

ROGUES GALLERY: PANDEMIC



**MUTANTS &
MASTERMINDS**
THIRD EDITION

PANDEMIC

REAL NAME: Formerly Dr. Josh Harrington
OCCUPATION: Plague Zombie, Formerly Research Pathologist
BASE: Emerald City

Dr. Josh Harrington was an Emerald City research pathologist tasked with eliminating the threat posed to humanity by super bugs. Dr. Harrington believed that the answer to a disease-free future could be found by studying extraterrestrial DNA harvested from super-powered volunteers. Confident that he was on the verge of a breakthrough and threatened with the closure of his project, he injected an array of dangerous bacteria into alien cells and the results were catastrophic. The bacteria absorbed the alien DNA and began to replicate itself at an astonishing rate. Dr. Harrington's protective gear was overwhelmed by the microbes, and before he could decontaminate himself,

succumbed to the disease. Unfortunately, that wasn't the end for Dr. Harrington. The alien DNA granted a malevolent sentience to the bacteria; the augmented cells latched onto his nervous system, reanimating the doctor's body then dragging itself out of the research facility.

Using the doctor's corpse, the bacteria escaped into the city and entered the sewers where it explored and learned about its environment and existence. It warped Dr. Harrington's body, bloating and scarring his body beyond recognition to create a home for itself. The bacteria reproduced at an unprecedented rate, filling its new home to the brim with all manner of contaminants. In a matter of days, the creature that would become known as Pandemic was ready to spread its pathogens. Pandemic was able to access Harrington's memories and the bacteria realized that Dr. Harrington and people like him wanted to eliminate all diseases across the world. Faced with the threat of extinction and terrified for its survival, Pandemic formulated a plan: it would infect everyone in the world, until it was safe.

With access to Harrington's expertise as a research pathologist, Pandemic devised experiments to increase how contagious and potent it was. The creature started small, working on the vermin of Emerald City. It dunked portions of itself into water, allowed rats to feast on its putrid flesh, and coughed and sneezed onto birds and other creatures to spread diseases and adapt quickly.

Pandemic learned that it could harness multiple diseases to affect its hosts in diverse ways. It had diseases of the brain that could turn creatures into its unwilling slaves. It had infections of the body that could sap a person's strength or eat the flesh off their bones. Most dangerous of all, though, was the fact that once a creature was infected it would spread the bacteria to whomever it came into contact, allowing Pandemic to do massive amounts of damage in a short amount of time. Now that it has mastered its powers, Pandemic is ready to infect the world.

PERSONALITY

As a plague-ridden zombie, Pandemic isn't particularly talkative. It marches on in silence, viewing every living thing as real estate for its

GM DISCRETION IS ADVISED

Pandemic's power set opens a number of possibilities that not all groups will be comfortable with. His diseases can spread from the heroes to members of their supporting cast, causing serious damage to a hero's personal life. Some of his attacks are described as flesh-eating, which could potentially disfigure heroes that come into contact with him—unless the PCs have access to healing or you assume heroes can heal up with no lasting effects. Be sure to communicate with the players and establish the tone of the game before inflicting such complications upon them.



PANDEMIC

PL10

STR	STA	AGL	DEX	FGT	INT	AWE	PRE
6	-	2	2	2	1	1	2

POWERS

Bloated Form: Density Growth 3, Innate, Permanent • 7 points

Inhuman Physiology: Protection 10 • 10 points

Plague Zombie: Immunity 60 (Fortitude Effects, Life Support, Will Effects) • 60 points

Sickness: Array (30 points)

- **Festering Aura:** Burst Area Progressive Contagious Affliction 10 (Resisted and Overcome by Fortitude; Impaired, Disabled, Incapacitated), Limited: Organic creatures only, Fades • 30 points
- **Plague Touch:** Progressive Contagious Weaken 11 (Resisted by Fortitude), Broad: Physical Abilities, Precise, Distracting, Limited: Organic creatures only, Fades • 1 point
- **Delirium:** Cumulative Contagious Affliction 10 (Resisted and Overcome by Will; Dazed, Compelled, Controlled), Limited: Organic creatures only, Fades • 1 point
- **Wave of Exhaustion:** Burst Area Progressive Contagious Affliction 10 (Resisted and Overcome by Fortitude; Fatigued, Exhausted, Asleep), Limited: Organic creatures only, Fades • 1 point

Touch of Rot: Aura Damage 8 (When contact is made) • 32 points

bacteria. Pandemic isn't dumb though, Harrington's intelligence occasionally shines through. Pandemic is an excellent problem solver and is innately curious about life forms it's never encountered before. It analyzes variables in any situation before proceeding and always follows the path of least resistance.

POWERS & ABILITIES

Pandemic is the master of disease and can ravage his enemies' bodies in a variety of ways. He can spread himself into the mind of his enemies, forcing them to act against their wills. He also uses a number of contagions that cause physical ailments, from weakness, to drowsiness, and he can even shut down major organs. His powers are also contagious, which makes his enemies as dangerous to each other as he is. Pandemic is a slow and lumbering opponent, but he is far from defenseless. His bloated and scab-riddled body is almost impervious to harm. His bacterial form also makes him immune to most conventional attacks and anyone who puts their hands on him is affected by a fast-acting, flesh-eating bacteria.

Note that Pandemic's Sickness array powers all have the Fades flaw. Instead of lowering a rank each time the power is used, it loses a rank when it spreads via the Contagious extra, so it's easier to resist the further it spreads.

ENEMIES

In addition to the CDC and heroes all over the world, Pandemic has drawn the ire of Pack-Rat and his gang of Rats in the Wall. Pack-Rat objects to Pandemic's experiments on the vermin of Emerald City's and the two have come to blows over their shared sewer environment.

SKILLS

Close Combat: Sickness 7 (+9), Close Combat: Touch of Rot 10 (+12), Expertise: Disease 6 (+7), Intimidation 8 (+10)

ADVANTAGES

All-out Attack, Diehard, Startle

OFFENSE

INITIATIVE +2

Delirium +9	Closed, Cumulative Contagious Affliction 10, Will DC 20
Festering Aura —	Close, Burst Area Progressive Contagious Affliction 10, Fort. DC 20
Plague Touch +9	Close, Progressive Contagious Weaken 11 Physical Abilities, Fort. DC 21
Touch of Rot +12	Close, Reaction Damage 8
Wave of Exhaustion —	Close, Burst Area Progressive Contagious Affliction 10, Fort. DC 20
Unarmed +12	Close, Damage 6

DEFENSE

DODGE	5	FORTITUDE	Immune
PARRY	5	TOUGHNESS	13
WILL	Immune		

POWER POINTS

ABILITIES	16	SKILLS	16
POWERS	136	DEFENSES	6
ADVANTAGES	3	TOTAL	177

COMPLICATIONS

Monstrous: Pandemic has a terrifying, bloated body covered in festering sores and oozing pustules. It doesn't smell the greatest either.

Motivation—Survival: Pandemic knows that the people of Earth will stop at nothing until bacteria like it are wiped from existence. It's going to get them first.

Weakness: Pandemic's bacteria are held in harmony by a mental link to the main host. The diseases lose potency as they spread from victim to victim until they are easily overcome by average immune systems. Pandemic's neural link can be blocked by mental powers which stuns him in addition to weakening the effectiveness of his pathogens.

HOOKS

Sick Day: One of the heroes wakes up feeling under the weather. Usually that would just mean taking it easy on patrol and kicking back with lots of fluids and chicken soup, but this particular day marks the next appearance of Pandemic. The hero's cold isn't actually related to Pandemic, but his teammates can't know that for sure...

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