

The Whacker

Per the lazlosociety.org post:

As a reported "urban legend" (or rural in this case), the most common attributes of "The Whacker" are as follows:

- Lives in a forest at the edge of a small town or community.
- Jealously protects "his property" from all trespassers.
- Designs, builds and maintains a variety of traps around "his property".
- Its reported that an old family business machine shop's located on the property.
- His weapon of choice is a heavily modified weed whacker.
- Wears a goalie mask.

Possible aspects:

- Possible psychic/psi-mechanic
- Gremlins are rumored to live on his property with him.
- Well versed in bladed weapons



The WHACKER



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Based on an Illustration by Kent Burles

“Have you ever heard of the ‘Whacker’?”

-Title of a post on the *Lazlo Society* Website

INTRODUCTION

What the Player Characters and NPCs know (or think they know):

With a successful *Streetwise: Weird* skill roll, or doing some on-line research (*Computer Operation* and *Research* skill rolls) characters can get the following details:

There’s an urban legend in my area about a man called the “Whacker”.

A lot of people on the net say a lot of different things about him.

Some say he lives alone, deep within those dark and dangerous woods just outside town.

Some say he’s a psychopath and serial killer.

Some say he kills anyone who enters “his” property in the woods with his modified weed whacker.

Some say he’s so ugly and disfigured that he wears a goalie mask to hide it.

Some say he can’t or won’t speak.

Some say he doesn’t feel pain.

Some say he can’t be reasoned with.

Some even say he can’t be killed.

Some go as far as to say that he’s not a man all, but a boogeyman, or a monster.

Some have said he’s a ghost who haunts the woods at night.

We all “know” that he’s just an urban legend, of course.

However, if that’s true... then why do so many people avoid the woods?

Like many modern-day urban/rural legends, the small-town boogeyman known as ‘The Whacker’ has risen in pop culture via the internet. With his rise in popularity are the various depictions about him. Artists have illustrated his visage. Fandom has been written about him (including an odd and disturbing one with a romance angle). There are even rumors of a horror/slasher movie in the works based on him. A lot of people have taken credit for being the one to tell the world about him, saying that he lives in the woods outside **their** small town. This obviously can’t be true however; one man cannot live in so many different places. That’s just impossible.

But then again... impossible is more of a “suggestion” in a world that goes beyond the supernatural.

IS HE REALLY AN URBAN/RURAL LEGEND?

Whoever wrote the post on lazlosociety.org was wrong; the Whacker is NOT an urban legend... he DOES exist, and he really does live in “those deep, dark woods”.

The rub is that no one has any idea exactly which dark and dangerous woods he lives in, and they probably won’t until they meet him face to face. If and when they do, they probably won’t live to tell the tale; a fate that’s befallen more people than anyone knows.

THE URBAN LEGEND OF THE WHACKER

He knows he is a “Smith”, because his Daddy said so, and ‘Daddy’ was always right.

He only knows himself as “Son” because that’s what his Daddy always called him, and ‘Daddy’ was always right.

It’s doubtful that ‘Son’ (or perhaps even ‘Sonny’) is his real name. Whatever his real name is... well, that’s a mystery that will probably never be solved.

Smith was born simple minded and with mental disabilities who was raised by an ex-military, paranoid survivalist. While no one can say for sure, most people would agree on several aspects about who ‘Daddy’ was and wasn’t:

- ‘Daddy’ probably wasn’t his real father.
- Judging by the varied legends, ‘Daddy’ likely suffered from numerous insanities. He was possibly psychotic in his later years.
- Was likely a homicidal maniac later in life, and certainly was by the time he was raising his son.
- He was ill suited to raising such a trusting, unquestioning, simple-minded child.
- He must’ve taught his son all he knew about how to be self-sufficient as well as how to “protect” their property for “them” (which seems to translate to “everyone else”). He likely taught his son how to fight and how to use weapons (his military experience made him a capable fighter). He also would’ve taught his son how to shoot and care for their guns, how to hunt wild game, plant gardens and crops, made crude clothing from various materials... all he needed to be self-sufficient.

Whoever his Daddy was, he raised his son within the forested acres of the “Smith property”. The stories suggest he lived in a rustic house located adjacent to a since closed machine shop that’s since been forgotten about. The machine shop had been the family business for nearly 100 years.

Some of the fanfiction likes to speculate that Daddy wasn’t the same after the machine shop closed and refused to let anyone take it from him. Virtually every story written about the Whacker online states that Daddy was paranoid that “they” will one day come for his shop, his home, his property... and his son. *“Now son, they will come for it all one day. You need to be ready, boy”*.

To hide the property from the world, Daddy covered and camouflaged the gravel drive that led to the shop and house with dirt and foliage. In time, the drive disappeared altogether, reclaimed by the dark woods. That wasn’t enough for him however and posted “NO TRESSPASSING” signs.

Note: There’s been some debate online about if Daddy put a fence along the property line or not. The naysayers point out that thematic-wise a fence would stop people from entering his property (*“We don’t have a story if no one goes on his property”*). It’s also possible that he lacked the materials to put a fence up, or the know-how. But then again, people can climb fences.

Then one evening, Daddy spotted a group of teenagers on his property, and therefore willfully ignoring all the signs he put up. He fired warning shots at them while his son watched. The teens fled of course, but the damage was done as something broke (or had broken even more) in Daddy’s mind. *“We stopped them tonight boy, but they’ll be back. We need to get ready.”*

The next morning, he brought his son with him and began laying bear and wolf traps around his property to deter “them” from ever getting his property again. His son did as he was told and learned fast not only how to set the traps, but where they were set... lest he step on one himself.

As Daddy's physical and mental health deteriorated, his paranoia got worse, and so did his methods of protecting his property. In time, Daddy began designing and constructing death traps, teaching his son how to make them as well. *"Now son... if 'they' wanna take our property, they're gonna pay for it, in blood!"* His son, not knowing any better, followed his Daddy's teaching and training dutifully, never questioning it. What's worse, his son proved to be even better at building traps than Daddy. *"I'm proud of ya, son... you are more of a Smith than you'll ever know!"*

By the time he was an adult, his son was a far more capable "mechanical man" than his daddy ever was. The weapons he designed were cold, sharp and brutal. His death traps were well hidden, merciless and deadly. His daddy was so proud of him, secure in the knowledge that his son was ready to protect the property after he was gone. And that time would be coming soon as Daddy's painful and bloody coughing was getting worse.

After Daddy died, all that his son (who now knew himself as "Smith", the owner of the "Smith Property") knew to do with himself was to do what his daddy raised him to do; protect the property from "them" till his dying breath. His property includes dozens of acres of dense forest surrounding his house, a machine shop, a greenhouse to grow his veggies, and a slowly growing scrap yard full of useful materials.

SMITH ON HIS OWN

In theory, Smith is well hidden from the world:

- The Smith's rarely leave the property and thus were never seen by outsiders.
- As the shop's been forgotten about and Daddy camouflaged the drive years ago, no one has a reason to visit or realize that the Smith property is out there.
- In short, by the time Smith was living alone, the neighboring small town had forgotten the Smith house and machine shop existed.

Smith would live a quiet, solitary life were it not for "them" occasionally trespassing on his property. For instance, there's a highway that runs through the forest, alongside what's considered the "Smith Property". Some say a fire road runs close to his property as well. And where there's roads, there's the occasional stalled car. As the passengers looked for help, they'd stumble onto Smith's place. They'd look for help or a landline phone to call someone (cell reception is bad in the woods), only to find and be slaughtered by a masked killer with a supped up weed whacker, if one of his death traps didn't kill them first.

Sidebar: One of the more popular fanfics includes a chapter that really prolongs the terror. Throughout the chapter, a wedded couple dodged a deer on the highway and hit a tree, totaling it. They went looking for help; they didn't get it. The women witnessed her husband being gored by a devious spring-loaded spike trap, and while running in shock and terror, she stepped in an old bear trap. Somehow, she managed to loosen the old trap enough to get out and limped her way through the forest, screaming and sobbing in pain and horror as she went. She made easy prey for Smith to find, stalk and finally slaughter her once she was too weak and exhausted to keep going.

With an old family tow truck, Smith would tow the stalled vehicles to his scrap yard. New scrap materials, new clothing material, and anything else in the car was now Smith's.

VICTIMS OF OPPORTUNITY

Others have trespassed on his property. A few years ago, a gang of bank robbers followed a plan to camp and hide out in the forest for a few days. What they hadn't realized was that they were camping on Smith's property. One by one, in true slasher-movie style, Smith got them all, if his traps didn't first that is. All their guns, their clothes, their getaway van, their stolen money (useless to him), all of it was now his.

There's also been the occasional jogger or hiker on the fire road who became curious about the forest. Teenagers looking for a place to have a bonfire and drink, smoke pot and/or or make out.

As for the rest of "them", trespassers don't go missing or survive encounters enough yet for people to suspect there's something going on in the neighboring forest; not beyond the rumors of an urban legend anyway. **Note:** There's a very paranormal reason why people don't go missing as often as anyone might expect. See "The Unexplainable" below.

As if all this wasn't bad enough, trespassing on the Smith property has only gotten more dangerous since Smith's new "pets" began showing up.

GM NOTES

While his daddy taught him about building mechanical traps, Smith was born a natural with machinery (some say he's a "Psi-Mechanic Savant". Over the years, Smith has built some impressive machinery in the name of protecting his property from "Them". All his machinery and mechanical devices are well-designed, elaborate and lethal. Stepping onto the Smith property today is to step into the proverbial spring-loaded jaws of death.

While his daddy has been gone for a few years, Smith still talks to him, at least in his head; Smith was born mute and talks through his inner monologue, who sounds like daddy's voice (the only voice he knows). But over the last year, Daddy had been talking to him from beyond the grave. Smith never questions this; he's happy to hear from his daddy again as he dislikes solitude. **Note:** Smith's incapable of understanding that's the voice is not coming from his daddy, but from something supernatural.

Now that daddy's talking to him again, he's helping Smith gain a new perspective and understanding of his talent with machinery. Daddy's been teaching him that the new "pets" now living on the property are okay to be there; *"Now you listen here, son... I sent the pets to help you protect the Smith property."* Well, Daddy is always right, so Smith accepted it.

Truth be told, Smith is happy about the arrival of the "pets"; he doesn't feel so lonely with them around, and they are helping him protect his property. Of course, Smith doesn't realize or understand that the *Gremlins* are only interested in protecting the machine shop and are using it as a base of operations.

As for those rare people who've trespassed onto his property and have lived to tell their story (by luck more than anything else) ... well, they tell the authorities about him, the traps, the house, the monsters and whatever else they saw. However, then the authorities go looking for Smith and his property, they can't seem to find it. It's as if the Smith property was never there; as if all that's out there... is forest. **Note:** See "The Unexplainable" below for more details about this.

When no one believes their experience (or at least not all of it), some of the survivors look for similar survivors online. Those diligent enough in their search eventually finds the Lazlo Society.

So as of this writing, a few people have shared their experiences with the members of the Lazlo Society; writing their experience about a killer in the woods that's has dubbed "The Whacker". Like many urban legends, his stories are getting taller and more diverse, especially as they spread across the internet. But the one constant is that "*he's a crazy man who cuts people to pieces with killer weed-whacker*".

Notes on Smith being considered an *Aberrant* alignment

Smith isn't insane in a clinical sense. He's a simple-minded man with mental disabilities who was raised by a man who himself wasn't right in the head. Smith isn't inherently evil; he simply doesn't know any better. He doesn't take pleasure in killing people, nor does he pursue people after they've fled his property. All he knows is that he **MUST** protect his property from "them", by any means necessary. Smith lacks the mental capacity to really think about why he's doing it, or if what he's doing is wrong. Had he been raised in better circumstances; he probably wouldn't have turned out to be such a merciless serial killer. Probably.

SUPERNATURAL INVOLVEMENT

As fate would have it, a **Devil Ghost** has discovered Smith, who now lives on the property and has been talking to him in his daddy's voice via *Telepathic Transmissions*. The Devil Ghost admires Smith's lifelong doctrine of paranoia, training, and unquestioning sense of duty to protect his property so violently. The Devil Ghost sees him as a tool for inflicting misery and death. To that end, the demon has lured several people to their death by influencing them to find and trespass on the Smith property. Or in some cases, to look for The Whacker himself.

The easiest method is by telepathically reaching out to greedy or desperate people that "the lost treasure of the Morton Brothers bank robbery" is somewhere in the forest. Ironically this is true as everything the Morton Brothers and their friends had stolen is still on Smith's property. The money and valuables have no real value to Smith and thus it all sits in a few bags in his basement. The trick is getting past the traps, the gremlins and other supernatural beings and Smith himself to retrieve it.

The Devil Ghost also has been educating Smith about his psychic abilities, turning his devices into psi-devices and making them even more dangerous. The demon's even encouraged Smith to ease up on his doctrine of paranoia to allow a pack of *Gremlins* and a few other supernatural beings to live on the property with him. To the devil's surprise and delight, Smith has responded well to his new pets (Smith disliked the solitude but lacked the mental capacity to understand or how to fix it).

After several success of keeping "Them" off his property, the Devil Ghost believes that Smith and his newer, deadlier traps and weaponry are ready for greater challenges. It's now considering sending messages to those paranormal investigators who would seek it and the gremlins out to come to the forest where "a secret supernatural monster hideout" can be found. They will not be expecting The Whacker, nor all the traps.

GAMEPLAY IDEAS

Smith is an outstanding villain for a **Victim's** game (see BTS-1) simply by the PC's entering his property (and MAYBE getting back out alive).

That said, even a few paranormal investigators would find his property to be a serious challenge. While Smith wouldn't be the most difficult of enemies to confront (especially if they have greater numbers), but seeking him on his property adds to the challenge.

Should the investigators manage to get past all his traps in one piece, they'll still need to deal with Smith and his entourage of *Gremlins* and other supernatural beings now living with him (including an outcast werewolf who's recently taken up refuge in his woods). The Devil Ghost has taken great pains explaining to the residents the good thing it has going with Smith and they are under strict instructions NOT to harm him in any way. These beings have behaved and over time have come to recognize the benefits of living with Smith's property as well.

Due to the close and constant proximity to the supernatural, Smith always seems to have I.S.P. available to use when needed. Even then, the Devil Ghost has encouraged Smith to use **Grave Larva's** (see **Rifter #44** and the **Creature Feature sourcebook**) to provide him with extra I.S.P. (and to be mindful of the larva's sudden and instant mutation). This enables him to always be capable of powering up his *Psi-Whacker*, his armored coveralls and any other devices at a moment's notice. Beyond all that, his daddy trained him to be a capable fighter, and Smith remembers his training well. In short, Smith is always ready to protect his property

CONCERNING TRAPS

The traps Smith has built runs the whole gamut of the GM's imagination or inspiration. Movies like the *SAW* series, *The Collector* and *The Collection* are some great examples of the contraptions and traps Smith might build. While the BTS-2 book mentions *Trap Construction* as a skill, it doesn't detail it. However, you can find details in the **RIFTS Coalition War Campaign** sourcebook on page 62 (a few other Palladium titles have it as well). I encourage you to read over this skill as it's got a lot of great information on the various types of traps Smith can 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 is a lifetime indoctrinate of distrusting EVERYONE, especially those who trespass on his property. "Daddy was always right" is a mantra to him. However, the Devil Ghost has been chipping away at his distrust for the sake of introducing his "pets". This easing up could incidentally allow Smith a slim possibility that he'd listen to, show mercy, or even let a PC go (children, autistic savants and those of a more innocent manner about them have the best chance as their nature would strike a similar chord with Smith).

Smith has no memory of his real mother or father. As some fanfiction writes hypothesize, he was abandoned by his real parents as a toddler; left to freeze to death one winter before being discovered by "Daddy" on his property. As one might suspect, Daddy raised him in a militant and tough environment. He's never really known nurturing and comforting. Thus, he'll likely unexpectedly hesitate with lethal actions to a nurturing, caring, motherly type who speaks soothingly to him, or genuinely seems to care about his well-being. Of course, this would require a female character with a high M.A. with enough 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 can all give clues as to who he is, and how to get through to him.

Regardless of how, it's a risky tactic as anyone could suddenly set him off again by hurting his feelings, threatening him, attack/ambush him, or upsetting him in some way, which will unleash the protective killing machine again. Even the compassionate person he was responding to will no longer be spared. In fact, being betrayed in such a manner would only make him follow Daddy's distrust of "Them" with even more fervor. Proving his Daddy right is about the worst thing anyone could do to him.

On the other hand, those who know, or recognize, realize, or understand what his daddy was like and can somehow impersonate him well enough might also have an effect on him. His daddy talked and acted similar to a military drill sergeant and treated Smith like a recruit most of his life. His daddy was disciplined, very direct and expected much out of his son. Similar responses might bring Smith to attention and listen to and consider what is being said, but only for so long. Of course, the Devil Ghost might be overseeing this and could telepathically whisper to him that he's being tricked by "Them", and to protect his property.

THE UNEXPLAINABLE

One of the most puzzling aspects of the Whacker is that no one can seem to pinpoint exactly where Smith's property is. Over the years, several members of the Lazlo Society have all claimed that his property is in the forest near **their** small town. And the real head scratcher is that none of them were wrong. At least, they weren't at the time. There is a reason for this... it's because sometimes, his property moves.

Like most mysteries in Beyond the Supernatural, this cannot be explained, but his entire property moves to another similar forest near a small town without warning. His house, shop, greenhouse, scrap yard, growing graveyard, all of it simply and quietly moves away, vanishes. Even stranger is that this mass teleportation does not leave behind bare patches of earth. Instead, full grown trees move into place as his property leaves. The result is that the Whacker isn't real; he's just an urban legend. The survivors were hallucinating or saw things in their panicked state that wasn't there.

How this is accomplished, and who's responsible for it is unknown. Smith isn't responsible for it; he isn't even aware it's happening. The Devil Ghost & Gremlins have nothing to do with it either; in fact, the teleporting was happening before they got involved with Smith. Perhaps Daddy had a reason to be so protective of the property beyond his psychotic paranoia; but if so, he never told Smith and took it to his grave behind the family house.

Parapsychologists have many theories about this, ranging from ley line teleportation, or holes of magic, but it could just as possibly be a demonic angel or guardian devil looking out for him. It could be a complete fluke of nature and no one's responsible for it; it just happens.

If any field investigator were to go to an area where Smith had recently lived and has since moved away, the only clue any investigation work, psychic abilities or magic spells would offer is that a recent dimensional anomaly of some kind took place there. No other clues will be found. GM's, this means that someone living in Maine might survive an encounter with the Whacker while the next might survivor might be across the county in Oregon. Or up in Canada. The locations are random.

Finally, while it's unknown if the Smith property ever returns to a location where it has been before, it's always a possibility. In fact, if Smith's occasionally returning to a particular place/area works for the lore of your world of BTS, then I'd say it's likely.

Example:

From a reply found on the lazlosociety.org: *“Back in grade school, we told stories about a boogeyman who lived in the forest at the end of town, and he killed people with a supped up weed whacker. Sounds like “The Whacker” to me.*

Anyway, I just got a job at the Sherriff’s department, and I found out that those stories are based on someone. He’s not a boogeyman; he’s real, and he killed people. Some of the locals who’ve gone missing are suspected to have been taken or killed by him as well.

What I didn’t know is that he returns every so often. About every fifteen years or so, someone sees him in the forest. But that doesn’t make sense; he’d be more than seventy years old by now. Also... it’s been almost fifteen years since anyone last saw him, and the whole department is on edge about him. Perhaps he’s some sort of boogeyman after all.”

The last unexplainable is that in true serial killer/slasher fashion, Smith has cheated death on more than a few occasions. He’s mortal and has been noted as being killed by a few survivors over the years. Perhaps this is true, perhaps it’s not. But it seems to be a reoccurring theme and realization that the Whacker is always in the prime of his life (even though his legend goes back decades now) and always comes back for more. How this is accomplished is another unexplainable mystery worthy of any series of slasher movies where the slasher is killed but somehow comes back for the sequel.

Note: This is becoming a common and disturbing pattern talked about amongst the inner circle of the Lazlo Society as all of *Kent’s Psychic Serial killers* have come back from the dead at one time or another.

Player: Non-Player Character	
Character: "Smith" (doesn't know his real name)	
Nickname/Alias: <i>"The Whacker"</i>	
P.C.C.: Psi-Mechanic (pages 77-80)	
Sex: Male	Alignment: Aberrant (in a twisted way)
Occupation: None; lives as a recluse in the woods	
Attributes	Hand to Hand Combat
I.Q.: 8	HTH: Expert
M.E.: 8	Actions per Round: 7
M.A.: 22	Initiative: + 4
P.S.: 27	Damage: + 15
P.P.: 15	Strike: + 4
P.E.: 20	Parry: + 5
P.B.: 7	Dodge: + 5
Spd.: 22	Roll with punch, fall or Impact: + 3
P.P.E.: 5	Pull Punch (11+): + 4
I.S.P.: 18	Knockout/Stun Roll: 18, 19 or 20
S.D.C.: 70	Critical Strike Roll: 18, 19 or 20
Hit Points: 62	Death Blow Roll: -
Perception: +5 (see Special abilities for Perception bonus)	
Armor: coveralls & goalie mask*	A.R.: 14 S.D.C.: 125
Level: 11	Experience Points: N/A

Special Abilities/Skills

Create and Build psychic powered devices (page 78)

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	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+
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+

Skills	Base	Bonus	+%/lvl	Total%
Language: English	-	-	-	70
Literacy: English	-	-	-	30
Mathematics: Basic	-	-	-	40
Pilot: Automobile	60	5	3	95
General Repair & Maintenance	35	10	5	95
Jury-Rig	35	15	5	98
Salvage	35	15	5	98
Recycling	30	10	5	90
Basic Mechanics	30	10	5	85
Mechanical Engineering	30	10	5	90
Demolitions	60	15	3	98
Demolitions Disposal	60	15	3	98
Trap Construction	20	10	4	70
Trap/Mine Detection	20	10	5	80
Munitions Expert	40	10	5	98
Armorer/Field Armorer	40	5	5	95
Leather Working (9th lvl)	45	5	5	90
Sewing (9th lvl)	40	-	5	90
Cartography (9th lvl)	40	-	5	90

[illegible]

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
"Psi-Whacker" Blades	+12	+13	5 foot reach	melee	-	15 lbs.	2D8+23 per swing/strike/slash
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	+5	4 foot reach	melee	-	15 lbs.	1D8+15 per strike
Tactical/ Military Knives	+8	+9	+8 / 13 feet	melee	carries two	2 lbs.	1D6+19 per strike
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4+15 (punch) / 2D6+15 (kick)
Crush/Squeeze	Each squeeze counts as one action/attack						1D4+15 (save vs pain)
Body Block/Tackle	Opponent is knocked down, loses initiative and one action						1D4+15 (save vs pain)
Body Flip/Throw	Opponent is knocked down, loses initiative and one action						1D6+15 (save vs pain)
Disarm Attacks	Needs a Natural 18-20 as a defensive move; gets a +8 bonus to offensive disarm attempts.						

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

Equipment

steel toed boots, undershirt, scarf, padded/armorer coveralls, goalie mask, hip pouches, first aid kit, map of property, a few rags, and some personal items.

Modified Hockey Mask has an A.R. of 14 and an S.D.C. of 80

Note: Depending on the time or situation the PC's encounter him Smith could be holding/carrying a variety of different items.

Building/crafting equipment, tools, scrap metals, a hunting rifle or crossbow (for hunting wild game), skinning and carving knives and so on. Smith has been taught how to use all his weaponry and is instinctively vicious with them.

Unique Items

The Smith property includes an old house, a long closed down machine shop surrounded by dozens of acres of dense woods, lots of salvaged cars, scraps, 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 been placed around the "Smith" property. Smith has a comprehensive map of where all the traps are located. That being said, he's memorized it all over the years and doesn't need it.

*Gm's have the option to improve his armor or add psi-devices to it.

Smith's Personal Information

Age: ?? Height: 6' 5" Weight: 260 lbs. Hair: Black; wild and unkempt
Eyes: brown Birth Order: only child(?) Money: Over \$20k in cash and valuables
General Appearance: A large framed, unkempt man in his 30's. Always wears a pair of mechanic coveralls and boots, but puts on his "armored" set of coveralls and his protective facemask when trespassers enter his property. Always reeks of dirt, grease, motor oil, grease and body odor.
Note that everything he wears can and does have a variety of psi-devices attached to them.
Disposition: Comes off as the "strong & silent" type; very imposing and intimidating.
Family History: Doesn't know; only knows that he's "Smith", like his Daddy calls him.
Environment: From a troubled upbringing in the dense forest away from the world.
Reason for Paranormal Investigating: Before his Daddy (the Devil Ghost) started talking to him from beyond the grave, he hunted supernatural beings who trespassed on his property.
Outlook on being Psychic: Doesn't comprehend that he's psychic. Only understands that he can talk to his devices and machines like they're "kin" (and they always sound like his Daddy).
Goals in Life: To protect his property from all of "Them" (everyone) and to continue building and improving his home defenses and death traps.
Insanity: Not insane; he's simple minded and inflicted with a terrible, militant upbringing.
Doesn't / can't feel any remorse for the terrible things he does to "protect his property".



Leap, Run, Swim and other Miscellaneous Notes

Leaping Distance: Up: 3.5 feet / 7 feet (power) Across: 7 feet / 13.5 feet (power)
Run: 15 mph (max) 20 rounds 330 feet per round 55 feet per action
Swim: - mph (max) - minutes - feet per round - feet per action
Bonus to Intimidate: 80% Maximum carry weight: 459 lbs. Max lift weight: 918 lbs.

The Whacker'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-pg.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-pg.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, with no fear of overload or insufficient energy. **Duration:** As long as he serves as the conduit / connector. 10
Living Battery-pg.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-pg.104: Can turn electronic machines and devices on and off. **Range:** 110 feet. 5
Open Lock-pg.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-pg.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
Other abilities include Psychic Machine Diagnosis, Psychic Repair, Telemechanics, Telemechanic Mental-Operation, Telemechanic Possession and Telemechanic Paralysis

Notes

"Psi-Whacker": Smith powers the spinning blades via his *Living Battery* ability. If GM desires, Smith can instill other psychic abilities into it, like *Steam Blast* (shoots from the blunt end), Burst of Light, Fire Bolt, Telekinesis and others, depending on how long the Devil Ghost has been influencing and educating him.

Other Psi-Devices: Smith can build other Devices if GM desired them, or add more abilities onto his padded / armored coveralls and facemask if desired. The only limitation to him mentally is that the devices have to help him protect his property from trespassers in some way.

Available Points for making Psi-Devices: 30

The Pets: He's grown fond of the Gremlins living in and using his machine shop as they understand and use machines like he does. Almost sees them as "kin" (the *Devil Ghost* encourages this.) Other supernatural beings have started arriving on the property; GM's can decide on which ones.