PRE-MADE ROLE - PLAYING CHARACTER

POC PLAGUE

TM

ISSUE #7



PRE-MADE ROLE-PLAYING CHARACTER

INSTANT ENEMY DOC PLAGUE

INSTANT ENEMY
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TECHNICAL

Peter Saga PRESENTS:

INSTANT ENEMP!

DOC PLAGUE

CHARACTER PROFILE



REAL NAME: WILLIAM TULLFORD HEIGHT: 6'0" / 1.82 METERS

WEIGHT: 200 POUNDS / 90.7185 KG

CHARACTERISTICS

STAT	VALUE	POINTS	ROLL
STR	10	0	11-
DEX	10	0	11-
CON	10	0	11-
INT	10	0	11-
EGO	15	5	12-
PRE	20	10	13-
OCV	3	0	
DCV	3	0	
OMCV	3	0	
DMCV	3	0	
SPD	4	20	
PD	1	0	
ED	1	0	
REC	4	0	
END	20	0	
BODY	5	-5	
STUN	30	5	
POINTS		30	

POWERS

40 LANTERN OF NACHT O ENDURANCE (+1/2), OAF (-1)

MANIFESTS AS GHOSTLY SPIRITS

COMING FROM THE LANTERN

306 MENTAL BLAST

406 TELEPATHY, ONLY TO GET TO SURFACE THOUGHTS

LEVEL (-1/2) STR10 TELEKINESIS

60 ARMORED ROBES RESISTANT DEFENSE 10RPD.

10RED OAF (-1)

10 POINTS POWER DEFENSE (TRIPLE BASE COST DUE TO

TAKES NO STUN POWER)

POWERS OF PLAGUE

97 DELETERIOUS PRESENCE 306 DRAIN (ENDURANCE)

CONSTANT (+1/2), O ENDURANCE (+1/2), NO RANGE (-1/4), AOE RADIUS 4 METERS (+1/4), DELAYED RETURN 5 POINTS PER MINUTE (+1), PERSONAL IMMUNITY (+1/4)

POWERS (CONTINUED)

63 HISTOUCH

(ALL POWERS ARE O END (+1/2), NO RANGE (-1/2), RETURNS 5 POINTS PER

TURN

306 DRAIN (STRENGTH) (ALL POWERS IN THIS LINK ARE ALWAYS USED AT ONCE AT

FULL STRENGTH)

206 DRAIN (CONSTITUTION) LINKED TO

STRENGTH DRAIN (-1/2)

6D6 TRANSFORM (COSMETIC ONLY), ONLY TO MAKE CHANGES TO LOOK LIKE PLAGUE, DISEASE, BOILS, ETC, (-1/4), LINKED TO CONSTITUTION DRAIN (-1/2) (ONLY LASTS AS LONG AS THERE IS A DRAINED

CHARACTERISTIC)

105 DRAIN (BODY) LINKED TO

TRANSFORM (-1/2)

99 LIFE AS A GHOST

SMOKE \$ DUST LIFE SUPPORT (NO BREATHING, NO

SLEEPING, NO EATING, NO AGING)

BODILESS DOES NOT BLEED

BARELY THERE TAKES NO STUN (ONCE REDUCED TO O BODY TURNS INTO A CLOUD

OF SMOKE AND DUST)

POINTS

359

SKILLS

2 KS OCCULTISM 11-

2 PS MEDIEVAL STYLE MEDICINE 11-

2 KS PLAGUES, DISEASES

TALENTS

POINTS

6

COMPLICATIONS

- 15 DISTINCTIVE FEATURE STRANGE FEELINGS EMANATE FROM DR. PLAGUE. NOT CONCEALABLE
- 10 PSYCHOLOGICAL COMPLICATION DUTY TO THE EMERALD ONE, UNCOMMON, STRONG
- 20 WATCHED BY THE EMERALD ONE, MORE POWERFUL, NCI, VERY FREQUENTLY, WATCHING
- 20 HUNTED THE VOIVODE OF WALLACHIA, AS POWERFUL, NCI. FREQUENTLY
- 10 VULNERABILITY TO MAGIC BASED ATTACKS
 UNCOMMON, X2 STUN

(CONTINUED ON THE NEXT PAGE)

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TOTALS

CHARACTERISTICS 30
POWERS 359
SKILLS 6
TOTAL COST 395

BACK STORY

WILLIAM TULLFORD WAS BORN INTO AN EDUCATED FAMILY AT THE DAWN OF THE 18TH CENTURY. HIS PARENTS, BOTH MEDICAL PRACTITIONERS, WERE DULY DISAPPOINTED WHEN THEIR SON CHOSE TO DEVOTE HIMSELF TO STUDYING HISTORY. HOWEVER, YOUNG WILLIAM COULD NOT ESCAPE HIS PARENT'S INFLUENCE, AND HE SOON FOUND HIMSELF ENROLLED AT THE UNIVERSITY OF HALLE STUDYING MEDICINE. HIS STUDIES OF THE PAST AND OTHER MORE ARCANE PURSUITS RELEGATED TO A HOBBY.

WITH A SEVERE OUTBREAK OF SICKNESS ERUPTING IN THE BALKANS, DR. TULLFORD WAS DISPATCHED TO AID AND COMFORT THE VICTIMS. HIS SERIOUS SHORTCOMINGS AND LACK OF TEMPERAMENT BECAME QUICKLY APPARENT TO HIS FELLOW CAREGIVERS. WILLIAM WAS PUSHED ASIDE TO CARE FOR THE DYING WHERE HE COULD DO LITTLE HARM. SURROUNDED BY DEATH IN WHAT WOULD BECOME KNOWN AS THE GREAT PLAGUE OF 1738, WILLIAM WENT SLOWLY, SILENTLY, INEXORABLY INSANE. HIS ONLY SOLACE WAS THE UNIQUE HISTORIES OF TIMIŞOARA WHERE HE LIVED AND THE STARK BEAUTY OF THE SOUTHERN TRANSYLVANIAN COUNTRYSIDE.

When the signs of plague erupted on William's body, he began to panic. His medical knowledge was inferior, so he turned to ancient studies of death. He learned to call up the spirits of the recently deceased and interrogate them. He brewed various elixirs and philters all to little reward. While distilling botanicals, including wormwood and other medicinal and culinary herbs, following a French formula William was visited by a green fairy of exceptional knowledge. This emerald spirit showed him how to harness the power of death and let go of his mortal remains.

BECOMING THE EMBODIMENT OF PLAGUE, WILLIAM TULLFORD DONNED HIS PROPHYLACTIC ROBES ONCE MORE; BUT THIS TIME, HE SPREAD DEATH AND DISEASE AT THE BEHEST OF HIS JADE PATRON. THOUGH HE ONCE SOUGHT COUNCIL FROM THE RECENTLY DEPARTED, NOW HE BOUND THEM TO HIS SERVICE. IT HAD TAKEN ONLY A FEW YEARS BEFORE THE LOCAL COMMUNITIES DENOUNCED HIS ACTIVITIES, AND THE VOIVODE OF WALLACHIA ENDED HIS REIGN OF TERROR.

HE HAS BEEN ROUSED FROM HIS TORPOR MANY TIMES AT THE BEHEST OF HIS GREEN MASTER OVER THE YEARS. HIS CORPOREAL BODY HAVING LONG SINCE PASSED INTO DUST AND EPHEMERA, ONLY WHEN DRESSED IN HIS MEDICAL ROBES CAN WILLIAM FIND PHYSICAL FORM. HE IS UNSURE WHAT PURPOSE HE SERVES ANYMORE BUT KNOWS THIS NEW WORLD HAS LITTLE APPRECIATION FOR THE PAST, SUFFERING, AND THE DEATH THAT NOW WALKS AMONG THEM AS DR. PLAGUE.

TACTICS

DR. Plague is often hindered by his lack of a physical form and so has taken great pains to rebuild and reinforce his robes in many mystical and scientific ways. His new uniform is durable and armored since its destruction results in his sublimation. If the outfit he wears is destroyed or he is removed from it, he is nothing but a bit of smoke and dust on the wind and can be contained by mere arcane procedures.

DR. Plague is often seen wielding the Lantern of Nacht which has become the focus for many of his necromantic powers. It is through this lantern he has enslaved some spirits to aid him and carry out his bidding. The lantern is not the source of his more horrific abilities, but Dr. Plague will often play up its importance to draw the fight closer to him.

(CONTINUED ON THE NEXT PAGE)



TACTICS

MERELY BEING WITHIN A FEW FEET OF DR. PLAGUE IS ENOUGH TO BEGIN TO FEEL THE DELETERIOUS EFFECTS OF HIS DISEASES. FATIGUE QUICKLY OVERWHELMS A VICTIM AND SETS THEM UP FOR HIS SINISTER FOLLOW-UP. AT HIS TOUCH, DR. PLAGUE IS CAPABLE OF ROBBING A TARGET OF THEIR STRENGTH, VITALITY, EVEN THEIR ABILITY TO RECOVER FROM HIS DEBILITATING MINISTRATIONS.

HE IS UNABLE TO OBFUSCATE HIS IDENTITY AND THUS FINDS IT DIFFICULT TO ENGAGE MANY HEROES. HE USES THREATS AND TAUNTS TO LURE ADVERSARIES CLOSER WHERE HE CAN PROCEED TO DISPATCH THEM. KNOWING HE IS VULNERABLE TO RANGED ATTACKS, DR. PLAGUE WILL OFTEN DO HIS BEST TO ATTACK INDOORS OR BY THICK COVER.

PLOT HOOKS

TIME OUT OF TIME

WILLIAM TULLFORD HAD A DEEP APPRECIATION FOR HISTORY BEFORE FATE CHOSE A DIFFERENT PATH FOR HIM. IT WAS STARTLING TO HIM WHEN HE FIRST SAW KATHERINE VAN WEIL. THOUGH A MODERN FAMOUS SINGER, SHE WAS THE EMBODIMENT OF GIOVANNA TORNABUONI FROM DOMENICO GHIRLANDAIO'S PORTRAIT. DR. PLAGUE'S OBSESSION WITH THE MEDIA STAR SWINGS FROM ADORATION TO HOMICIDAL MANIA. WHEN ON TOUR, KATHERINE ALERTS LOCAL SUPERS TO THE THREAT. SHE HAS BEEN FORTUNATE SO FAR.

THE VOIVODE OF WALLACHIA

THE INSULTS VISITED UPON DR. PLAGUE SO LONG AGO IN THE BALKANS HAVE NOT BEEN FORGOTTEN. WHEN THE DESCENDANT OF HIS OLD ENEMY APPEARS IN THE CITY, DR. PLAGUE BEGINS TO ENACT HIS VENGEANCE. FRAMING THE YOUNG MAN FOR CRIMES AND HARMING THOSE WHO WOULD HELP, DR. PLAGUE BEGINS TO DESTROY THE COUNT'S LIFE. FOLLOWING THE TRAIL OF EXSANGUINATION VICTIMS, THE HEROES ARE CAUGHT IN A FACE-OFF BETWEEN THE CARRIER OF DEATH AND ONE WHO WEARS THE CROWN OF UNDEATH.

THE RETURN OF OBERON

THE JADE FAIRY HAS RETURNED TO DR. PLAGUE AND TASKED HIM WITH THE RECOVERY OF ANCIENT ARTIFACTS OF UNUSUAL DESIGN. SOME OBJECTS ART: STATUES, JEWELRY, EVEN LITERARY WORKS ALL SEEM TO SHARE SOME HISTORY WITH A POWERFUL ENTITY KNOWN AS THE EMERALD ONE*. AS DR. PLAGUE GATHERS THE KEYS TO UNLEASHING HIS MASTER'S POWER UPON THE WORLD, THE HEROES HAVE TO FIND AND STOP THE MAD DOCTOR.

* SEE INSTANT ENEMY #5 FOR MORE INFORMATION ON THE EMERALD ONE.

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