

DR. FRANK VON STEIN

Crazy, mad genius. Dr. Frank von Stein is the mastermind behind the outbreak of Zombies, Corpse Golems, and Sundowners.

Corpse Golem (HC, pg 85)

Corpse Golems are the result of Dr. Frank von Stein's research in reviving the dead. These are slow, lumbering, and have hard skin and muscle.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 4, **Parry:** 6, **Toughness:** 8(1)

Gear: Typically, an improvised club (Str+d4).

Special Abilities

- **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.
- **Armor +1:** Hard skin and muscle.
- **Berserk:** Corpse Golems have the **Berserk** Edge.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to poison and disease.
- **Fear:** Characters seeing a Corpse Golem must make a Fear check.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Slow:** Corpse Golems have a Pace of 4 and roll a d4 for their running die.



[WC] Dr. Frank von Stein – Mad Scientist (HC, pg 100)

When Dr. Frank von Stein enters the fray of combat, he is wearing a large, Steampunk device over his torso and arms that effectively extends his reach several feet. This device has all sorts of gears, rods, dials, hoses, and hisses steam occasionally. To support this cumbersome device, he also has a similar apparatus on his legs. His left hand ends in a spinning saw that he's modified from tools in his lab and it's called *Frank von Stein's Mangler*. His right hand ends in a sizzling, ozone-smelling device that shoots electrical bolts and is ironically called *The Bolt of Life*.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d6, Knowledge (Occult) d8, Knowledge (Weird Science) d12, Intimidation d6, Notice d6, Stealth d6, Taunt d6

Charisma: 0, **Pace:** 5, **Parry:** 5, **Toughness:** 5; **Sanity:** 0

Hindrances: Delusional (Major; can create life)

Edges: Arcane Background (Weird Science)

Powers (2): *bolt* (*The Bolt of Life*) and *smite* (*Frank von Stein's Mangler*); 20 Power Points.

Gear: Steampunk exoskeleton.

Special Abilities

- **The Bolt of Life:** Powered by *bolt* power.
- **Fear:** Anyone seeing Dr. Frank von Stein must make a Fear roll.
- **Fearless:** Dr. Frank von Stein is immune to Fear and Intimidation.
- **Frank von Stein's Mangler:** This weapon can be used every round but adding *smite* increases its efficacy; unpowered (Range 2; Damage Str+d6).
- **Reach (2):** Can fight melee with *Frank von Stein's Mangler* with a Reach of 2.
- **Slow:** Steampunk exoskeleton slows with a -1 Pace.