


Portrait	Identity	Player Information	206 Points										
	Name: Docter Drax Plunkett	Player: dvberkel	Attributes: 114										
	Title: Baron of San Marino	Campaign:	Advantages: 115										
	Religion: Creach	Created On: Apr 21, 2013	Disadvantages: -105										
			Quirks: -5										
Description													
Race: Human	Height: 6' 1"	Hair: Blond, Straight, Curly	Skills: 83										
Gender Male	Weight: 135 lb	Eyes: Violet	Spells: 0										
Age: 21	Size: +0	Skin: Light Brown	Race: 0										
Birthday: June 13	TL: 4	Hand: Right	Earned: 4										
Attributes	Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points				
Strength (ST): 8	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: 10				
Dexterity (DX): 10	None (0)	13 lb	5	10	-	Eye	-9	0	Basic FP: 10				
Intelligence (IQ): 16	Light (1)	26 lb	4	9	3-4	Skull	-7	2	Tired: 3				
Health (HT): 10	• Medium (2)	39 lb	3	8	5	Face	-5	0	Collapse: 0				
Will: 18	Heavy (3)	78 lb	2	7	6-7	R. Leg	-2	0	Unconscious: -10				
Fright Check: 18	X-Heavy (4)	130 lb	1	6	8	R. Arm	-2	0	Current HP: 10				
Basic Speed: 5					9-10	Torso	0	2	Basic HP 10				
Basic Move: 5					11	Groin	-3	2	Reeling: 3				
Perception: 16					12	L. Arm	-2	0	Collapse: 0				
Vision: 16					13-14	L. Leg	-2	0	Check #1: -10				
Hearing: 16					15	Hand	-4	0	Check #2: -20				
Taste & Smell: 16					16	Foot	-4	0	Check #3: -30				
Touch: 16					17-18	Neck	-5	0	Check #4: -40				
thr: 1d-3 sw: 1d-2					-	Vitals	-3	2	Dead: -50				
Advantages & Disadvantages				Pts	Ref	Skills				SL	RSL	Pts	Ref
▽ Advantages				115		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				2	B24	Diplomacy	14	IQ-2	1	B187			
Native, -4; 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
Delusion Major: Thinks he is Messiah (Reaction -2), -10.	-10	B130
Greed CR: 12 (Quite Often).	-15	B137
Intolerance (Species) Scope: Common, -5.	-5	B140
Jealousy	-10	B140
Lecherousness CR: 12 (Quite Often).	-15	B142
Overconfidence CR: 12 (Quite Often).	-5	B148
Selfish CR: 12 (Quite Often).	-5	B153
Squeamish CR: 12 (Quite Often).	-10	B156
Compulsive Behavior CR: 9 (Fairly Often). Leave foreign object in patient after surgery	-15	B128
▽ Quirks	-5	
HeisenQuirk	-1	
HeisenQuirk	-1	
Proud of titles Always announce yourself with full title	-1	
Imaginative	-1	B164
Mixes languages to look interesting	-1	

Skills	SL	RSL	Pts	Ref
Psychology	14	IQ-2	1	B216
Public Speaking	18	IQ+2	1	B216
Savoir-Faire (High Society)	16	IQ+0	1	B218
Sex Appeal	12	HT+2	4	B219
Shield (Shield)	12	DX+2	4	B220
Shortsword	12	DX+2	8	B209
Sleight of Hand	11	DX+1	8	B221
Suggest	17	Will-1	2	B191
Surgery/TL4	13	IQ-3	1	B223
Sway Emotions	16	Will-2	1	B192
Theology (Creach)	14	IQ-2	1	B226
Writing	15	IQ-1	1	B228
Games (card)	16	IQ+0	1	B197

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 boys 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 chamberlaine 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 alot easier spreading the gospel of The church of the prosperous planets, thereby gaining enormous influential gain.

Door Expressions:

il est tout au sujet du flux - It is all about the Flux

Ah bon - I see

A la limite - in pinch

a mon avis - in my opinion

au contraire - on the contrary

au fait - by the way

bien entendu - obviously

bien sur

Bon debarras - good riddance

ca marche - ok it works

ca m'est egal - its all the same to me

ca ne fait rien - never mind, it does not matter

ce n'est pas grave

en effet - indeed that's right

entre chien et loup - at dusk

et patatie et patate - and so on and so forth

je n'en reviens pas - I can not believe it

je n'y peux rien - there is nothing I can do about it

je n'y suis pour rien - its got nothing to do with me.

je t'aime - i love you

n'importe quoi - whatever

on ne sait jamais - you never know

par contre - on the other hand

par exemple - for example

pas mal - not bad