

Portrait	Identity	Player Information	249 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>-95</b> Quirks: <b>-5</b> Skills: <b>106</b> Spells: <b>0</b> Race: <b>0</b> Earned: <b>14</b>
Description			
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: Door</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>-95</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>Compulsive Behavior</b> CR: 9 (Fairly Often). Leave foreign object in patient after surgery	-15	B128	<b>Sex Appeal</b>	12	HT+2	4	B219
<b>Quirks</b>	-5		<b>Shield (Shield)</b>	12	DX+2	4	B220
<b>HeisenQuirk</b>	-1		<b>Shortsword</b>	12	DX+2	8	B209
<b>HeisenQuirk</b>	-1		<b>Sleight of Hand</b>	11	DX+1	8	B221
<b>Proud of titles</b> Always announce yourself with full title	-1		<b>Suggest</b>	17	Will-1	2	B191
<b>Imaginative</b>	-1	B164	<b>Surgery/TL4</b>	14	IQ-2	2	B223
<b>Mixes languages to look interesting</b>	-1		<b>Sway Emotions</b>	16	Will-2	1	B192
			<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

#### 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