

Portrait	Identity	Player Information	237 Points
	Name: <b>Doctor Drax Plunkett</b> Title: <b>Baron of San Marino</b> Religion: <b>Creach</b>	Player: <b>dvberkel</b> Campaign: Created On: <b>Apr 21, 2013</b>	Attributes: <b>114</b> Advantages: <b>115</b> Disadvantages: <b>-105</b> Quirks: <b>-5</b> Skills: <b>106</b> Spells: <b>0</b> Race: <b>0</b> Earned: <b>12</b>
<b>Description</b>			
Race: <b>Human</b>	Height: <b>6' 1"</b>	Hair: <b>Blond, Straight, Curly</b>	
Gender: <b>Male</b>	Weight: <b>135 lb</b>	Eyes: <b>Violet</b>	
Age: <b>21</b>	Size: <b>+ 0</b>	Skin: <b>Light Brown</b>	
Birthday: <b>June 13</b>	TL: <b>4</b>	Hand: <b>Right</b>	

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):	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:	
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
<b>Advantages</b>	<b>115</b>		<b>Accounting</b>	<b>16</b>	<b>IQ+0</b>	<b>1</b>	<b>B174</b>
<b>Appearance</b>	<b>4</b>	<b>B21</b>	<b>Acting</b>	<b>18</b>	<b>IQ+2</b>	<b>8</b>	<b>B174</b>
Attractive, +4.			<b>Administration</b>	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>B174</b>
<b>Charisma 3</b>	<b>15</b>	<b>B41</b>	<b>Animal Handling (Alpaca)</b>	<b>15</b>	<b>IQ-1</b>	<b>1</b>	<b>B175</b>
+1/level to Influence rolls			<b>Astronomy/TL4</b>	<b>16</b>	<b>IQ+0</b>	<b>4</b>	<b>B179</b>
<b>Empathy</b>	<b>15</b>	<b>B51</b>	<b>Body Language</b>	<b>16</b>	<b>Per+0</b>	<b>2</b>	<b>B181</b>
<b>Fashion Sense</b>	<b>5</b>	<b>B21</b>	<b>Captivate</b>	<b>17</b>	<b>Will-1</b>	<b>2</b>	<b>B191</b>
<b>Fit</b>	<b>5</b>	<b>B55</b>	<b>Carousing</b>	<b>13</b>	<b>HT+3</b>	<b>4</b>	<b>B183</b>
+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)			<b>Detect Lies</b>	<b>18</b>	<b>Per+2</b>	<b>2</b>	<b>B187</b>
<b>Language: Uhmbriisch</b>	<b>2</b>	<b>B24</b>	<b>Diagnosis/TL4</b>	<b>15</b>	<b>IQ-1</b>	<b>2</b>	<b>B187</b>
Native, -4; Spoken (Native), +3; Written (Native), +3.			<b>Diplomacy</b>	<b>15</b>	<b>IQ-1</b>	<b>2</b>	<b>B187</b>
<b>Language: Dooor</b>	<b>6</b>	<b>B24</b>	<b>Economics</b>	<b>17</b>	<b>IQ+1</b>	<b>2</b>	<b>B189</b>
Spoken (Native), +3; Written (Native), +3.			<b>Enthrallment</b>	<b>17</b>	<b>Will-1</b>	<b>2</b>	<b>B191</b>
<b>Language: Perquec</b>	<b>6</b>	<b>B24</b>	<b>Fast-Talk</b>	<b>17</b>	<b>IQ+1</b>	<b>4</b>	<b>B195</b>
Spoken (Native), +3; Written (Native), +3.			<b>Finance</b>	<b>16</b>	<b>IQ+0</b>	<b>1</b>	<b>B195</b>
<b>Lightning Calculator</b>	<b>2</b>	<b>B66</b>	<b>Fortune-Telling (Astrology)</b>	<b>21</b>	<b>IQ+5</b>	<b>1</b>	<b>B196</b>
<b>Rapier Wit</b>	<b>5</b>	<b>B79</b>	<b>Fortune-Telling (Palmistry)</b>	<b>21</b>	<b>IQ+5</b>	<b>1</b>	<b>B196</b>
<b>Status 2</b>	<b>10</b>	<b>B28</b>	<b>Fortune-Telling (Tarot)</b>	<b>21</b>	<b>IQ+5</b>	<b>1</b>	<b>B196</b>
Baron of San Marino			<b>Gambling</b>	<b>18</b>	<b>IQ+2</b>	<b>2</b>	<b>B197</b>
<b>Talent (Business Acumen) 2</b>	<b>20</b>	<b>B90</b>	<b>Hypnotism</b>	<b>17</b>	<b>IQ+1</b>	<b>8</b>	<b>B201</b>
<b>Wealth</b>	<b>10</b>	<b>B25</b>	<b>Interrogation</b>	<b>16</b>	<b>IQ+0</b>	<b>2</b>	<b>B202</b>
Comfortable (Starting wealth is 2x average), +10.			<b>Literature</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B205</b>
<b>Clerical Investment</b>	<b>5</b>	<b>B43</b>	<b>Market Analysis</b>	<b>16</b>	<b>IQ+0</b>	<b>1</b>	<b>B207</b>
Creach			<b>Mathematics/TL4 (Applied)</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B207</b>
<b>Rank 1</b>	<b>5</b>	<b>B29</b>	<b>Merchant</b>	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>B209</b>
Creach			<b>Naturalist/TL4</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B211</b>
<b>Disadvantages</b>	<b>-105</b>		<b>Navigation/TL4 (Star)</b>	<b>16</b>	<b>IQ+0</b>	<b>2</b>	<b>B211</b>
			<b>Persuade</b>	<b>16</b>	<b>Will-2</b>	<b>1</b>	<b>B191</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Callous</b>	-5	B125	<b>Pharmacy/TL4 (Herbal)</b>	15	IQ-1	2	B213
<b>Compulsive Gambling</b> CR: 6 (Rarely).	-10	B128	<b>Physician/TL4</b>	15	IQ-1	2	B213
<b>Delusion</b> Major: Thinks he is Messiah (Reaction -2), -10.	-10	B130	<b>Physiology/TL4 (Human)</b>	14	IQ-2	1	B213
<b>Greed</b> CR: 12 (Quite Often).	-15	B137	<b>Poetry</b>	15	IQ-1	1	B214
<b>Intolerance (Species)</b> Scope: Common, -5.	-5	B140	<b>Poisons/TL4</b>	15	IQ-1	2	B214
<b>Jealousy</b>	-10	B140	<b>Propaganda/TL4</b>	17	IQ+1	1	B216
<b>Lecherousness</b> CR: 12 (Quite Often).	-15	B142	<b>Psychology</b>	15	IQ-1	2	B216
<b>Overconfidence</b> CR: 12 (Quite Often).	-5	B148	<b>Public Speaking</b>	18	IQ+2	1	B216
<b>Selfish</b> CR: 12 (Quite Often).	-5	B153	<b>Savoir-Faire (High Society)</b>	16	IQ+0	1	B218
<b>Squeamish</b> CR: 12 (Quite Often).	-10	B156	<b>Sex Appeal</b>	12	HT+2	4	B219
<b>Compulsive Behavior</b> CR: 9 (Fairly Often). Leave foreign object in patient after surgery	-15	B128	<b>Shield (Shield)</b>	12	DX+2	4	B220
▽ <b>Quirks</b>	-5		<b>Shortsword</b>	12	DX+2	8	B209
<b>HeisenQuirk</b>	-1		<b>Sleight of Hand</b>	11	DX+1	8	B221
<b>HeisenQuirk</b>	-1		<b>Suggest</b>	17	Will-1	2	B191
<b>Proud of titles</b> Always announce yourself with full title	-1		<b>Surgery/TL4</b>	14	IQ-2	2	B223
<b>Imaginative</b>	-1	B164	<b>Sway Emotions</b>	16	Will-2	1	B192
<b>Mixes languages to look interesting</b>	-1		<b>Theology (Creach)</b>	14	IQ-2	1	B226
			<b>Writing</b>	15	IQ-1	1	B228
			<b>Games (card)</b>	16	IQ+0	1	B197

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

Equipment (27 lb; \$1,290)	?	#	\$	W	\$	W	Ref
<b>Medium Shield</b>	E	1	60	15 lb	60	15 lb	B287
<b>Shortsword</b>	E	1	400	2 lb	400	2 lb	B273
▽ <b>Doctors bag</b>	-	1	500	2 lb	500	2 lb	
<b>Stethoscope</b>	E	1	0	0 lb	0	0 lb	
<b>Reflex hammer</b>	E	1	0	0 lb	0	0 lb	
<b>Surgical knife</b>	E	1	0	0 lb	0	0 lb	
<b>Bandages</b>	E	1	0	0 lb	0	0 lb	
<b>Ointments</b>	E	1	0	0 lb	0	0 lb	
▽ <b>Backpack, Small</b>	-	1	60	3 lb	230	5.45 lb	B288
▽ <b>Purse, Small</b>	-	1	10	0.2 lb	10	0.2 lb	B288
▽ <b>Wineskin</b>	-	1	10	0.25 lb	10	1.25 lb	B288
<b>Water, 1 pint</b>	-	1	0	1 lb	0	1 lb	
<b>Tarot Cards</b>	-	1	0	0 lb	0	0 lb	
<b>Star map</b>	-	1	50	0 lb	50	0 lb	
<b>Sextant</b>	-	1	100	1 lb	100	1 lb	
<b>Cards</b>	-	5	0	0 lb	0	0 lb	
<b>Leather Armor</b>	E	1	100	10 lb	100	10 lb	B283

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.

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 sûr

Bon débarras - good riddance

ça marche - ok it works

ça m'est égal - it's all the same to me

ça 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 patati et patata - 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 - it's 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

## Notes (continued)

par exemple - for example  
pas mal - not bad