

PRE-MADE ROLE-PLAYING CHARACTER

INSTANT ENEMY™

DUKE DEDRAKON

ISSUE #1



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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) plus 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 _____

Peter Saga
PRESENTS:

INSTANT ENEMY!

