

# - PLAGUE DOCTOR -

## DESCRIPTION

The carrion-crow mask of the Plague Doctor sends a clear message to all that see it: 'Mórr walks the streets!' When there is an outbreak of disease, authorities turn to the Plague

Doctors to eradicate it. When on business, they wear a distinctive costume that serves two purposes:

protection and warning. The decorated

mask, which represents Mórr

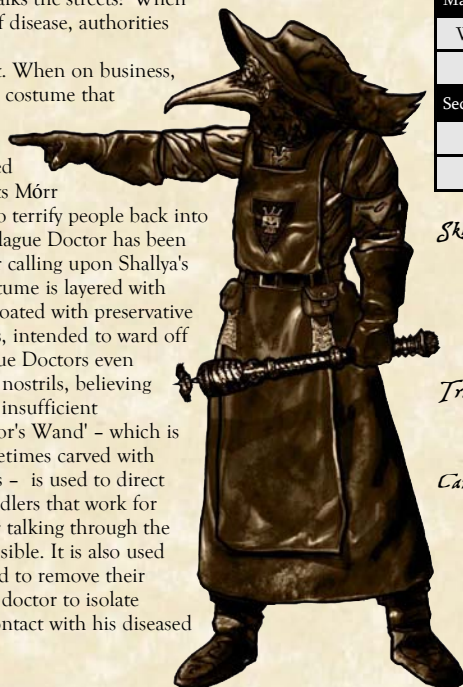
Himself, is designed to terrify people back into their homes; for if a Plague Doctor has been called, it is too late for calling upon Shallya's mercy. The sealed costume is layered with

medicinal herbs and liqueurs, intended to ward off contagion. Some Plague Doctors even stuff their mouth and nostrils, believing

their herb-filled beaks insufficient protection. The 'Doctor's Wand' - which is

sometimes plain, sometimes carved with skulls, crows and roses - is used to direct the many Corpse Handlers that work for the Plague Doctor, for talking through the

masks is almost impossible. It is also used to beat off patients and to remove their clothing, allowing the doctor to isolate himself from direct contact with his diseased charges.



## - Plague Doctor Advance Scheme -

### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
-	-	+5%	+15%	+10%	+25%	+25%	-

### Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+4	-	-	-	-	-	-

**Skills:** Command, Heal, Intimidate, Perception, Prepare Poison, Read/Write, Search, Secret Language (Guild Tongue), Speak Language (Classical), Trade (Apothecary or Herbalist)

**Talents:** Coolheaded, Hardy or Very Resilient, Resistance to Disease, Surgery

**Trappings:** Doctor's Wand (Best Craftsmanship Basic Weapon), Book of Diseases, Plague Doctor's Sealed Costume, d10 Jars of Herbs, Medicines or Unguents

**Career Entries:** Barber-Surgeon, Corpse Handler, Physician, Scholar, Student

**Career Exits:** Guild Master, Initiate (Mórr), Interrogator, Physician, Scholar