

# 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 de-contaminate 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)

- Fester 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                 |
| Fester 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...

# CREDITS & LICENSE

## MUTANTS & MASTERMINDS ROGUES GALLERY #9: PANDEMIC

**Design and Writing:** Alexander Thomas

**Editing and Development:** Jon Leitheusser

**Art Direction and Graphic Design:** Hal Mangold

**Interior Art:** Jason Reeves

**Publisher:** Chris Pramas

**Green Ronin Staff:** Joe Carriger, Steve Kenson, Jon Leitheusser, Nicole Lindroos, Hal Mangold, Chris Pramas, Donna Prior, Evan Sass, Marc Schmalz, Owen K.C. Stephens, and Barry Wilson

*Mutants & Masterminds Rogues Gallery #9: Pandemic* is © 2015 Green Ronin Publishing, LLC. All rights reserved. References to other copyrighted material in no way constitute a challenge to the respective copyright holders of that material. Mutants & Masterminds, Super-powered by

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that You Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

M&M, Green Ronin, and their associated logos are trademarks of Green Ronin Publishing, LLC.

The following is designated as Product Identity, in accordance with Section 1(e) of the Open Game License, Version 1.0a: hero points, power points. All characters and their associated images, descriptions, backgrounds, and related information are declared Product Identity.

The following text is Open Gaming Content: all game system rules and material not previously declared Product Identity.

### Green Ronin Publishing

3815 S. Othello St., Suite 100 #304

Seattle, WA 98118

**Email:** [custserv@greenronin.com](mailto:custserv@greenronin.com)

**Web Sites:** [www.greenronin.com](http://www.greenronin.com)  
[www.mutantsandmasterminds.com](http://www.mutantsandmasterminds.com)



**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

*System Reference Document*, Copyright 2000, Wizards of the Coast, Inc., Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

*Modern System Reference Document*, Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Red-man, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

*Mutants & Masterminds*, Copyright 2002, Green Ronin Publishing; Author Steve Kenson.

*Advanced Player's Manual*, Copyright 2005, Green Ronin Publishing, LLC; Author Skip Williams.

*Silver Age Sentinels d20*, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble.

*Freedom City*, Copyright 2003, Green Ronin Publishing; Author: Steve Kenson

*Mutants & Masterminds, Second Edition*, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

*Freedom City, Second Edition*, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson.

*DC Adventures Hero's Handbook*, Copyright 2010, Green Ronin Publishing, LLC; Author Steve Kenson.

*Mutants & Masterminds Hero's Handbook*, Copyright 2011, Green Ronin Publishing, LLC; Author Steve Kenson.

*Mutants & Masterminds Rogues Gallery #9: Pandemic*, Copyright 2015, Green Ronin Publishing, LLC; Author Alexander Thomas.