

THE SUNDOWNERS

Dr. Frank von Stein mutated these undead as a separate strain from the zombies. They are modeled on a more feral style of European vampire.

[WC] Baeder – Sundowner Leader

Baeder is a super mutant vampire who is more powerful than the other vampires in the region. As their leader, he can do things the other vampires can't do.

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

Skills: Climbing d12, Fighting d10, Knowledge (Arcane Background) d8, Notice d8, Shooting d8, Stealth d8

Charisma: -1, **Pace:** 6, **Parry:** 5, **Toughness:** 11

Special Abilities

- **Claws:** Str+d6
- **Fear:** Anyone seeing Baeder must make a Fear roll.
- **Fearless:** Baeder is immune to Fear and Intimidation.
- **Infectious Bite:** Anyone that suffers at least 1 wound (after Soaking) from a sundowner bite must determine whether or not they were infected.
 - Make a Vigor roll for every wound.
 - Failure on any Vigor roll results in contraction of disease.
 - Roll 1d6 to determine how many hours before the disease takes effect.
 - Every hour after the disease takes effect, make a Vigor check or lose 1 level of Fatigue.
 - A character cannot recover from this fatigue.
 - Once a character is Incapacitated, roll 1d4 for the number of minutes until they rise as a vampire.
- **Powers (5):** *barrier* (mist wall), *bolt* (demonic force), *fear* (inhuman howl), *lower trait* (soul drain), *summon* (dire wolf). **Power Points:** 30
- **Regeneration:** Baeder makes his Spirit roll at +2 to avoid being Shaken; he also loses 1 wound per round.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Wall Walker:** Baeder may move along any surface at full Pace. He can also run without penalty, even when hanging upside down.
- **Weakness (Garlic):** Vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.



- **Weakness (Holy Symbol):** A character with a holy symbol may keep a vampire at bay by displaying the symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirits.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight.
- **Weakness (Stake Through the Heart):** A vampire hit with a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.
- **Weather Control:** Baeder can summon storm clouds at will and can call lightning down three times (Range 10/20/30, Damage 1d10). Roll Arcane Background for this power. Character may make an Agility test to evade the strike. The storm clouds blot out the sky and create enough darkness so that sundowners may venture outside without suffering the weakness of sunlight.

Sundowner (vampire)

These are not your suave, well-mannered vampires. These are Nosferatu, and that means they are creepy as hell. These vampires are slender, pointy-eared, rat-looking creatures that have prominent, pointy fangs that are always exposed. Nosferatu can crawl on any surface as if defying gravity. Otherwise, they are modeled on the Eastern European variety that can only be harmed by sunlight, garlic, holy water, or a holy symbol. They will regenerate if not too damaged by these methods. The surest way to kill them, though, is the stake through the heart.

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

Skills: Climbing d12, Fighting d10, Notice d8, Stealth d8

Pace: 6, **Parry:** 5, **Toughness:** 10

Special Abilities

- **Claws:** Str+d6
- **Fearless:** Vampires are immune to Fear and Intimidation.
- **Infectious Bite:** Anyone that suffers at least 1 wound (after Soaking) from a sundowner bite must determine whether or not they were infected.
 - Make a Vigor roll for every wound.
 - Failure on any Vigor roll results in contraction of disease.
 - Roll 1d6 to determine how many hours before the disease takes effect.
 - Every hour after the disease takes effect, make a Vigor check or lose 1 level of Fatigue.
 - A character cannot recover from this fatigue.
 - Once a character is Incapacitated, roll 1d4 for the number of minutes until they rise as a vampire.
- **Regeneration:** Vampires make their Spirit roll at +2 to avoid being Shaken.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.

- **Wall Walker:** The vampire may move along any surface at its full Pace. Many can also run without penalty, even when hanging upside down.
- **Weakness (Garlic):** Vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- **Weakness (Holy Symbol):** A character with a holy symbol may keep a vampire at bay by displaying the symbol. A vampire who wants to directly attack the victim must beat her in an opposed test of Spirits.
- **Weakness (Holy Water):** A vampire sprinkled with holy water is Fatigued. If immersed, he combusts as if it were direct sunlight.
- **Weakness (Stake Through the Heart):** A vampire hit with a Called Shot to the heart (-6) must make a Vigor roll versus the damage. If successful, it takes damage normally. If it fails, it disintegrates to dust.
- **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.