

# DAXAM

**Name:** Derek Rafferty

**Alignment:** Anarchist

**Attributes:** I.Q.: 12, M.E. 13, M.A. 15, P.S. 22, P.P. 19, P.E. 15, P.B. 17, Spd. 27.

**Age:** 31

**Sex:** Male

**Height:** 5' 11" (1.8 m)

**Weight:** 188 lbs. (85.3 kg)

**Hit Points:** 32

**S.D.C.:** 43

**I.S.P.:** 76

**P.P.E.:** 4

**Disposition:** Athletic, confident, arrogant, energetic, decadent, disorganized, and egocentric. His passion is music and his band (the Daxamites). He loves to experiment with the sounds he can create with his guitar (using feedback, distortion, and wall-to-wall sound).

**Experience Level:** 4th level Psychic Healer

**Natural Abilities:** Recovering I.S.P., Meditation, and Bio-Regeneration (2 S.D.C. and 1 hp of damage healed per *two* hours of meditation).

**Magic:** None

**Psychic Powers (I.S.P. Cost):** Deaden Pain (4), Exorcism (10), Healing Touch (6), Impervious to Fire (4), Induce Pain (2), Induce Sleep (4), Resist Fatigue (4), and Suggestion (Hypnosis) (4).

**Level of Education:** Four years of college (+15% scholastic skill bonus)

**Occupation:** Musician/Independent Psychic Consultant

**Scholastic Skills:** Language: English (98%), Mathematics: Basic (98%).

**Domestic Program:** Play Musical Instrument: Guitar (65%), Play Musical Instrument: Keyboards (65%), and Sing (70%).

**Physical Program:** Acrobatics, Boxing, Gymnastics, and Prowl (87%).

**Weapon Program:** W.P. Automatic Pistol, W.P. Rifle, and W.P. Sub-Machine Gun.

**Secondary Skills:** Athletics (General), Art: Painting (52%), Computer Operation (75%), First Aid (80%), Hand to Hand: Basic, Land Navigation (52%), Pick Locks (50%), Pick Pockets (45%), Pilot: Automobile (88%), Pilot: Motorcycle (72%), Photography (2nd level: 55%), and Running.

**Attacks per Melee:** 4 physical

**Bonuses:** +7 to parry, +7 to dodge, +2 to strike, +3 to strike with body block/tackle (1D4 damage), +7 to hand to hand damage, +9 to roll with punch/fall, +0 to save vs. psychic attack/insanity, +1 to save vs. horror factor, +8



to save vs. possession, +15% to save vs. coma/death, +4 to save vs. poison/toxins, +1 to save vs. magic, +4 to save vs. mind altering drugs.

**Other Abilities:** Trust/intimidate 35%, charm/impress 35%, sense of balance 85%, walk tightrope or high wire 85%, climb rope 95%, climbing 63%, back flip 98%, leap 8 ft. high or 9 ft. across, fearless of heights, kick attack (does 1D6 damage), and knockout opponents for 1D6 melee rounds on a natural 20.

**Savings:** \$62,000 in the bank. Derek inherited his uncles old coin collection (worth \$70,000; but to get full value will take 3 to 12 months. Quick sale will get 60% of the full value).

**Character Background:** Derek Rafferty grew up in a small apartment in Portland, Maine. He was raised by his mother, Valerie. His father, Bradley, had left the family when Derek was only three. His mother worked two jobs to support them as a family. They didn't have much, but they had each other.

Derek's psychic abilities emerged when he was a teenager. He hid his abilities from everyone (even his mother) because he was ashamed of them; he felt like a freak. Derek just wanted to be normal. He turned to music as a way to lose himself. He had a true knack for music that impressed his mother to no end. She was her proudest when Derek received a music scholarship (classical guitar) at the prestigious Juilliard School.

He excelled in music but he wanted more than what school was offering. He soon dropped out and began playing in multiple bands in New York. The first band he joined was called Dirty Nappies and they lasted for about two and a half weeks. There were multiple bands in succession for several years until he hit it big with a band called Empty Promises. While they had several hits on the charts, Derek was poached from the band by Wildhunt Records for a solo career. Derek had created the persona of Daxam and formed a new band called the Daxamites.

It was on a tour of Europe when he was approached by a thin man in a white suit that introduced himself as Simon Descoteaux of the Arclight Foundation. He surprised Daxam with his knowledge of Derek's psychic abilities and he explained that he had an offer for him. After some discussion, they came to a deal where Daxam aids the foundation on a consulting basis and the foundation help keep any stories of Daxam's true abilities out of the press. For a psychic healer, Daxam has no problems causing damage in others.

**Special Equipment:** Daxam isn't usually too far from his guitar and amp collection. When he is away on missions for the foundation, he may be armed with an automatic pistol and/or a sub-machine gun.

| <b>Weapon Proficiency</b> | <b>Strike</b> | <b>Parry</b> | <b>Throw</b> |
|---------------------------|---------------|--------------|--------------|
| W.P. Automatic Pistol     | +4   +2   +0  |              |              |
| W.P. Rifle                | +4   +2   +0  |              |              |
| W.P. Sub-Machine Gun      | +4   +2   +0  |              |              |