


Portrait	Identity		Player Information		200 Points								
	Name: Doctor Drax Plunkett		Player: dvberkel		Attributes: 89								
	Title: Baron of San Marino		Campaign:		Advantages: 93								
	Religion: Church of the Prosperous Planets		Created On: Apr 21, 2013		Disadvantages: -65								
	Description				Quirks: -5								
	Race: Human		Height: 6' 1"	Hair: Blond, Straight, Curly		Skills: 88							
	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: 0								
Attributes		Encumbrance, Move & Dodge			Hit Location		Fatigue/Hit Points						
Strength (ST): 8	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: _____				
Dexterity (DX): 10	None (0)	13 lb	5	10	-	Eye	-9	0	Basic FP: 10				
Intelligence (IQ): 14	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: 17	Heavy (3)	78 lb	2	7	6-7	R. Leg	-2	0	Unconscious: -10				
Fright Check: 17	X-Heavy (4)	130 lb	1	6	8	R. Arm	-2	0	Current HP: _____				
Basic Speed: 5	Lifting & Moving Things				9-10	Torso	0	2	Basic HP 10				
Basic Move: 5	Basic Lift: 13 lb				11	Groin	-3	2	Reeling: 3				
Perception: 16	One-Handed Lift: 26 lb				12	L. Arm	-2	0	Collapse: 0				
Vision: 16	Two-Handed Lift: 104 lb				13-14	L. Leg	-2	0	Check #1: -10				
Hearing: 16	Shove & Knock Over: 156 lb				15	Hand	-4	0	Check #2: -20				
Taste & Smell: 16	Running Shove & Knock Over: 312 lb				16	Foot	-4	0	Check #3: -30				
Touch: 16	Carry On Back: 195 lb				17-18	Neck	-5	0	Check #4: -40				
thr: 1d-3 sw: 1d-2	Shift Slightly: 650 lb				-	Vitals	-3	2	Dead: -50				
Advantages & Disadvantages				Pts	Ref	Skills				SL	RSL	Pts	Ref
▽ Advantages				93		Accounting				15	IQ+1	2	B174
Appearance				4	B21	Administration				15	IQ+1	1	B174
Attractive, +4.						Astronomy/TL4				13	IQ-1	2	B179
Charisma 3				15	B41	Captivate				16	Will-1	2	B191
+1/level to Influence rolls						Carousing				12	HT+2	2	B183
Empathy				15	B51	Detect Lies				18	Per+2	2	B187
Fashion Sense				5	B21	Diplomacy				13	IQ-1	2	B187
Fit				5	B55	Economics				15	IQ+1	2	B189
+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)						Enthrallment				16	Will-1	2	B191
Language: Common				0	B24	Fast-Talk				15	IQ+1	4	B195
Native, -6; Spoken (Native), +3; Written (Native), +3.						Finance				15	IQ+1	2	B195
Language: English				6	B24	Fortune-Telling (Astrology)				19	IQ+5	1	B196
Spoken (Native), +3; Written (Native), +3.						Fortune-Telling (Palmistry)				19	IQ+5	1	B196
Language: French				6	B24	Fortune-Telling (Tarot)				19	IQ+5	1	B196
Spoken (Native), +3; Written (Native), +3.						Gambling				15	IQ+1	1	B197
Lightning Calculator				2	B66	Interrogation				14	IQ+0	2	B202
Rapier Wit				5	B79	Literature				13	IQ-1	2	B205
Status 2				10	B28	Market Analysis				15	IQ+1	2	B207
Baron of San Marino						Mathematics/TL4 (Applied)				13	IQ-1	2	B207
Talent (Business Acumen) 2				20	B90	Merchant				16	IQ+2	2	B209
▽ Disadvantages				-65		Naturalist/TL4				12	IQ-2	1	B211
Greed				-15	B137	Navigation/TL4 (Star)				15	IQ+1	1	B211
CR: 12 (Quite Often).						Persuade				16	Will-1	2	B191
Intolerance (Species)				-5	B140	Pharmacy/TL4 (Herbal)				12	IQ-2	1	B213
Scope: Common, -5.						Physician/TL4				12	IQ-2	1	B213
Jealousy				-10	B140	Physiology/TL4 (Human)				12	IQ-2	1	B213
Lecherousness				-15	B142	Poetry				14	IQ+0	2	B214
CR: 12 (Quite Often).						Poisons/TL4				12	IQ-2	1	B214
Overconfidence				-5	B148	Propaganda/TL4				15	IQ+1	1	B216
CR: 12 (Quite Often).						Psychology				15	IQ+1	1	B216
Selfish				-5	B153	Public Speaking				17	IQ+3	2	B216
CR: 12 (Quite Often).						Savoir-Faire (High Society)				14	IQ+0	1	B218
						Sex Appeal				12	HT+2	4	B219

Advantages & Disadvantages	Pts	Ref
Squeamish CR: 12 (Quite Often).	-10	B156
▽ Quirks	-5	
Always calls out perceived odds	-1	
HeisenQuirk	-1	
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Imaginative	-1	B164
Mixes languages to look interesting	-1	
Color	0	
▽ Modifier, x0. GM ruled these color for the character		
Clerical Investment Church of the Prosperous Planets	0	B43
Rank 1 Prosperous Planets Counselor	0	B29

Skills	SL	RSL	Pts	Ref
Shield (Shield)	12	DX+2	4	B220
Shortsword	12	DX+2	8	B209
Sleight of Hand	11	DX+1	8	B221
Suggest	16	Will-1	2	B191
Sway Emotions	16	Will-1	2	B192
Theology (PP)	13	IQ-1	2	B226
Writing	14	IQ+0	2	B228
Games (card)	16	IQ+2	4	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 (32.45 lb; \$790)	?	#	\$	W	\$	W	Ref
▽ Backpack, Small	E	1	60	3 lb	230	5.45 lb	B288
▽ Purse, Small	E	1	10	0.2 lb	10	0.2 lb	B288
▽ Wineskin	E	1	10	0.25 lb	10	1.25 lb	B288
Water, 1 pint	E	1	0	1 lb	0	1 lb	
Tarot Cards	E	1	0	0 lb	0	0 lb	
Star map	E	1	50	0 lb	50	0 lb	
Sextant	E	1	100	1 lb	100	1 lb	
Cards	E	5	0	0 lb	0	0 lb	
Medium Shield	E	1	60	15 lb	60	15 lb	B287
Shortsword	E	1	400	2 lb	400	2 lb	B273
Leather Armor	E	1	100	10 lb	100	10 lb	B283

Notes
<p>Fit: +1 applies also to Carousing and Sex Appeal</p> <p>Sextant: +1 to navigation (stars)</p> <p>Star Map: +1 to navigation (stars)</p> <p>Enthrallment (B191)</p> <p>Public Speacking</p> <p>on critical success: +1 to Enthrallment roll</p> <p>on success: Quick Contest of Enthrallment v.s. Will</p> <p>on failure: penalty equal to margin of failure</p> <p>on critical failure: Enthrallment fails automatically</p> <p>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.</p> <p>While a visiting Psychologist of the church of the prosperous planets 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.</p> <p>With growing influence of the Church of the Prosperous Planets 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.</p> <p>Because of this a king of a small country requested that Drax would join his court for the occasional counseling. In these years Drax</p>

Notes (continued)

perfected his skills while gaining influence within the kingdom. 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.