



Portrait	Identity	Player Information	200 Points								
	Name: Doctor Drax Plunkett		Attributes: 114								
	Title: Baron of San Marino		Advantages: 103								
	Religion: Church of the Prosperous Planets		Disadvantages: -95								
			Quirks: -5								
Description											
Race: Human	Height: 6' 1"	Hair: Blond, Straight, Curly	Skills: 83								
Gender: Male	Weight: 135 lb	Eyes: Violet	Spells: 0								
Age: 21	Size: +0	Skin: Light Brown	Race: 0								
Birthday: June 13	TL: 4	Hand: Right	Earned: 0								
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	Skills				SL	RSL	Pts	Ref
▽ Advantages		103		Accounting				16	IQ+0	1	B174
Appearance		4	B21	Acting				17	IQ+1	4	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				15	IQ-1	2	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				12	HT+2	2	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				17	Per+1	1	B187
Language: Common		0	B24	Diplomacy				14	IQ-2	1	B187
Native, -6; Spoken (Native), +3; Written (Native), +3.				Economics				16	IQ+0	1	B189
Language: English		6	B24	Enthrallment				17	Will-1	2	B191
Spoken (Native), +3; Written (Native), +3.				Fast-Talk				16	IQ+0	2	B195
Language: French		6	B24	Finance				16	IQ+0	1	B195
Spoken (Native), +3; Written (Native), +3.				Fortune-Telling (Astrology)				21	IQ+5	1	B196
Lightning Calculator		2	B66	Fortune-Telling (Palmistry)				21	IQ+5	1	B196
Rapier Wit		5	B79	Fortune-Telling (Tarot)				21	IQ+5	1	B196
Status 2		10	B28	Gambling				18	IQ+2	2	B197
Baron of San Marino				Hypnotism				17	IQ+1	8	B201
Talent (Business Acumen) 2		20	B90	Interrogation				15	IQ-1	1	B202
Wealth		10	B25	Literature				14	IQ-2	1	B205
Comfortable (Starting wealth is 2x average), +10.				Market Analysis				16	IQ+0	1	B207
▽ Disadvantages		-95		Mathematics/TL4 (Applied)				14	IQ-2	1	B207
Callous		-5	B125	Merchant				17	IQ+1	1	B209
Compulsive Gambling		-10	B128	Naturalist/TL4				14	IQ-2	1	B211
CR: 6 (Rarely).				Navigation/TL4 (Star)				15	IQ-1	1	B211
Greed		-15	B137	Persuade				16	Will-2	1	B191
CR: 12 (Quite Often).				Pharmacy/TL4 (Herbal)				14	IQ-2	1	B213
Intolerance (Species)		-5	B140	Physician/TL4				14	IQ-2	1	B213
Scope: Common, -5.				Physiology/TL4 (Human)				14	IQ-2	1	B213
Jealousy		-10	B140	Poetry				15	IQ-1	1	B214
				Poisons/TL4				14	IQ-2	1	B214
				Propaganda/TL4				17	IQ+1	1	B216

Advantages & Disadvantages	Pts	Ref
Lecherousness CR: 12 (Quite Often).	-15	B142
Overconfidence CR: 12 (Quite Often).	-5	B148
Selfish CR: 12 (Quite Often).	-5	B153
Squeamish CR: 12 (Quite Often).	-10	B156
Compulsive Behavior CR: 9 (Fairly Often). Leave foreign object in patient after surgery	-15	B128
 Quirks	-5	
HeisenQuirk	-1	
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Proud of titles Always announce yourself with full title	-1	
Imaginative	-1	B164
Mixes languages to look interesting	-1	
Color  Modifier, x0. GM ruled these color for the character	0	
Clerical Investment Church of the Prosperous Planets	0	B43
Rank 1 Prosperous Planets Counselor	0	B29

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; \$2,290)	? #	\$	W	\$	W	Ref
▼ Alpaca ST 18; DX 10; IQ 3; HT 12; Will 12; Per 12; Speed 5.5; Dodge 8; Move 5	- 1	1,000	0 lb	2,190	24.45 lb	B460
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	
Equipment	- 1	0	0 lb	0	0 lb	
▼ Equipment	- 1	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)

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 Psychologist of the church of the prosperous planets 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 the Prosperous Planets 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 a king of a small country requested that Drax would join his court for the occasional counseling. In these years Drax perfected his skills while gaining influence within the kingdom. 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.