

- PLAGUE DOCTOR -

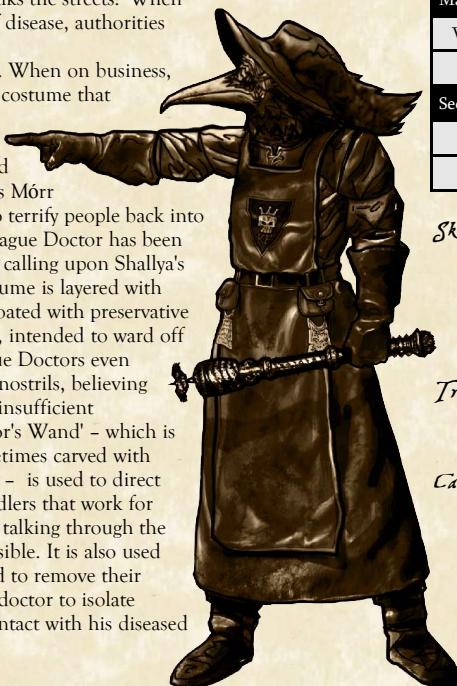
DESCRIPTION

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 coated with preservative unguents 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