

Portrait	Identity	Player Information	245 Points
	Name: Doctor Drax Plunkett Title: Baron of San Marino Religion: Creach	Player: dvberkel Campaign: _____ Created On: Apr 21, 2013	Attributes: 114 Advantages: 115 Disadvantages: -95 Quirks: -5 Skills: 106 Spells: 0 Race: 0 Earned: 10
Description			
Race: Human	Height: 6' 1"	Hair: Blond, Straight, Curly	
Gender: Male	Weight: 135 lb	Eyes: Violet	
Age: 21	Size: + 0	Skin: Light Brown	
Birthday: June 13	TL: 4	Hand: Right	

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
▼ Advantages	115		Accounting	16	IQ+0	1	B174
Appearance	4	B21	Acting	18	IQ+2	8	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	16	IQ+0	4	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	13	HT+3	4	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	18	Per+2	2	B187
Language: Uhmbisch	2	B24	Diagnosis/TL4	15	IQ-1	2	B187
Native, -4; Spoken (Native), +3; Written (Native), +3.			Diplomacy	15	IQ-1	2	B187
Language: Door	6	B24	Economics	17	IQ+1	2	B189
Spoken (Native), +3; Written (Native), +3.			Enthrallment	17	Will-1	2	B191
Language: Perquec	6	B24	Fast-Talk	17	IQ+1	4	B195
Spoken (Native), +3; Written (Native), +3.			Finance	16	IQ+0	1	B195
Lightning Calculator	2	B66	Fortune-Telling (Astrology)	21	IQ+5	1	B196
Rapier Wit	5	B79	Fortune-Telling (Palmistry)	21	IQ+5	1	B196
Status 2	10	B28	Fortune-Telling (Tarot)	21	IQ+5	1	B196
Baron of San Marino			Gambling	18	IQ+2	2	B197
Talent (Business Acumen) 2	20	B90	Hypnotism	17	IQ+1	8	B201
Wealth	10	B25	Interrogation	16	IQ+0	2	B202
Comfortable (Starting wealth is 2x average), +10.			Literature	14	IQ-2	1	B205
Clerical Investment	5	B43	Market Analysis	16	IQ+0	1	B207
Creach			Mathematics/TL4 (Applied)	14	IQ-2	1	B207
Rank 1	5	B29	Merchant	17	IQ+1	1	B209
Creach			Naturalist/TL4	14	IQ-2	1	B211
▼ Disadvantages	-95		Navigation/TL4 (Star)	16	IQ+0	2	B211
			Persuade	16	Will-2	1	B191

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

Dood 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