

	Identity		Player Information		225 Points		
	Name: Doctor Drax Plunkett		Player: dvberkel		Attributes: 114		
	Title: Baron of San Marino		Campaign:		Advantages: 115		
	Religion: Creach		Created On: Apr 21, 2013		Disadvantages: -105		
					Quirks: -5		
Description						Skills: 96	
Race: Human		Height: 6' 1"		Hair: Blond, Straight, Curly		Spells: 0	
Gender Male		Weight: 135 lb		Eyes: Violet		Race: 0	
Age: 21		Size: +0		Skin: Light Brown		Earned: 10	
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					9-10	Torso	0	2	Basic HP:	10
Basic Move:	5					11	Groin	-3	2	Reeling:	3
Perception	16					12	L. Arm	-2	0	Collapse:	0
Vision:	16					13-14	L. Leg	-2	0	Check #1:	-10
Hearing:	16					15	Hand	-4	0	Check #2:	-20
Taste & Smell:	16					16	Foot	-4	0	Check #3:	-30
Touch:	16					17-18	Neck	-5	0	Check #4:	-40
thr: 1d-3	sw: 1d-2					-	Vitals	-3	2	Dead:	-50

Advantages & Disadvantages		Pts	Ref
▽ Advantages		115	
Appearance	4	B21	
Attractive, +4.			
Charisma 3	15	B41	
+1/level to Influence rolls			
Empathy	15	B51	
Fashion Sense	5	B21	
Fit	5	B55	
+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)			
Language: Uhmbrisch	2	B24	
Native, -4; Spoken (Native), +3; Written (Native), +3.			
Language: Dooor	6	B24	
Spoken (Native), +3; Written (Native), +3.			
Language: Perquec	6	B24	
Spoken (Native), +3; Written (Native), +3.			
Lightning Calculator	2	B66	
Rapier Wit	5	B79	
Status 2	10	B28	
Baron of San Marino			
Talent (Business Acumen) 2	20	B90	
Wealth	10	B25	
Comfortable (Starting wealth is 2x average), +10.			
Clerical Investment	5	B43	
Creach			
Rank 1	5	B29	
Creach			
▽ Disadvantages	-105		
Callous	-5	B125	
Compulsive Gambling	-10	B128	
CR: 6 (Rarely).			

Skills		SL	RSL	Pts	Ref
Accounting	16	IQ+0	1	B174	
Acting	18	IQ+2	8	B174	
Administration	17	IQ+1	1	B174	
Animal Handling (Alpaca)	15	IQ-1	1	B175	
Astronomy/TL4	15	IQ-1	2	B179	
Body Language	16	Per+0	2	B181	
Captivate	17	Will-1	2	B191	
Carousing	13	HT+3	4	B183	
Detect Lies	17	Per+1	1	B187	
Diagnosis/TL4	14	IQ-2	1	B187	
Diplomacy	14	IQ-2	1	B187	
Economics	16	IQ+0	1	B189	
Enthrallment	17	Will-1	2	B191	
Fast-Talk	17	IQ+1	4	B195	
Finance	16	IQ+0	1	B195	
Fortune-Telling (Astrology)	21	IQ+5	1	B196	
Fortune-Telling (Palmistry)	21	IQ+5	1	B196	
Fortune-Telling (Tarot)	21	IQ+5	1	B196	
Gambling	18	IQ+2	2	B197	
Hypnotism	17	IQ+1	8	B201	
Interrogation	15	IQ-1	1	B202	
Literature	14	IQ-2	1	B205	
Market Analysis	16	IQ+0	1	B207	
Mathematics/TL4 (Applied)	14	IQ-2	1	B207	
Merchant	17	IQ+1	1	B209	
Naturalist/TL4	14	IQ-2	1	B211	
Navigation/TL4 (Star)	16	IQ+0	2	B211	
Persuade	16	Will-2	1	B191	
Pharmacy/TL4 (Herbal)	14	IQ-2	1	B213	
Physician/TL4	15	IQ-1	2	B213	
Physiology/TL4 (Human)	14	IQ-2	1	B213	
Poetry	15	IQ-1	1	B214	
Poisons/TL 4	14	IQ-2	1	B214	

Skills	SL	RSL	Pts	Ref
Propaganda/TL4	17	IQ+1	1	B216
Psychology	14	IQ-2	1	B216
Public Speaking	18	IQ+2	1	B216
Savoir-Faire (High Society)	16	IQ+0	1	B218
Sex Appeal	12	HT+2	4	B219
Shield (Shield)	12	DX+2	4	B220
Shortsword	12	DX+2	8	B209
Sleight of Hand	11	DX+1	8	B221
Suggest	17	Will-1	2	B191
Surgery/TL4	14	IQ-2	2	B223
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

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

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Docter Drax Plunkett
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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