

1.0: Background

The request was for a nurse to assist with the care of a homebound patient for one night only. Nurse June was so happy to get the call from the temp agency that she didn't even mind that the job was in an isolated, creepy mansion surrounded by unkept grounds.

Her employer, Harvey Frankenstein, was going to the city to accept an award at a banquet in his honor. He wanted June to monitor the condition of a patient recovering from major surgery. If the readings became irregular, she was to call him immediately but to also administer a 100cc injection of a compound devised by Frankenstein himself.

It seemed like a simple job. But then the psychotic ex-wife showed up....

1.1: About This Product

This product features a fluid battle scenario that presents a storyline fit for a classic Universal Pictures horror film. Okay, maybe more like a horror film written and directed by Jess Franco or Edward D. Wood, Jr.

2.0: Combat Maneuvers

The following combat maneuvers are not in the ROLF! core rule book.

Bitch Slap: The character can't use this skill while wielding a weapon. It deals 3 points of damage to the target. If used following a successful use of Strike Pose, the maneuver deals 4 points of damage that ignore armor. ATT Brawn.

Blessed: Someone is looking out for the character. He or she makes an ATT check on 3d6 (instead of the usual 3d6). If it is successful, the character takes no damage that round at all. ATT: Body.

Double Strike: Make a successful attribute check on 3d6 to gain an extra attack with a wielded Melee Weapon or Natural Weapon. ATT Body

Furious Fists: When attacking without a weapon, the character may use each of the following Combat Maneuvers and Spellings once per combat: Die Die Die!, Disembowel, and MOORTAAL COMBAAAAT! ATT Body.

Knock Out: By successfully using this Combat Maneuver followed immediately by a successful Body ATT check on 3d10, the character knocks his opponent out cold with a single hit. The character may not be wielding a weapon when using this Maneuver, but deals 2 points of melee damage whether the target is knocked out or not. (The target is out of the fight for the full round after being knocked out.) ATT Brawn.

The Look: With a successful Body ATT check on 3d10, the character freezes the target in place with a withering stare. The target loses all remaining actions that round and must make a successful Brains ATT check on 3d4 or lose all actions the following round as well. ATT Body.

Murderous Mitts: The character's fists are like deadly weapons. When not wielding any sort of weapon, the character deals 3 points of melee damage that ignore armor. ATT Brawn.

Signature Move: The character has a unique and particularly deadly attack that only he or she knows. Once per combat, adds +10 to the damage caused by a Basic Attack. If the target's Brawn is less than half of the original full score, the character adds half his or her current Brawn ATT to the damage. ATT: Brawn.

3.0: Traits

The following traits are not in the ROLF! core rule book.

Dumb: The character rolls 3d6 for Brain ATT checks instead of the usual 2d6. If faced with scenario situations or responding to Combat Maneuvers that trigger an ATT Brain check, the character rolls 4d6.

4.0: Pre-Generated Characters

The following characters are designed for use with the Battle Scenarios in Section 5.

DOCTOR FRANKENSTEIN (Male)

Brawn: 23; Body: 10; Brains: 6

Traits: Coldhearted, Egomaniac.

Combat Maneuvers: Basic Attack, Deflect, Double Strike, Dodge, Strategic Bleeding, Walk and Chew Gum.

Stuff Wielded: Revolver (Medium Ranged Weapon. Six shots. Deals 3 points of damage, ignores armor), Award Plaque (Small Melee Weapon. Deals 1 point of damage.)



Harvey Frankenstein, Monster-Maker

THE EX-WIFE OF FRANKENSTEIN (Female)

Brawn is 20; Body is 17; Brains is 6.

Traits: Busty, Short-tempered, Too Sexy For My Shirt

Combat Maneuvers: Basic Attack, Bitch Slap, Castrate, The Look, Seduce, Strike Pose.

Important Stuff Worn/Wielded: Sexy, easily torn gown (clothes). Crowbar (Medium Melee Weapon. Deals 2 points of damage).



Sarah Frankenstein, Jealous Ex-Wife

THE MONSTER OF FRANKENSTEIN (Male)

Brawn is 35; Body is 8; Brains is 4.

Traits: Dumb, Short Tempered

Combat Maneuvers: Basic Attack, Disarm, Furious Fists, Murderous Mitts

Important Stuff Worn/Wielded: Surgical Bandages and Hospital Gown (clothes).

Note: If Dr. Frankenstein successfully uses Walk and Chew Gum in the presence of the Monster, it immediately becomes completely calm. Any other combat maneuvers that cause him to stop fighting only last for two rounds,



Frankenstein's Monster

THE TEMP OF FRANKENSTEIN (Female)

Brawn 20, Body 16, Brains 5

Traits: Nimble

Combat Maneuvers: Blessed, Disembowel, Dodge, Knock Out, Murderous Mitts

Important Stuff Worn/Wielded: Nurse's Uniform with Short Skirt (clothes). Syringe (Small Melee Weapon. Deals 2 points of damage).



Nurse June, the Temp of Frankenstein

5.0: The Battle Scenario

The following three scenarios are linked and they can be played by a variable number of gamers.

The prelude to violence sees Nurse June quietly reading a romance novel at a make-shift nurse's station in a richly appointed sitting room, listening to the steady beeps of the monitors keeping track of the patient in the other room.

Suddenly, she hears crashing sounds from the patient's room and the monitors start squealing. She rushes into the room and sees a woman in a cocktail dress smashing the gear with a crowbar.

"Not only did he trade me in for this vile creature," she screams when she catches sight of June, "but he's already brought a hussy into our house!"

And with that she attacks June with the crowbar.

Sarah vs. June

The combat scenario begins in earnest with Sarah, the Ex-Wife of Frankenstein, trying to brain June, the Temp of Frankenstein, with a crowbar. Their fight lasts for three rounds, or until one of them is defeated.

On the fourth round, Frankenstein's Monster, awakened by the ruckus, does what comes naturally to monster and attacks the women.