



Portrait	Identity	Player Information	217 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>89</b> Spells: <b>0</b> Race: <b>0</b> Earned: <b>9</b>
<b>Description</b>			
Race: <b>Human</b> Gender: <b>Male</b> Age: <b>21</b> Birthday: <b>June 13</b>	Height: <b>6' 1"</b> Weight: <b>135 lb</b> Size: <b>+0</b> TL: <b>4</b>	Hair: <b>Blond, Straight, Curly</b> Eyes: <b>Violet</b> Skin: <b>Light Brown</b> Hand: <b>Right</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)	13 lb	5	10	-	Eye	-9	0	Basic FP: <b>10</b>	
Intelligence (IQ): <b>16</b>		Light (1)	26 lb	4	9	3-4	Skull	-7	2	Tired: <b>3</b>	
Health (HT): <b>10</b>		• Medium (2)	39 lb	3	8	5	Face	-5	0	Collapse: <b>0</b>	
Will: <b>18</b>		Heavy (3)	78 lb	2	7	6-7	R. Leg	-2	0	Unconscious: <b>-10</b>	
Fright Check: <b>18</b>		X-Heavy (4)	130 lb	1	6	8	R. Arm	-2	0	Current HP: _____	
Basic Speed: <b>5</b>		Lifting & Moving Things				9-10	Torso	0	2	Basic HP: <b>10</b>	
Basic Move: <b>5</b>		Basic Lift: 13 lb				11	Groin	-3	2	Reeling: <b>3</b>	
Perception <b>16</b>		One-Handed Lift: 26 lb				12	L. Arm	-2	0	Collapse: <b>0</b>	
Vision: <b>16</b>		Two-Handed Lift: 104 lb				13-14	L. Leg	-2	0	Check #1: <b>-10</b>	
Hearing: <b>16</b>		Shove & Knock Over: 156 lb				15	Hand	-4	0	Check #2: <b>-20</b>	
Taste & Smell: <b>16</b>		Running Shove & Knock Over: 312 lb				16	Foot	-4	0	Check #3: <b>-30</b>	
Touch: <b>16</b>		Carry On Back: 195 lb				17-18	Neck	-5	0	Check #4: <b>-40</b>	
thr: <b>1d-3</b> sw: <b>1d-2</b>		Shift Slightly: 650 lb				-	Vitals	-3	2	Dead: <b>-50</b>	

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>14</b>	<b>IQ-2</b>	<b>1</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>17</b>	<b>Per+1</b>	<b>1</b>	<b>B187</b>
<b>Language: Uhmbrisch</b>	<b>2</b>	<b>B24</b>	<b>Diplomacy</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B187</b>
Native, -4; Spoken (Native), +3; Written (Native), +3.			<b>Economics</b>	<b>16</b>	<b>IQ+0</b>	<b>1</b>	<b>B189</b>
<b>Language: Dooor</b>	<b>6</b>	<b>B24</b>	<b>Enthrallment</b>	<b>17</b>	<b>Will-1</b>	<b>2</b>	<b>B191</b>
Spoken (Native), +3; Written (Native), +3.			<b>Fast-Talk</b>	<b>16</b>	<b>IQ+0</b>	<b>2</b>	<b>B195</b>
<b>Language: Perquec</b>	<b>6</b>	<b>B24</b>	<b>Finance</b>	<b>16</b>	<b>IQ+0</b>	<b>1</b>	<b>B195</b>
Spoken (Native), +3; Written (Native), +3.			<b>Fortune-Telling (Astrology)</b>	<b>21</b>	<b>IQ+5</b>	<b>1</b>	<b>B196</b>
<b>Lightning Calculator</b>	<b>2</b>	<b>B66</b>	<b>Fortune-Telling (Palmistry)</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 (Tarot)</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>Gambling</b>	<b>18</b>	<b>IQ+2</b>	<b>2</b>	<b>B197</b>
Baron of San Marino			<b>Hypnotism</b>	<b>17</b>	<b>IQ+1</b>	<b>8</b>	<b>B201</b>
<b>Talent (Business Acumen) 2</b>	<b>20</b>	<b>B90</b>	<b>Interrogation</b>	<b>15</b>	<b>IQ-1</b>	<b>1</b>	<b>B202</b>
<b>Wealth</b>	<b>10</b>	<b>B25</b>	<b>Literature</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B205</b>
Comfortable (Starting wealth is 2x average), +10.			<b>Market Analysis</b>	<b>16</b>	<b>IQ+0</b>	<b>1</b>	<b>B207</b>
<b>Clerical Investment</b>	<b>5</b>	<b>B43</b>	<b>Mathematics/TL4 (Applied)</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B207</b>
Creach			<b>Merchant</b>	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>B209</b>
<b>Rank 1</b>	<b>5</b>	<b>B29</b>	<b>Naturalist/TL4</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B211</b>
Creach			<b>Navigation/TL4 (Star)</b>	<b>15</b>	<b>IQ-1</b>	<b>1</b>	<b>B211</b>
<b>Disadvantages</b>	<b>-105</b>		<b>Persuade</b>	<b>16</b>	<b>Will-2</b>	<b>1</b>	<b>B191</b>
<b>Callous</b>	<b>-5</b>	<b>B125</b>	<b>Pharmacy/TL4 (Herbal)</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B213</b>
<b>Compulsive Gambling</b>	<b>-10</b>	<b>B128</b>	<b>Physician/TL4</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B213</b>
CR: 6 (Rarely).			<b>Physiology/TL4 (Human)</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B213</b>
			<b>Poetry</b>	<b>15</b>	<b>IQ-1</b>	<b>1</b>	<b>B214</b>
			<b>Poisons/TL4</b>	<b>14</b>	<b>IQ-2</b>	<b>1</b>	<b>B214</b>
			<b>Propaganda/TL4</b>	<b>17</b>	<b>IQ+1</b>	<b>1</b>	<b>B216</b>

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; \$1,290)	? #	\$	W	\$	W	Ref
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 Speaking

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

par exemple - for example

pas mal - not bad