

“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.



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POLAROID032

"DOS VEDANYA MONSTER!!"

Seattle, Washington

Dr. Edmond Smythe

Lazlo Agency

Beyond the Supernatural

Player: Pregenerated Player Character

Character: Dmitri Borskowitz (real name kept a secret)

Nickname/Alias: **"Just Dmitri is fine"**

P.C.C.: Physical Psychic (pages 73-77)

Sex: Male Alignment: Unprincipled

Occupation: Construction Worker & Part-Time Mechanic

Attributes **Hand to Hand Combat**

I.Q.: 11 HtH: Expert (body guard training)

M.E.: 13 Actions per Round: 5

M.A.: 15 Initiative:+ 1

P.S.: 28 Damage:+ 13

P.P.: 19 Strike:+ 4

P.E.: 18 Parry:+ 5

P.B.: 16 Dodge:+ 5

Spd.: 23 Roll with punch, fall or impact:+ 3

P.P.E.: 3 Pull Punch (11+):+ 4

I.S.P.: 13 Knockout/Stun Roll: -

S.D.C.: 62 Critical Strike Roll: Natural 20

Hit Points: 42 Death Blow Roll: -

Perception: +1

Armor: armored vest & guards A.R.: 12 S.D.C.: 100

Level: 4 Experience Points: N/A

Special Abilities/Skills

Yoga Style Meditation and Trance States: page 74

Summon Supernatural Strength: page 75

"Extra Strong" and "Extra Tough": pages 75-76

+1 save vs. Telepathy & Empathic probe & attacks

40% bonus to invoke trust or intimidation in others

Saving Throws

	Base	Modifier	Roll Needed
Horror Factor		+4	
Poison: Lethal	14	+2	12+
Poison: Non-Lethal	16	+2	12+
Harmful Drugs	15	+2	13+
Insanity	12	-	12+
Psonics	10	-	10+
Magic Spell	12	+4	8+
Magic Ritual	16	+4	12+
Coma/Death		+6%	
Possession		+5	
Curses	15	+2	13+
Disease	14	+7	7+
Pain	16	+2	14+
Bio-Manipulation		+4	
Magic Based Diseases		+5	
Hypnosis, mind control & illusion:		+3	

Last updated on 12/14/2025

Skills	Base	Bonus	+%/lvl	Total%
Language: Russian	88	-	1	91
Literacy: Russian	80	-	2	86
Language: English	50	-	3	59
Literacy: English	40	-	5	55
Mathematics: Basic	72	-	3	81
Pilot: Automobiles	60	-	3	69
Pilot: Tracked Vehicles	54	16	5	85
Radio: Basic	50	10	5	75
Demolitions	60	10	3	79
Demolitions Disposal	60	10	3	79
Locksmith	35	20	5	65
Carpentry	25	20	5	60
Excavation	30	20	5	65
General Repair / Maintenance	45	10	5	70
Jury Rig	25	10	5	50
Masonry	40	15	5	70
Mechanics: Basic	30	15	5	60
Mechanics: Automotive	60	10	3	79
Electronics: Basic	30	10	5	55

Skills	Base	Bonus	+%/lvl	Total%
Mechanical Engineering	30	10	5	55
Lore: Demons / Monsters	30	10	5	55
Swimming	50	5	5	70
Physical Labor	Physical & Attribute Bonuses			
Body Building	Physical & Attribute Bonuses			
Climbing: Hobbyist	40	5	5	45
Climbing: Rappelling	30	5	5	35
Hobby: CNC Mill Customizing	40	-	5	55
Hobby: Walking Dead fandom	40	-	5	55
Weapon Proficiencies: Recognize Weapon Quality (40%)				
Ancient Weapon Proficiencies	Strike	Parry	Throw	
Blunt (bat, hammer, pipe, etc.)	+2	+2	-	
Modern Weapon Proficiencies				
	Strike	Aimed	Burst	
Handguns & Revolvers	+2	+4	+1	
Shotguns	+2	+4	+1	

Weapons & Hand-to-Hand Attacks

Weapons & Attacks	Strike	Parry	Throw/Range	Rate of Fire	Shots/Ammo	Weight	Damage
.44 Redhawk Revolver	+2 / +4	Aimed	135 feet	single	6 / 12 rounds	6 lbs.	5D6+3 per blast
Mossberg 590 Shotgun	+2 / +4	Aimed	150 feet	single/burst	6 / 12 shells	7 lbs.	5D6 per blast
Apocalypse Bat	+6	+7	+4 / 14 feet	melee	has one	12 lbs.	1D12+17 per successful strike
Silver-Plated Hammer	+6	+5	+4 / 38 feet	melee	has one	1 lb.	1D6 (2D6 if vulnerable to silver) +15
Karate Punch / Kick	Called shots (nose, eyes, groin, etc.) can penalize target						2D4+13 (punch) / 2D6+13 (kick)
Elbow / Knee strikes	Note: Called Shots & Power Strikes cost two attacks to perform						1D6+13 (elbow) / 1D8+13 (knee)
Disarm Attacks	Needs a Natural 17-20 as a defensive move, or adds +6 to all offensive disarm attempts.						
Note: See <i>Demon Punch</i> , <i>Desiccation Punch</i> and <i>Summon Supernatural Strength</i> on back side for available psychic attacks							

Note: Strike, Parry and Throwing bonuses from both *Hand-to-Hand Combat* and *Weapon Proficiency* bonuses have been added

Equipment

carpenter jeans, t-shirt, jacket, steel toed boots, baseball cap, wallet, smartphone, mechanics gloves, pocket flashlight, sunglasses, flask of Vodka, Zippo lighter, pack of cigarettes, neckerchief, multitool, pocket knife (1D4 damage) and some personal items.
hip holster and ammo pouch for his revolver attached to a web belt

Duffle Bag Contents: Kel-lite flashlight, notepad, 2 pens & pencils, towel, bottled water, power bar, field gun cleaning kit, gun repair kit, active earmuffs, safety goggles, walkie-talkie, 32-piece lock pick set, pair of Binoculars and a folded up yellow rain poncho.

Has both a small portable tool kit and electrician's repair kit in his truck to use when needed (see equipment notes on back side).

Unique Items

Drives a ten-year-old black *Chevy Trailblazer*
Keeps a variety of tools, tool boxes, kits, gear and building materials in the back of his truck; functions like a mobile workshop.

Rents a small 2-bedroom house in Tacoma, Washington.
Items of note at home include his basic wardrobe, dress clothes, one suit, PC laptop, printer, Wi-Fi, Blu-ray player & LED Smart TV, workout & bodybuilding gear & equipment, and a garage that's set up as a workshop to repair, maintain his mechanical gear

Has a secret "bug out bag" stashed inside a wall of his house in case he needs to flee from his Russian mob family in a hurry.

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, shin, forearm & 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 all **roll with fall or 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

Physical Psychic Abilities

I.S.P.

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 as 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!