable to silver.  
**Kel-lite Flashlight** Description: rust proof, heavy duty flashlight  
Abilities: Designed for law enforcement and reputed to be "near indestructible".  
10x brighter than a normal flashlight and does 1D6 damage as a blunt weapon.  
**black nylon rope** Description: 100 feet of high quality nylon rope.  
Abilities: Heavy duty, all purpose rope with a tension strength of 600 lbs.  
Can be used for climbing & rappelling, as well as his *Rope Trick* psychic ability.  
**breaching charges** Description: blasting cap with detonation cord & fuse igniter  
Abilities: Small, precise charges used to penetrate walls and blow doors off their hinges.  
Does 6D6 to everything in a 2-foot-radius. Has three charges kept inside a protective case.  
**small portable toolkit** Description: small toolkit in a black plastic case  
Abilities: Includes a set of screwdrivers, pliers, wrenches, hammer (2D4 damage), scissors, duct tap ice pick/hole punch, battery operated drill, and a small selection of nails & screws. Kept in truck.  
**small electrical repair kit** Description: basic electrician's tool kit in a black case  
Abilities: Includes 9 piece insulated screwdrivers, a voltage test screwdriver, and 4 piece VDE pliers  
Tools are neatly stored in foam organizers with size imprinting on tool cutouts.

## Movement, Carrying weight & Lifting Weight Notes

**Leaping Distance:** Up: 3.5 feet / 7 feet (Power Leap) Across: 6 feet / 12 feet (Power Leap)  
**Run:** 15.6 mph (max) 18 melees 345 feet per round 69 feet per action  
**Swim:** - mph (max) - minutes - feet per round - feet per action  
Max Carrying Limit: 560 lbs. Max Lifting Limit: 1,120 lbs. Can throw 560 lbs. up to 14 feet away.

## Dmitri's Physical Psychic Details

**Psionics:** Base I.S.P.: 13 **Note:** I.S.P. Increases by 1 at every new level of experience  
**Multipliers:** Scrutiny: x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 10 **I.S.P.**

### Physical Psychic Abilities

**Yoga Style Meditation & Trance States:** pages 74-75: Special meditation techniques:  
**Complete Relaxation and Restorative Rest:** A light trance in which he shuts out the world and focuses on calm, relaxation and rest. Twenty minutes of meditation is equal to two hours of sleep and recovers 8 I.S.P. Requires 10 minutes of preparation, but there's no I.S.P. cost.  
**Curative Trance:** Reduces the symptoms, damage, and penalties of poison, infection, and illness by half for as long as he remains in this trance. Can be maintained up to 3 days per level of experience.  
**Complete Closed Mind Trance:** In this state he enters a trance that completely seals him off from the physical and paranormal world. This altered state of sensory deprivation makes him appear to be alive but in a deep coma. Protects him from psychic attacks & communication.  
**Summon Supernatural Strength:** page 75: Turns his normal strength into *Supernatural Strength* for 24 seconds (one round and three actions). See *damage notes on the bottom of page* for details. **5**  
**Meditation (75%):** A successful roll means he quickly enters a light, meditative trance state and comes out of it feeling refreshed, energized, and focused. Recovers 6 I.S.P. per hour of meditation.  
**Demon Punch:** page 108: A punch or kick that does 3D6+13 damage to supernatural beings, creatures of magic, entities, energy beings and Astral travelers. Does 6D6+13 to Ancient Evil. **6**  
**Desiccation Touch:** page 109: Does 1D8x10 damage to physical supernatural beings, and 2D8x10 to Ancient Evil, Alien Intelligences and their avatars. A successful saving throw still takes 1/2 damage. **20**  
**Impervious to Cold:** page 111: Suffer no ill effects or discomfort from even freezing conditions. **2**  
**Impervious to Fire:** page 111: Endure intense heat without pain, damage, injury or scarring. **4**  
**Nightvision:** page 112: Able to see in the dark is if he were using passive night-sight goggles. **4**  
**Rope Trick:** page 113: Perform levitation on a length of rope, rising it up to 48 feet into the air. The levitated rope is held firmly in the air and can support up to 400 lbs. **4**  
**Summon Inner Strength:** page 114: Call upon his inner reserves of strength; gain +4 P.S., +10 S.D.C., +2 save vs poison, toxins and disease and +5% save vs coma/death. Lasts 20 minutes. **4**

### Example quotes from Dmitri

*"Blech, the supernatural... they are vermin that need extermination. Lucky for you I'm exterminator!"*  
*"What's with all this standing around, comrades? Fortune favors the bold!"*  
(Just before going into monster lair) *"Hey, you all know the rule... 'be sure to stretch before engaging in rigorous physical activities.' Now, follow my lead."* (starts performing a variety of stretches)  
*"Welcome... to the Russian gun show, comrades!"* (starts performing bodybuilder flexes)  
*"What was that? Sorry, I couldn't hear you over kaboom my gun make."*  
*"Vodka; nothing better to fight the cold... or the fear."*  
*"I love 80's movie Russian bad guys; they're always so bad ass and dangerous... just like me!"*  
*"I WILL BREAK YOU, MONSTER! DASVIDANIYA!"*  
*\*Getting pummeled by a Brawling Joe\* "Nuh uh monster, I am good sport, but not good loser!"*  
*\*casts Summon Inner Strength and gets back into a fighting stance\* "Now... where were we, brute?"*  
*"In Russia, twenty-sided die roll you!"*

## Summon Supernatural Strength Notes (BTS-2, page 134)

**Restrained Punch:** 2D4+13, **Full Strength Punch:** 3D6+13, **Power Punch:** 6D6+13 (costs 2 attacks)

**Supernatural Carrying Strength:** 1,400 lbs. **Supernatural Lifting Strength:** 2,800 lbs.

Can hurl a heavy, awkward objects that weights up to 1,400 lbs. as far as 28 feet!

Damage from hurling heavy objects does 1D6+1D6 per every 20 lbs. (100 lb. object does 6D6)

**Examples:** A 100 lb. object does 6D6 damage while a 1000 lb. object does 6D6x10 damage!