



Portrait	Identity	Player Information	200 Points										
	Name: <b>Docter Drax Plunkett</b>	Player: <b>dvberkel</b>	Attributes: <b>114</b>										
	Title: <b>Baron of San Marino</b>	Campaign:	Advantages: <b>113</b>										
	Religion: <b>Creach</b>	Created On: <b>Apr 21, 2013</b>	Disadvantages: <b>-105</b>										
	Description		Quirks: <b>-5</b>										
	Race: <b>Human</b>	Height: <b>6' 1"</b>	Hair: <b>Blond, Straight, Curly</b>	Skills: <b>83</b>									
Gender <b>Male</b>	Weight: <b>135 lb</b>	Eyes: <b>Violet</b>	Spells: <b>0</b>										
Age: <b>21</b>	Size: <b>+0</b>	Skin: <b>Light Brown</b>	Race: <b>0</b>										
Birthday: <b>June 13</b>	TL: <b>4</b>	Hand: <b>Right</b>	Earned: <b>0</b>										
Attributes	Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points				
Strength (ST): <b>8</b>	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: _____				
Dexterity (DX): <b>10</b>	None (0)	<b>13 lb</b>	<b>5</b>	<b>10</b>	-	Eye	-9	<b>0</b>	Basic FP: <b>10</b>				
Intelligence (IQ): <b>16</b>	Light (1)	<b>26 lb</b>	<b>4</b>	<b>9</b>	3-4	Skull	-7	<b>2</b>	Tired: <b>3</b>				
Health (HT): <b>10</b>	• Medium (2)	<b>39 lb</b>	<b>3</b>	<b>8</b>	5	Face	-5	<b>0</b>	Collapse: <b>0</b>				
Will: <b>18</b>	Heavy (3)	<b>78 lb</b>	<b>2</b>	<b>7</b>	6-7	R. Leg	-2	<b>0</b>	Unconscious: <b>-10</b>				
Fright Check: <b>18</b>	X-Heavy (4)	<b>130 lb</b>	<b>1</b>	<b>6</b>	8	R. Arm	-2	<b>0</b>	Current HP: _____				
Basic Speed: <b>5</b>	Lifting & Moving Things				9-10	Torso	0	<b>2</b>	Basic HP <b>10</b>				
Basic Move: <b>5</b>	Basic Lift: <b>13 lb</b>				11	Groin	-3	<b>2</b>	Reeling: <b>3</b>				
Perception <b>16</b>	One-Handed Lift: <b>26 lb</b>				12	L. Arm	-2	<b>0</b>	Collapse: <b>0</b>				
Vision: <b>16</b>	Two-Handed Lift: <b>104 lb</b>				13-14	L. Leg	-2	<b>0</b>	Check #1: <b>-10</b>				
Hearing: <b>16</b>	Shove & Knock Over: <b>156 lb</b>				15	Hand	-4	<b>0</b>	Check #2: <b>-20</b>				
Taste & Smell: <b>16</b>	Running Shove & Knock Over: <b>312 lb</b>				16	Foot	-4	<b>0</b>	Check #3: <b>-30</b>				
Touch: <b>16</b>	Carry On Back: <b>195 lb</b>				17-18	Neck	-5	<b>0</b>	Check #4: <b>-40</b>				
thr: <b>1d-3</b> sw: <b>1d-2</b>	Shift Slightly: <b>650 lb</b>				-	Vitals	-3	<b>2</b>	Dead: <b>-50</b>				
Advantages & Disadvantages				Pts	Ref	Skills				SL	RSL	Pts	Ref
▽ Advantages				113		Accounting				16	IQ+0	1	B174
Appearance				4	B21	Acting				17	IQ+1	4	B174
Attractive, +4.						Administration				17	IQ+1	1	B174
Charisma 3				15	B41	Animal Handling (Alpaca)				15	IQ-1	1	B175
+1/level to Influence rolls						Astronomy/TL4				14	IQ-2	1	B179
Empathy				15	B51	Body Language				16	Per+0	2	B181
Fashion Sense				5	B21	Captivate				17	Will-1	2	B191
Fit				5	B55	Carousing				12	HT+2	2	B183
+1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)						Detect Lies				17	Per+1	1	B187
Language: Uhmbrisch				0	B24	Diplomacy				14	IQ-2	1	B187
Native, -6; Spoken (Native), +3; Written (Native), +3.						Economics				16	IQ+0	1	B189
Language: Dooor				6	B24	Enthrallment				17	Will-1	2	B191
Spoken (Native), +3; Written (Native), +3.						Fast-Talk				16	IQ+0	2	B195
Language: Perquec				6	B24	Finance				16	IQ+0	1	B195
Spoken (Native), +3; Written (Native), +3.						Fortune-Telling (Astrology)				21	IQ+5	1	B196
Lightning Calculator				2	B66	Fortune-Telling (Palmistry)				21	IQ+5	1	B196
Rapier Wit				5	B79	Fortune-Telling (Tarot)				21	IQ+5	1	B196
Status 2				10	B28	Gambling				18	IQ+2	2	B197
Baron of San Marino						Hypnotism				17	IQ+1	8	B201
Talent (Business Acumen) 2				20	B90	Interrogation				15	IQ-1	1	B202
Wealth				10	B25	Literature				14	IQ-2	1	B205
Comfortable (Starting wealth is 2x average), +10.						Market Analysis				16	IQ+0	1	B207
Clerical Investment				5	B43	Mathematics/TL4 (Applied)				14	IQ-2	1	B207
Creach						Merchant				17	IQ+1	1	B209
Rank 1				5	B29	Naturalist/TL4				14	IQ-2	1	B211
Creach						Navigation/TL4 (Star)				15	IQ-1	1	B211
▽ Disadvantages				-105		Persuade				16	Will-2	1	B191
Callous				-5	B125	Pharmacy/TL4 (Herbal)				14	IQ-2	1	B213
Compulsive Gambling				-10	B128	Physician/TL4				14	IQ-2	1	B213
CR: 6 (Rarely).						Physiology/TL4 (Human)				14	IQ-2	1	B213
						Poetry				15	IQ-1	1	B214
						Poisons/TL4				14	IQ-2	1	B214
						Propaganda/TL4				17	IQ+1	1	B216

Advantages & Disadvantages	Pts	Ref
<b>Delusion</b> Major: Thinks he is Messiah (Reaction -2), -10.	-10	B130
<b>Greed</b> CR: 12 (Quite Often).	-15	B137
<b>Intolerance (Species)</b> Scope: Common, -5.	-5	B140
<b>Jealousy</b>	-10	B140
<b>Lecherousness</b> CR: 12 (Quite Often).	-15	B142
<b>Overconfidence</b> CR: 12 (Quite Often).	-5	B148
<b>Selfish</b> CR: 12 (Quite Often).	-5	B153
<b>Squeamish</b> CR: 12 (Quite Often).	-10	B156
<b>Compulsive Behavior</b> CR: 9 (Fairly Often). Leave foreign object in patient after surgery	-15	B128
 <b>Quirks</b>	-5	
<b>HeisenQuirk</b>	-1	
<b>HeisenQuirk</b>	-1	
<b>Proud of titles</b> Always announce yourself with full title	-1	
<b>Imaginative</b>	-1	B164
<b>Mixes languages to look interesting</b>	-1	

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Medium Shield		12	No	11	1d-3 cr	1	0
Natural	Kick	8	No		1d-3 cr	C,1	
Natural	Kick w/Boots	8	No		1d-2 cr	C,1	
Natural	Punch	10	10		1d-4 cr	C	
Shortsword	Swung	12	11	No	1d-2 cut	1	8
Shortsword	Thrust	12	11	No	1d-3 imp	1	8

Equipment (27 lb; \$2,290)	? #	\$	W	\$	W	Ref
▼ Alpaca ST 18; DX 10; IQ 3; HT 12; Will 12; Per 12; Speed 5.5; Dodge 8; Move 5	- 1	1,000	0 lb	2,190	24.45 lb	B460
Medium Shield	E 1	60	15 lb	60	15 lb	B287
Shortsword	E 1	400	2 lb	400	2 lb	B273
▼ Doctors bag	- 1	500	2 lb	500	2 lb	
Stethoscope	E 1	0	0 lb	0	0 lb	
Reflex hammer	E 1	0	0 lb	0	0 lb	
Surgical knife	E 1	0	0 lb	0	0 lb	
Bandages	E 1	0	0 lb	0	0 lb	
Ointments	E 1	0	0 lb	0	0 lb	
▼ Backpack, Small	- 1	60	3 lb	230	5.45 lb	B288
▼ Purse, Small	- 1	10	0.2 lb	10	0.2 lb	B288
▼ Wineskin	- 1	10	0.25 lb	10	1.25 lb	B288
Water, 1 pint	- 1	0	1 lb	0	1 lb	
Tarot Cards	- 1	0	0 lb	0	0 lb	
Star map	- 1	50	0 lb	50	0 lb	
Sextant	- 1	100	1 lb	100	1 lb	
Cards	- 5	0	0 lb	0	0 lb	
Leather Armor	E 1	100	10 lb	100	10 lb	B283

## Notes

Fit: +1 applies also to Carousing and Sex Appeal  
Sextant: +1 to navigation (stars)  
Star Map: +1 to navigation (stars)  
Doctors bag: +1 to Physician, +1 to Surgery

Enthrallment (B191)

Public Speacking

- on critical success: +1 to Enthrallment roll
- on success: Quick Contest of Enthrallment v.s. Will
- on failure: penalty equal to margin of failure
- on critical failure: Enthrallment fails automatically

Drax Plunkett was born in a nameless village in a long forgotten country. There was nothing peculiar about the boy besides that he was very likable. It was not uncommon for him to be given things just because he was so charming. Drax learned early on in his life how to manipulate people.

While a visiting Disciple of the church of Creach traveled through Drax's town she witnessed the boy's raw talent and took him as an apprentice. Soon he surpassed his tutors and soon the Church had a huge following. It was then that Drax's other talents became apparent: that of running a prosperous business.

With growing influence of the Church of Creach came the influential people. High officials, legislators, even kings, all wanted to know what their future had in store for them. Drax while in rank was a lower disciple, often was granted the important task.

Because of this Senator Alexander Dalius Mishra requested that Drax would join his house for the occasional counseling. In this period Drax perfected his skills while gaining influence within the senate. By prospecting various important chamberlains he learned how to be a practicing physician. As payment Drax requested that a small peninsula was made an enclave named San Marino and gained an accompanying title Baron of San Marino for the services for the Queen.

With his new found title he is able to travel a lot easier spreading the gospel of The church of the prosperous planets, thereby gaining enormous influential gain.

Proverb

It is all about the Flux