

# THE PLAGUE DOCTOR

**CLASSIFICATION:** Hybrid (Rogue/Mage)

**INSPIRATION:** Original (with hints of *Darkest Dungeon*)

A masked healer of plagues that drifts like a phantom from place to place. They walk on the border of life and death, working tirelessly to rid the world of disease.

## RECOMMENDED ATTRIBUTES:

Strength	0	Agility	3	Influence	2
Wits	3	Arcane	0	Luck	1

The Plague Doctor is inspired by the physicians of the Bubonic Plague while taking some visual inspiration from the *Darkest Dungeon* aesthetic. They are a Rogue-type class that focuses on stealth, nighttime activities, and switching between support or Harm skills.

The Plague Doctors existed prior to the Day of Beasts. However, their craft expanded and gained a resurgence of followers in light of many of the new arcane diseases that spread through the land. The Plague Doctors utilize traditional science without any reference to mystical arts in order to treat patients. Plague Doctors are loyal to their craft above all else, any other alliances are always secondary in nature. Some even say there is a secret society of Plague Doctors dedicated to sharing knowledge and advancing the field as a whole.

Plague Doctors are of mixed repute. Though they are healers, they are also unafraid of breaching ethics to further the science. For every Plague Doctor healing a broken limb, there is another digging up graves and mutilating corpses on the battlefield for research. Ever since the Day of Beast, the Plague Doctors have been regarded as a mysterious force. Despite each having their own motivations, they appear as an unconscious singularity of aid. There are many mutterings around the true nature of these beings. No one has ever truly seen under the mask of a Plague Doctor. Nobody can be certain just what sort of being is beneath the outfit.

It is not known for certain whether or not Plague Doctors are truly human. Rumors have told of horrifying truths resting beneath the masks of these doctors. Some Plague Doctors are simply humans who prefer to keep to themselves while others are full-blown spirits of medicine manifesting in physical form. One can never be certain what a Plague Doctor's origin truly is, except for the Plague Doctor themselves. Regardless of the Player's choice, many people in the world will treat them with reverence as well as a tinge of fear and skepticism.

For GMs Plague Doctors add an element of mystery Party dynamic. In addition Plague Doctors make great antagonists, with powerful Moves that can make easy escapes or entrances into dangerous situations. They're capable of creating substantial threats with little danger to themselves. They're also a great tool for dissecting some of the darker aspects of the world, as Plague Doctors are regularly face to face with the horrors that are inflicted on the common folk. After all, the only thing more brutal than the battle is the wounds left behind.



## PLAY THIS CLASS IF YOU...

- ...wish to take a more scientific view on Monsters and magic.
- ...enjoy being a healer and a support.
- ...letting your imagination run wild and brew unique potions and medicines.
- ...like being a mysterious entity within the Party.



# THE PLAGUE DOCTOR

*In a world of Monsters and Magic, I am the healer, I am the cure. When I put this mask on I no longer am human—I simply exist to purge this world of illness and malcontent.*

NAME: <input style="width: 90%;" type="text"/>	EXPERIENCE <input style="width: 20px;" type="text"/>	MASTERY <input style="width: 20px;" type="text"/>
<b>ATTRIBUTES</b>		
STRENGTH <input style="width: 20px;" type="text"/>	AGILITY <input style="width: 20px;" type="text"/>	INFLUENCE <input style="width: 20px;" type="text"/>
WITS <input style="width: 20px;" type="text"/>	ARCANE <input style="width: 20px;" type="text"/>	LUCK <input style="width: 20px;" type="text"/>
HEALTH <input style="width: 20px;" type="text"/>	ARMOR <input style="width: 20px;" type="text"/>	EVASION <input style="width: 20px;" type="text"/>
<b>BATTLE TRACKER</b>		
Current Health <input style="width: 100px;" type="text"/>	Max Health <input style="width: 100px;" type="text"/>	Luck Points <input style="width: 40px;" type="text"/>
		Haunt Points <input style="width: 40px;" type="text"/>
Ongoing Effects <input style="width: 100%;" type="text"/>		



<b>LIFE BEFORE...</b>	<b>LIFE NOW...</b>
<p>[ ] I lived a normal life until I saw a terrible plague or a bloody war sweep through my home.</p> <p>[ ] I avoided the sick like most others until the money became too important to ignore.</p> <p>[ ] I lived stricken with a debilitating disease, until one day a masked man came and cured me.</p> <p>[ ] I died at the claws of a fatal disease, but my spirit lives on, following disease wherever it spreads.</p> <p>[ ] _____</p>	<p>[ ] I have thrown my all into the study of medicine, whether to keep myself safe or to aid others.</p> <p>[ ] I have made a pact with greater forces than myself, which allow me to do more than I normally could.</p> <p>[ ] I have not only been cured, but made better than most. It is my duty to share this gift with others.</p> <p>[ ] I have lived many lives, always pushing forward until the day I am finally needed no more.</p> <p>[ ] _____</p>

**STARTING MOVE**

[ ] **Medical Professional:** You have learned everything you can about anatomy and medicine, being able to identify Diseases and illnesses in all their esoteric strains across the land. You can collect fluids from any sick person (blood, piss, pus, etc) and determine exactly the source of the disease or affliction if you know of the source. If you don't, you will be able to discern whether a plant, spell, person, or Monster caused it. Once per week, you can spend the whole day performing surgery on yourself or a patient to Heal 1d6 **Heavy Injuries**. With your understanding of Science you can apply this knowledge to Magic, allowing you to use **Wits** on any **Arcane Task**.

*Quirk:* You are draped head to toe in protective gear. No one knows your identity unless you put down the mask, and those who *do* know what hides underneath are very, very few. Those who don't know you personally believe that you aren't even human underneath, but some kind of frightening and benevolent specter... and you might just be.

**MEDICINES & SERUMS**

Whether in the peace of a laboratory or with nothing but a mortar and pestle in the wilderness, you can also practice medicine *off* the battlefield. The serums you concoct require materials from certain monsters or plants to create the desired effects but can create unique Consumables in Danger Time. Perform a *Craft Task* to craft medicine; here are some ideas for their effects and the time investment they require.

- Heal 1d6 Light Injuries - Takes 1 day to make
- Removes Status Effect - Takes 1 day to make
- Heal 1d4 Light Injuries and +1 Harm Reduction - Takes 2 days to make
- Cure 1 Heavy Injury - Takes 3 days to make
- Remove a Disease - Takes 3 days to make
- Increase Casting Range on range tags by 10 ft - Takes 4 days to make
- Increase Movement Speed by 10ft for 1 fight - Takes 4 days to make
- Cure a powerful or rare disease - Takes 1 week to make

You may make medicine in batches, including different types, so long as they have the same preparation time. Work with your GM to determine what kinds of effects you can produce, and the time and materials needed to do so.

Create Your Own:

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_



## BASIC MOVES (Start with either Injection or Deft Hands, then pick 1)

[ ] **Injection:** You concoct a serum that can cause a variety of effects. Perform a **Craft Task**. On a roll of:

- 8 - 10, hold 1.
- 11+, hold 3
- On a Miss, hold 1 and deal 1d4 true Harm to the patient.

Spend your holds on the following effects (you cannot choose the same effect twice):

- Heal 1d4 Light Injuries
- Reduce the next attack on you by 2 Harm
- +1 Forward
- Move **Into Position** as a **Quick Action**
- Give +1 Evasion for a turn

[ ] **Inspection:** You can assess a patient at a glance. If you can see a Target clearly, you may perform an **Analyze Task**. On a roll of:

- 8 - 10, hold 1.
- 11 - 12, hold 2,
- 13+, hold 3.
- On a Miss, all Hunters get -1 Forward against the Target.

Use these holds to gain the following benefits:

- See the Target's Health.
- All Hunters get +1 Forward against the Target.
- All Hunters get +1 Evasion against the Target until the beginning of your next turn

[ ] **Combat Medic:** You are the first line of life-saving care; either through a reckless willingness to experiment or through extensive triage experience, you can heal allies during Danger Time as a **Quick Action**. Perform a **Finesse Task**. On a roll of:

- 8 - 10, heal a Target patient for 1d6.
- 11 - 12, heal them for 1d6+2.
- 13+, heal for 1d6+2 as a **Free Action** (you cannot perform this action for free more than once per turn)
- On a Miss, deal 1d6 Harm.

[ ] **Deft Hands:** This Move allows you to use **Agility** on One-Handed **Melee Attacks** as long as they have the **Discreet** or **Tool** Tag. Additionally, when wielding a single one-handed Weapon, you may add one of the following Tags to that weapon at the beginning of your turn:

- **Precise**
- **Pierce**
- **Plague**
- **Serrated**

These tags last until the beginning of your next turn; multiple instances of one Tag do not stack.

[ ] **Night Shift:** A doctor is always on call, and your adaptation to long hours and interrupted sleep keeps you ready for anything while others rest. At night, you gain +1 to **Analyze, Investigate, Position** and **Finesse Tasks** as well as +2 Harm to all attacks.

[ ] **Butcher:** Surgery isn't always glamorous. A thorough understanding of anatomy allows you to cut away the infection with prejudice. Any Weapon you wield with the **Serrated** or **Tool** Tag gains +2 Harm. If you are attacking a Target that has a Status Effect (**Burning, Bleeding, Blinded, Staggered**, etc), you gain +4 Harm instead; If the Status Effect is **Severe**, +6 Harm.

[ ] **Blood Doctor:** You studied a taboo form of medicine that allows you to imbue others with special powers via Blood injections. If you gather Blood from a Monster, you can craft serums that give patients +2 Max health and make them immune to one effect of that Monster for 1 Day. Each patient can only have 1 serum active, and each serum can only negate 1 effect inflicted by that Monster. It takes a Day to create 1 Serum.

[ ] **Spying From the Shadows:** You are attuned to the shadows, and can see through them as an extension of yourself. While at **Base Camp**, if the Monster has been adequately scouted, you can perform an Arcane Task to spy on it. On a roll of:

- 8 - 10, learn 1 unique buff or Move it gets when in **Nightmare** form.
- 11+, in addition, all allies gain +1 to **Position Tasks** against the Monster when it's in its **Nightmare** form.
- On a Miss, the Monster senses your presence and learns something about you.

## ADVANCED MOVES

[ ] **Plague Bomb:** You have kept samples of many diseases for academic purposes, and the time has come to go from theory to application. You can spend a Day to create a Consumable *Plague Bomb* with the **Close** and **Area** Tags. The gas from this *Bomb* will persist for the rest of the Battle, and anyone entering or ending their turn in the gas must perform a **Strength Task**. On a roll of:

- 8 - 10, they are afflicted by your Disease.
- 11+, they resist its effects.
- On a Miss, they are afflicted and have their Harm Reduction set to 0 until all Disease **Statuses** are removed.

Successive attempts cause a stacking -1 penalty to this roll. You may spend an additional Day to add an extra Disease **Status** from among **Atrophy, Sluggish, Disoriented, Aphasia, or Forgetful**.

[ ] **From the Shadows they came:** You have a reputation of being mysterious, and coming and going in an instant. If you are in a shadow, and no one can *clearly* see you, disappear and reappear in a shadow within your line of sight. This can be used to appear inside of buildings or structures as long as it is not locked or protected magically.

## OTHER MOVES (Moves picked from another Playbook)

[ ]

[ ]

[ ]



## IMPROVEMENTS

### BASIC IMPROVEMENTS

- [ ] Allocate 2 Attribute points (Max 3)
- [ ] Allocate 2 Attribute points (Max 3)
- [ ] +1 Move from your Playbook
- [ ] +1 Move from your Playbook
- [ ] +1 Move from your Playbook
- [ ] +1 Move from another Playbook
- [ ] +1 Move from another Playbook
- [ ] Gain Mastery in 2 **Innate Tasks**
- [ ] Gain Mastery in 2 **Innate Tasks**
- [ ] Add a flat 2 to *all* Healing

### ADVANCED IMPROVEMENTS

- [ ] Allocate 2 Attribute points (Max 4)
- [ ] Gain Mastery for healing actions
- [ ] +1 Advanced Move from your Playbook
- [ ] +1 Advanced Move from your Playbook
- [ ] +1 Advanced Move from another Playbook
- [ ] Change Weekly Healing to a d8
- [ ] Hang up the Mask (Change Hunter Type)
- [ ] Retire this Hunter to safety (Makes NPC)
- [ ] Disappear without a trace or sign of existence (Removes Hunter)

## INVENTORY

### BACKPACK

Write down any Items you are carrying on your person.

### STORAGE

Write down any Items that are stored in a safe location (house, ship, guild, etc)

## NOTES

## HUNTER RELATIONS

This is a list of ways you might know other Hunters (Players) before your adventures. As a group choose 1 Hunter to start, and give everyone a turn to discuss with that Hunter how they know each other. Here is a list of Suggestions:

- They happened to be tracking the same Monster you were hunting. Ask/tell them what that Monster was.
- They were stricken by a strange disease that you were able to cure. Ask/tell them what this disease was.
- They lost a loved one to illness, and were inspired to help when they saw you fighting disease.
- They are someone you grew up with, but you lost touch at some point. Discuss why this happened.
- They were someone who swore they saw you die, and yet you live. Ask/tell them what they saw.
- They saw your name at a graveyard once and remembered it. Discuss why they are interested in you.
- They have been following the mysterious circumstances of your success as a Doctor. Ask/tell them what they know.
- They are one of few that have seen under the mask. Discuss exactly what they saw and how they felt about it.

## EQUIPMENT

### WEAPONS

- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_

### STARTING WEAPON (CHOOSE 1):

**Dagger** - d6, discreet, intimate, tool, fast, awkward

**Baton** - d6, discreet, hand

**Hatchet** - d6, hand, close, tool

**Hand Saw** - d6, hand, tool, serrated, awkward

### ARMOR & TOOLS

- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_
- [ ] \_\_\_\_\_

### STARTING ARMOR (CHOOSE 1):

**Plague Uniform** (1 Armor)

**Layered Clothes** (1 Health)

### STARTING TOOLS (CHOOSE 2):

**Lantern** - discreet, fire

**Bell** - discreet, loud

**Chalk** - Draw rituals onto surfaces

**Whetstone** - +1 Harm on Weapons

**Shadow Glove** - Adds "Shadow" to Spells.

**Medical Kit** - d4, Finesse Task, on a miss deal Harm, on 13+ increase heal by 2.

**Potion Kit** - Arcane Task to remove Status, on a miss make Status Severe.