


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			Skills: 83									
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									
			Race: 0									
			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				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				15	IQ-1	2	B179
Empathy			15	B51	Captivate				16	Will-2	1	B191
Fashion Sense			5	B21	Carousing				12	HT+2	2	B183
Fit			5	B55	Detect Lies				17	Per+1	1	B187
+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)					Diplomacy				14	IQ-2	1	B187
Language: Common			0	B24	Economics				16	IQ+0	1	B189
Native, -6; Spoken (Native), +3; Written (Native), +3.					Enthrallment				17	Will-1	2	B191
Language: English			6	B24	Fast-Talk				16	IQ+0	2	B195
Spoken (Native), +3; Written (Native), +3.					Finance				16	IQ+0	1	B195
Language: French			6	B24	Fortune-Telling (Astrology)				21	IQ+5	1	B196
Spoken (Native), +3; Written (Native), +3.					Fortune-Telling (Palmistry)				21	IQ+5	1	B196
Lightning Calculator			2	B66	Fortune-Telling (Tarot)				21	IQ+5	1	B196
Rapier Wit			5	B79	Gambling				18	IQ+2	2	B197
Status 2			10	B28	Hypnotism				17	IQ+1	8	B201
Baron of San Marino					Interrogation				15	IQ-1	1	B202
Talent (Business Acumen) 2			20	B90	Literature				14	IQ-2	1	B205
Wealth			10	B25	Market Analysis				16	IQ+0	1	B207
Comfortable (Starting wealth is 2x average), +10.					Mathematics/TL4 (Applied)				14	IQ-2	1	B207
▽ Disadvantages			-95		Merchant				17	IQ+1	1	B209
Callous			-5	B125	Naturalist/TL4				14	IQ-2	1	B211
Compulsive Gambling			-10	B128	Navigation/TL4 (Star)				15	IQ-1	1	B211
CR: 6 (Rarely).					Persuade				16	Will-2	1	B191
Greed			-15	B137	Pharmacy/TL4 (Herbal)				14	IQ-2	1	B213
CR: 12 (Quite Often).					Physician/TL4				14	IQ-2	1	B213
Intolerance (Species)			-5	B140	Physiology/TL4 (Human)				14	IQ-2	1	B213
Scope: Common, -5.					Poetry				15	IQ-1	1	B214
Jealousy			-10	B140	Poisons/TL4				14	IQ-2	1	B214
					Propaganda/TL4				17	IQ+1	1	B216
					Psychology				14	IQ-2	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	
HeisenQuirk	-1	
Proud of titles Always announce yourself with full title	-1	
Imaginative	-1	B164
Mixes languages to look interesting	-1	
Color	0	
▼ Modifier, x0. GM ruled these color for the character		
Clerical Investment Church of the Prosperous Planets	0	B43
Rank 1 Prosperous Planets Counselor	0	B29

Skills	SL	RSL	Pts	Ref
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	16	Will-2	1	B191
Sway Emotions	16	Will-2	1	B192
Theology (PP)	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; \$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.