

PRE-MADE ROLE-PLAYING CHARACTER

# INSTANT ENEMY™

ISSUE #1

DUKE DEDRAKON



 **HERO**  
SYSTEM  
SIXTH EDITION

*PRE-MADE ROLE-PLAYING CHARACTER*

# INSTANT ENEMY™

## *DUKE DEDRAKON*

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Duke Dedrakon  
Real Name: Markus Kurkan  
Height: 6'11" (2.1082 m)  
Weight: 375 lbs. (171kg)



| Val | Char | Cost | Roll | Notes                            |
|-----|------|------|------|----------------------------------|
| 40  | STR  | 30   | 17-  | Lift 6400 kg; 8d6 HTH Damage [4] |
| 20  | DEX  | 20   | 13-  |                                  |
| 30  | CON  | 20   | 15-  |                                  |
| 13  | INT  | 3    | 12-  | PER Roll 12-                     |
| 15  | EGO  | 5    | 12-  |                                  |
| 25  | PRE  | 15   | 14-  | PRE Attack: 5d6                  |
| 8   | OCV  | 25   |      |                                  |
| 8   | DCV  | 25   |      |                                  |
| 3   | OMCV | 0    |      |                                  |
| 5   | DMCV | 6    |      |                                  |
| 4   | SPD  | 20   |      | Phases: 3, 6, 9, 12              |
| 33  | PD   | 16   |      | Total: 33 PD (15 rPD)            |
| 33  | ED   | 16   |      | Total: 33 ED (15 rED)            |
| 20  | REC  | 16   |      |                                  |
| 70  | END  | 10   |      |                                  |
| 15  | BODY | 5    |      |                                  |
| 65  | STUN | 23   |      | Total Characteristic Cost: 255   |

**Movement:** Running: 16m  
Leaping: 34m  
Swimming: 4m

## Cost Powers

|    |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 44 | <i>Super-Tough Physique:</i> +15 PD/+15 ED, Resistant (+½)                                                                                                                                                                                                                                                                                                                                                                                                                           |
| 12 | <i>Aura of Cold:</i> Change Environment (-3 Temperature Level Adjustment), Area Of Effect (2m Radius; +¼), Persistent (+¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½), Uncontrolled (+½); Always On (-½), No Range (-½)                                                                                                                                                                                                                                                  |
| 33 | <i>Aura Of Cold:</i> Blast 6d6, Area Of Effect (personal Surface — Damage Shield; +¼), Persistent (+¼), Reduced Endurance (0 END; +½), Constant (+½); Always On(-½), No Range (-½), No Knockback (-¼)                                                                                                                                                                                                                                                                                |
| 28 | <i>Strength-Sapping Cold:</i> Drain STR 4d6; No Range (-½), Extra Time (Full Phase, -½), Must Follow Grab (-½), Unified Power (-¼) <b>plus</b> Aid STR 4d6 (standard effect: same result on dice as on the Drain roll), Trigger (when using Drain, activating the Trigger takes no time, Trigger resets automatically, immediately after it activates; +1); Only to Aid Self (-1), Must Follow Grab (-½), Extra Time (Full Phase, -½), Linked (Drain; -¼), Unified Power (-¼), END 9 |
| 30 | <i>Strength-Based Abilities:</i> Multipower, 30-point reserve                                                                                                                                                                                                                                                                                                                                                                                                                        |
| 1f | 1) <i>Agile Haymaker:</i> HA +4d6; Extra Time (Extra Segment, -½), Hand-To-Hand Attack (-¼), END 2                                                                                                                                                                                                                                                                                                                                                                                   |
| 1f | 2) <i>Augmented Haymaker:</i> HA +4d6; Only When Using Haymaker To Punch (-1), Hand-To-Hand Attack (-¼), END 2                                                                                                                                                                                                                                                                                                                                                                       |
| 1f | 3) <i>Charge!:</i> HA +6d6; Only When Performing A Move Through (-1), Hand-To-Hand Attack (-¼), END 3                                                                                                                                                                                                                                                                                                                                                                                |
| 1f | 4) <i>Power Punch:</i> HA +6d6; Increased Endurance Cost (x3 END; -1), Hand-To-Hand Attack (-¼), END 9                                                                                                                                                                                                                                                                                                                                                                               |
| 1f | 5) <i>Rapid Haymaker:</i> HA +4d6; Extra Time (Full Phase, -½), Side Effects, Side Effect occurs automatically whenever Power is used (-5 DCV; -½), Hand-To-Hand Attack (-¼), END 2                                                                                                                                                                                                                                                                                                  |
| 15 | <i>Arm Sweep:</i> Area Of Effect (1m Radius; +¼) for up to 60 STR                                                                                                                                                                                                                                                                                                                                                                                                                    |

- 5 *Powerful Body*: Knockback Resistance -5m
- 15 *Powerful Legs*: Leaping +30m (34m forward, 17m upward), END 1
- 4 *Swift*: Running +4m (16m total), END 1
- 5 *Never Dying*: LS (Longevity: Immortal)
- 16 *Never Dying*: Regeneration (1 BODY per Turn)

## Perks

- 10 Fringe Benefit: Head of State
- 15 Money: Filthy Rich

## Skills

- 32 +4 with HTH Combat
- 2 AK: Europe 11-
- 3 Breakfall 13-
- 3 Gambling 12-
- 2 High Society 10-
- 3 Interrogation 14-
- 3 KS: Arcane And Occult Lore 12-
- 5 KS: European History From 1800 to the Present Day 14-
- 5 KS: European Military History 14-
- 5 KS: The Military/Mercenary/Terrorist World 14-
- 2 KS: The Occult Lore 11-
- 2 Language: English (Dedraconish is native) (fluent conversation)
- 3 Navigation 12-
- 2 PS: Military Leader 11-
- 2 PS: Stone Mason 11-
- 3 Riding 13-
- 3 Tactics 12-
- 4 WF: Common Melee Weapons, Small Arms

**Total Powers & Skill Cost: 322**

**Total Cost: 576**

## 400+ Matching Complications (75)

- 15 Distinctive Features: Horrible Scars On Half Of Face (normally covered by mask) (Concealable; Always Noticed and Causes Major Reaction; Detectable By Commonly-Used Senses)
- 25 Hunted: The Ones In Black Frequently (Mo Pow; PC has a Public ID or is otherwise very easy to find; Harshly Punish)
- 15 Psychological Complication: Bloodthirsty And Relentless In Combat (Common; Strong)
- 20 Psychological Complication: Fearful Of Large Open Fires; Also Despises And Hates Fire-Using Supers And Will Target Them First (Very Common; Strong)
- 10 Social Complication: Public Identity (Frequently, Minor)
- 10 Vulnerability: from Magic-based attacks (Common)

**Total Complications Points: 75**

**Experience Points: 176**

## Back Story

The man that would become Duke Dedrakon was born Markus Kurkain in the tiny European nation of Dedrakon in the mid-1800's. The son of a highly skilled stonemason, Markus was expected to go into the family business. By the time he was fifteen, Markus had towered over everyone in his village; and his red hair was as fiery as his temper. It was only a matter of time before the young man turned to bullying others to get what he wanted.

Markus used his ability to enforce his will onto others to impress a local warlord. The tyrant took Markus under his wing and taught him about warfare and terror. The young man learned to love the ruler and his daughter, Stephanie. The young woman returned Markus' overtures, and the two married. Soon after the wedding, the warlord was killed in battle, leaving Markus to lead his company of mercenaries. For the next five years, Markus and his mercenaries worked their way across Europe fighting in dozens of small battles. In time he began to think himself to be invincible and decided it was time to return to Dedrakon, this time to rule. By the time Markus reached his homeland, he had taken the title of Duke Dedrakon.

The king of the small nation knew that his forces were no match for the mercenary army, so he hired bounty hunters and assassins in an attempt to eliminate the self-styled Duke. None of them succeeded. Unfortunately, one of the attempts on the Duke's life resulted in Stephanie's death. Her death drove him into a rage that remains to this day.

Throughout his career, the Duke had been careful to avoid offending the secretive Ones in Black, a powerful cabal of spell-casters. But as his army swept aside the forces of the king, he decided it was time to humble the 'pretentious' wizards. The Duke ordered his troops to raze one of the Order's towers, a mistake he regrets to this day.

The assault on the tower met little resistance; but the moment the foolhardy Duke stepped foot in the tower, he was attacked by all manner of arcane energy and the cold of the void. The Ones in Black had prepared for the cold of the void.

Prepared for the Duke's actions and planned to punish him for his transgression. Much of the Duke's flesh was torn away from his body, leaving him disfigured.

The Duke was cursed with eternal life so as to suffer for his sins eternally. He perpetually radiates a bright aura of terrible cold. This aura prevents him from feeling the touch of another as it saps the strength of those that come too close to him.

The final part of the curse is that so long as even a single member of the Ones in Black remain, the Duke will live. Today Duke Dedrakon searches the globe for the last of the Ones in Black. He knows that once they are no more, he can finally rest. Until that time, he will destroy anyone foolish enough to cross his path.

## Tactics

The Duke's wife, Stephanie, was burned at the stake as an enemy to the crown of Dedrakon. To this day, the Duke hesitates whenever he encounters large fires, allowing his opponents to gain the drop on him. The Duke will go out of his way to destroy any fire-using characters first, going to any length to end their lives including sacrificing his defenses.

When battling other enemies, the Duke prefers to use his leaping ability to get close to an opponent and grapple with them. It drains his opponent's strength while replenishing his own. The Duke uses his incredible strength smash through groups of enemies and then single out a single target for a one-on-one beating.

Notes \_\_\_\_\_  
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\_\_\_\_\_

## Plot Hooks

## “ALL IN THE FAMILY”

A distant descendant of the Kŭrkain family is seeking to defeat his unliving ancestor. He has tried several times to stop the Duke but has failed each time. The Hunter has tracked the Duke to the characters' city and implored them to help him. He wants nothing more than to stop the Duke and restore his family honor.

**What the hunter will not tell the characters is that he has discovered a potent spell that will transfer the Duke's power to him. The young man wants to claim the Duke's power as his own and use it to return to his birth nation and do what his ancestor could not take the crown of Dedrakon.**

## “CAUGHT OFF CAMERA”

**A local celebrity is, in fact, a member of the Ones in Black. Duke Dedrakon knows this and has decided to make a very public example of her. He decides to attack her during a sold-out concert. The Duke wants to attack the celebrity and kill her while the cameras roll to get his message across the globe to all other members of the Ones in Black.**

The star's manager has heard about the impending attack and has asked the characters to protect, not only his client but also the thousands that will be attending the show.

## “SPITTING IMAGE”

**Visions of his beloved Stephanie still haunt Duke Dedrakon. Her death at the hands if his enemies are still his greatest regret. A local news anchor is a doppelganger of the Duke's deceased wife, and he will stop at nothing to make her his.**

[illegible]

*Peter Saga*  
PRESENTS:

# INSTANT ENEMY!

