Shears



Illustration by Kent Burles

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Name: Gregory Bennett(?) **Alias:** *"Shears"*
Alignment: Diabolical **P.C.C.:** Lucky Psychic
Occupation: Psychic Serial Killer

Anyone who thinks that all *Lucky Psychics* (see T*he Rifter* #*53*) are "lucky", have never met Gregory Bennett. To Gregory, he was born with rotten luck. Suffering from an extremely an abusive childhood, chronic juvenile delinquency, a string of bad foster homes until he fled, living on the streets as a teenager, which lead to a life of a common criminal, all while developing psychic abilities that he didn't understand. All of this came to a head when he was the victim of a particularly vicious ***Scaring Crow*** attack (see *The Rifter* #*44*), leaving his mind fractured and disturbed. Now known as "Shears", Gregory is a psychologically broken and demented man (who likely wasn't all there to begin with) and people have been suffering for it ever since.

Shears been a hot topic on various myth and urban legend related websites for nearly fifteen years, said to use a favored pair of well sharpened fabric shears as his weapons of choice. However, to a constantly growing number of people in law enforcement, the few victims who survived their encounter with him, and various members of the **Lazlo Society**, Shears is all too real. A true psychopath who has been mutilating (and incidentally killing) people all over North America!

With his effective Lucky Psychic abilities, his extreme determination to survive (if only to continue maiming and killing people), and the large flock of Scaring Crows that have bonded with him, Shears is not only surviving, but thriving! He's a psychotic serial killer in the extreme, rivaling any "slasher movie" icon you can think of.

Shears chooses his victims at random, performing vicious acts of cruelty and brutality upon them without remorse, and then simply moves on to avoid being caught.
The majority of his victims don't survive the encounter, eventually bleeding to death. Living only for the suffering of others (their coincidental deaths are of no interest to him), Shears is a true homicidal manic!

GM note: "Shears" is never to be taken lightly. He's a virtually unstoppable enemy 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 incredible 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 potentially kill in one strike if desired (prefers pulling his punches to inflict pain until he's angered or feels threatened), he's 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 Shears 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. The most common theory among Parapsychologists in the Lazlo Society is that its likely due to his penchant for stalking and terrifying his victims, which has struck a chord with them. More than likely they see him as a kindred spirit.

Whatever the reason, the Scaring Crows help him in the psychotic quest. They watch out for him. They communicate with him. They provide him with reconnaissance, information, and advice. They've even protected and defended him when needed! Their constant presence also provides him with I.S.P. for his psychic abilities to draw upon. His I.S.P. is **always** at a x4 *Threat Level* (96), which regenerates hourly.

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 his crops*". Over the years, the urban legend of Shears has grown and fractured into many different tales, some of them mimicking other legends. For example: "*If you hold a pair of scissors while looking in the mirror and call out 'Shears' five times, he appears and cuts you up!"* He's even got something of an online cult fandom going for him. For instance, his "hood" is starting to be sold as a mask during the Halloween season.

Known to those with the *Psychology* skill: A psychologist could make a career out of studying Shears as his mix of human cruelty and broken sanity makes him a unique mind to research. Capturing him alive and placing him in a mental institution would be like throwing gold in a vault. Parapsychology related question: If the story of his being attacked by *Scaring Crows* is true, why is Shears bonded with a flock of them? How is he not terrified of them like other *Scaring Crow* victims?

Most experts agree by the few blurry smartphone photos and videos they have of Shears that his "hood" he wears is the remnants of a tablecloth or a sheet that he cut eye holes into. The remainder of the cloth probably draped around him like a cloak or cape at one time, but it's since been ripped and torn down to the frayed ends that barely clings to the hood. The hood was also likely white at first but has browned with age and dirt and spotted with dried blood. It's unknown if the hood (or the cloth itself) is symbolic or important to Shears in some way.

Secret: No one has seen Shear's face and lived to tell about it. If his hood was removed, you would see a man with a face who's so disfigured that he's unrecognizable. He has done this to himself; part of his melting pot of insanities. Shears is embarrassed by his mutilated face and anyone who removes his hood will suffer his wrath!
Note: The only real evidence of Gregory is his DNA at the crime scenes as his fingerprints have all been burnt off or disfigured as well.

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.

Beyond the Supernatural

Player: Non-Player Character
Character: Gregory Bennett (?)
Nickname/Alias: ***"Shears"***
P.C.C.: Lucky Psychic
Sex: Male Alignment: Diabolic
Occupation: "Psychic Serial Killer"

Attributes

I.Q.:	10
M.E.:	8
M.A.:	20
P.S.:	32
P.P.:	13
P.E.:	21
P.B.:	4* / 15
Spd.:	32
Perception:	+5
P.P.E.:	2
I.S.P.:	24
Hit Points:	72
S.D.C.:	68

Hand to Hand Combat

Type: Expert (favors painful attacks)

Number of Attacks:	7
Initiative:+	6
Damage:+	20
Strike:+	2
Parry:+	4
Dodge:+	5
Roll w Punch/Impact:+	5
Pull Punch:+	7
Knockout/Stun Roll:	18-20
Critical Strike Roll:	18-20
Death Blow Roll:	-

Armor: rarely wears armor A.R.: S.D.C.:
Level: 11 Experience Points: N/A

Special Abilities/Skills

***Lucky Dice & Crap Shoot*:** Rifter #53 Page 19
***Tough Luck & Lucky Break*:** Rifter #53 Page 20
Lucky Break & Butterfly Effect: Rifter #53 Page 20
Extra Tough / Extra Strong / Extra Fast Runner
+1 Save vs. hypnosis, mind control & illusions
+1 Save vs. telepathic & empathic probes and attacks

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
Possession		**+1**	-
Magic Spell	12	+3	9
Magic Ritual	16	+3	13
Coma/Death		**+12%**	-
Curses	15	-	15
Disease	14	+4	10
Pain	16	+3	13

Last updated on 11/27/2019

Skill	Base	Bonus	+%/lvl	Total %
Speak English	88	-	1	98
Read English	80	-	2	98
Mathematics: Basic	72	-	3	98
Aerobic Athletics	Physical Attribute Bonuses			
Pilot: Automobile	60	6	3	98
General Repair/Maintain.	45	5	5	98
Land Navigation	36	5	4	98
Sewing	40	25	5	98
Sing	35	10	5	95
Preserve Food	30	5	5	85
Skin & Prepare Hides	30	5	5	85
Track & Trap Animals	20/30	5	5	75/85
Wilderness Survival	30	10	5	90
Mechanics: Basic	40	10	5	98
Outdoorsmanship	Physical Attribute Bonuses			
Swimming: Hobbyist	50	-	5	98
Climbing: Hobbyist	30	15	5	80
Physical Labor	Physical Attribute Bonuses			
Identify Plants & Fruits	25	15	5	90

Skill	Base	Bonus	+%/lvl	Total %
General Athletics	Physical Attribute Bonuses			
Fasting	40	5	3	75
Sense of Balance	30	-	5	80

Weapon Proficiencies: Recognize Weapon Quality (75%)

Ancient W.P. List	Strike	Parry	Throw
Paired Weapons	See page 214		
Scissors (Expert)	+8	+8	+4
Knife	+4	+4	+5
Modern W.P. List	**Strike**	**Aimed**	**Burst**
Handguns	+5	+7	+3

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
Large Fabric Shears	+10	+12	+4 / 50ft	melee	carries one	2 lbs.	2D4+30 (usually pulls punches)
KA-BAR Military Knives	+6	+8	+4 / 40ft	melee	carries two	1 lb.	1D6+26 (usually pulls punches)
Pair of Boot Knives	+6	+8	+4 / 40ft	melee	carries two	1 lb.	1D4+25 (usually pulls punches)
Glock 18 (auto)	+5 /+7	Aimed	150 feet	single/burst	18 / 2 clips	2 lbs.	3D6 (burst of 3 rounds does x2)
Karate Punch/Kick	Called shots to specific areas (nose, eyes, groin, etc.) can penalize target						2D4+20 / 2D6+22
Disarm Attacks	Needs a natural 15-20 as a defensive move; gets a +4 to offensive disarm attempts.						
Body Flip / Throw	Victim is knocked down, loses initiative and one attack						1D6+20

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

Equipment

hiking boots, pants, gloves, athletic tape, and a shabby looking hood (was probably once a sheet or tablecloth) that's brown with age, dirt and spots and splotches of dried blood.

Keeps a backpack that contains camping/survival gear, clothing, and other items and accessories as needed.

A messenger bag containing trendy, clean clothes and a hockey mask to put on in the dire emergency of having to run or hide in public.

Unique Items

Drives an old 4X4 *Dodge Ram* with a hitch.
Has a popup camper he keeps hitched to his truck to live in.
Camper is crammed with camping and survival gear and has an assortment of climbing gear for use when needed
has a gym bag full of money (taken from one of his past victims)

Note: Carries a pistol he took from a police officer who shot him with it. Keeps it like a trophy; only ever uses it in the most desperate of situations.

* See *General Appearance* on back for details.

Beyond the Supernatural

Personal Information

Age: 38 Height: 6' 5" Weight: 270 lbs. Hair: kept short & shabby with with shears
Eyes: blue Birth Order: only child Money: has about $100k in cash
General Appearance: A tall, muscular man in his late 30's. When he was sane he took good care of himself (had a P.B. of 17 at one time), but his self-disfiguring has ruined his face (P.B. of 4). From the neck down he's scarred, but still impressive (P.B. of 15).
Disposition: Comes off as quiet, but with sudden outbursts of brutality and violence.
Family Origin: From an abusive family and string of foster homes until he was a teen.
Environment: From a bad neighborhood in St. Louis, Missouri.
Reason for Paranormal Investigating: His mental derangements & strange relationship with the *Scaring Crows* that flock with him keeps him from paranormal investigating.
Outlook on being Psychic: His fractured psyche only see his talents as tools for stalking, tormenting and killing his victims, or helping him run from the authorities.
Goals in Life: No longer capable of long term goals. Only lives to cause suffering by mutilation and disfigurement wherever he goes.
Insanity: Has many, but those of note includes being outraged by acts of violence, Intimidated by spoken language, and trauma induced headaches when under stress.

Psionics: Base I.S.P.: 24

Multipliers: Scrutiny x 1 Investigation: x 2 Lesser: x 4 Greater: x 6 Ancient: x 8

Psionic	I.S.P.	Psionic	I.S.P.
Resist Pain (pg. 113)	6		
Nightvision (pg. 112)	4		
Lucky Dice (Rifter #53 pg. 19)	5		
Crap Shoot (Rifter #53 pg. 19)	6		
Tough Luck (Rifter #53 pg. 20)	0		
Lucky Break (Rifter #53 pg. 20)	2		
Butterfly Effect (#53 pg. 20)	5		

Miscellaneous

Leaping Distance: Up: 4 feet / 10 feet (power) Across: 8 feet / 20 feet (power)
Run: 21.8 mph (max) 42 melees 480 feet per round 80 feet per action
Swim: 13 mph (max) 42 minutes 288 feet per round 48 feet per action
Bonus to Intimidate: 60% Maximum carry weight: 640 lbs. Max lift weight: 1280 lbs.



Insanity Notes

Shears has a variety of insanities. Some of his highlights include:

Fascinated with inflicting pain: He's performed about every act of mutilation and cruelty he can imagine over the years, finding it all fascinating to the point of repeating them. He has no interest in the death of his victims however, simply leaving the bodies behind without care or concern.

Mindless Aggression: Goes into a self mutilating rage during long bouts of peace and quiet. Lives for stalking, cutting and disfiguring his victims to pieces with his razor sharp fabric shears. This most often happens when hiding from the authorities, usually out in the wilderness and the dark places of the world. Its during these quiet times that he disfigures himself to stay hidden for long periods of time. His flock of *Scaring Crows* keeps lets him know when its safe to come out.