Identity
Name: Docter Drax Plunkett
Title: Baron of San Marino
Peligion: Church of the Prosperous Planets

Race: Human Gender Male Age: **21** 

Birthday: June 13

Player Information	
Player: dvberkel	
Campaign:	
Created On: <b>Apr 21, 2013</b>	

rosperous Planets	Created On: Apr 21, 2013
Descr	iption
Height: 6' 1"	Hair: Blond, Straight, Curly
Weight: 135 lb	Eyes: Violet
Size: <b>+0</b>	Skin: Light Brown

Hand: Right

200 Points
Attributes: 114
Advantages: 103
Disadvantages: -95
Quirks: -5
Skills: 83
Spells: 0
Race: 0
Earned: 0

Attributes	
Strength (ST):	8
Dexterity (DX):	10_
Intelligence (IQ):	16_
Health (HT):	10_
Will:	18_
Fright Check:	18
Basic Speed	5
Basic Move	5
Perception	16
Vision:	16
Hearing:	16
Taste & Smell:	16
Touch:	16
thr: 1d-3 sw:	1d-2

Encumbrance, Move & Dodge							
Level	Max Load	Move	Dodge				
None (0)	13 lb	5	10				
Light (1)	26 lb	4	9				
• Medium (2)	39 lb	3	8				
Heavy (3)	78 lb	2	7				
X-Heavy (4)	130 lb	1	6				
Lifting & Moving Things							

Size: **+0** 

TL: 4

Lifting & Moving Things	
Basic Lift:	13 lb
One-Handed Lift:	26 lb
Two-Handed Lift:	104 lb
Shove & Knock Over	156 lb
Running Shove & Knock Over	312 lb
Carry On Back:	195 lb
Shift Slightly:	650 lb

Hit Location Fatigue/Hit Po					
Roll	Where		DR	Current FP:	
-	Eye	-9	0	Basic FP: 10	
3-4	Skull	-7	2	Tired: 3	
5	Face	-5	0	Collapse: 0	
6-7	R. Leg	-2	0	Unconscious -10	
8	R. Arm	-2	0	Current HP:	
9-10	Torso	0	2	Basic HP 10	
11	Groin	-3	2		
12	L. Arm	-2	0	Reeling: 3	
13-14	L. Leg	-2	0	Collapse: 0	
15	Hand	-4	0	Check #1: -10	
16	Foot	-4	0	Check #2: -20	
17-18	Neck	-5	0	Check #3: -30	
_	Vitals	-3	2	Check #4: -40	
		Ĺ	Ш	Dead: -50	

Advantages & Disadvantages			
Appearance Attractive, +4.  Charisma 3 +1/level to Influence rolls  Empathy  Fashion Sense  Fit +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: Common Native, -6; Spoken (Native), +3; Written (Native), +3.  Language: English Spoken (Native), +3; Written (Native), +3.  Language: French Spoken (Native), +3; Written (Native), +3.  Lightning Calculator Rapier Wit Status 2 Baron of San Marino  Talent (Business Acumen) 2  Wealth Comfortable (Starting wealth is 2x average), +10.  Disadvantages  Callous  CR: 6 (Rarely).  Greed CR: 12 (Quite Often).  Intolerance (Species) Scope: Common, -5.	Advantages & Disadvantages	Pts	Ref
Attractive, +4.  Charisma 3 +1/level to Influence rolls  Empathy 15 Fashion Sense 5 Fit +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: Common Native, -6; Spoken (Native), +3; Written (Native), +3.  Language: English Spoken (Native), +3; Written (Native), +3.  Language: French Spoken (Native), +3; Written (Native), +3.  Lightning Calculator Rapier Wit 5 Status 2 Baron of San Marino  Talent (Business Acumen) 2 Wealth Comfortable (Starting wealth is 2x average), +10.  Disadvantages -95 Callous -5 B125 Compulsive Gambling CR: 6 (Rarely).  Greed CR: 12 (Quite Often). Intolerance (Species) Scope: Common, -5.	<b>▽</b> Advantages	103	
#1/level to Influence rolls  Empathy  Empathy  Fit  Fashion Sense  Fit  #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: Common  Native, -6; Spoken (Native), +3; Written (Native), +3.  Language: English  Spoken (Native), +3; Written (Native), +3.  Language: French  Spoken (Native), +3; Written (Native), +3.  Lightning Calculator  Rapier Wit  Status 2  Baron of San Marino  Talent (Business Acumen) 2  Wealth  Comfortable (Starting wealth is 2x average), +10.  Disadvantages  Callous  -5  Compulsive Gambling  CR: 6 (Rarely).  Greed  CR: 12 (Quite Often).  Intolerance (Species)  Scope: Common, -5.		4	B21
Fashion Sense  Fit Fit +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: Common Native, -6; Spoken (Native), +3; Written (Native), +3.  Language: English Spoken (Native), +3; Written (Native), +3.  Language: French Spoken (Native), +3; Written (Native), +3.  Lightning Calculator Rapier Wit Status 2 Baron of San Marino Talent (Business Acumen) 2  Wealth Comfortable (Starting wealth is 2x average), +10.  Disadvantages CR: 6 (Rarely).  Greed CR: 12 (Quite Often). Intolerance (Species) Scope: Common, -5.		15	B41
Fit +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: Common Native, -6; Spoken (Native), +3; Written (Native), +3.  Language: English Spoken (Native), +3; Written (Native), +3.  Language: French Spoken (Native), +3; Written (Native), +3.  Lightning Calculator Rapier Wit 5 B79  Status 2 Baron of San Marino  Talent (Business Acumen) 2  Wealth Comfortable (Starting wealth is 2x average), +10.  Disadvantages Callous CR: 6 (Rarely).  Greed CR: 12 (Quite Often).  Intolerance (Species) Scope: Common, -5.	Empathy	15	B51
+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: Common Native, -6; Spoken (Native), +3; Written (Native), +3.  Language: English Spoken (Native), +3; Written (Native), +3.  Language: French 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 Comfortable (Starting wealth is 2x average), +10.  Disadvantages -95  Callous -5 B125  Compulsive Gambling -10 B128  CR: 6 (Rarely).  Greed -15 B137  CR: 12 (Quite Often).  Intolerance (Species) -5 B140  Scope: Common, -5.	Fashion Sense	5	B21
Native, -6; Spoken (Native), +3; Written (Native), +3.  Language: English Spoken (Native), +3; Written (Native), +3.  Language: French Spoken (Native), +3; Written (Native), +3.  Lightning Calculator Rapier Wit Status 2 Baron of San Marino Talent (Business Acumen) 2 Wealth Comfortable (Starting wealth is 2x average), +10.  Disadvantages Callous CR: 6 (Rarely).  Greed CR: 12 (Quite Often). Intolerance (Species) Scope: Common, -5.	+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	5	B55
Spoken (Native), +3; Written (Native), +3.  Language: French Spoken (Native), +3; Written (Native), +3.  Lightning Calculator Rapier Wit Status 2 Baron of San Marino Talent (Business Acumen) 2 Wealth Comfortable (Starting wealth is 2x average), +10.  Disadvantages Callous CR: 6 (Rarely).  Greed CR: 12 (Quite Often). Intolerance (Species) Scope: Common, -5.		0	B24
Spoken (Native), +3; Written (Native), +3.         Lightning Calculator       2 B66         Rapier Wit       5 B79         Status 2       10 B28         Baron of San Marino       2 B90         Talent (Business Acumen) 2       20 B90         Wealth       10 B25         Comfortable (Starting wealth is 2x average), +10.       →95         Callous       -5 B125         Compulsive Gambling       -10 B128         CR: 6 (Rarely).       -15 B137         CR: 12 (Quite Often).       -15 B137         Intolerance (Species)       -5 B140         Scope: Common, -5.       -5 B140		6	B24
Rapier Wit       5       B79         Status 2       10       B28         Baron of San Marino       20       B90         Talent (Business Acumen) 2       20       B90         Wealth       10       B25         Comfortable (Starting wealth is 2x average), +10.         Disadvantages       -95         Callous       -5       B125         Compulsive Gambling       -10       B128         CR: 6 (Rarely).       -15       B137         CR: 12 (Quite Often).         Intolerance (Species)       -5       B140         Scope: Common, -5.       -5       B140		6	B24
Status 2       10       B28         Baron of San Marino         Talent (Business Acumen) 2       20       B90         Wealth       10       B25         Comfortable (Starting wealth is 2x average), +10.         Disadvantages       -95         Callous       -5       B125         Compulsive Gambling       -10       B128         CR: 6 (Rarely).       -15       B137         CR: 12 (Quite Often).       -15       B137         Intolerance (Species)       -5       B140         Scope: Common, -5.       -5       B140	Lightning Calculator	2	B66
Baron of San Marino  Talent (Business Acumen) 2  Wealth Comfortable (Starting wealth is 2x average), +10.  Disadvantages  Callous  CR: 6 (Rarely).  Greed CR: 12 (Quite Often).  Intolerance (Species) Scope: Common, -5.	Rapier Wit	5	B79
Wealth Comfortable (Starting wealth is 2x average), +10.  Disadvantages  Callous  Compulsive Gambling CR: 6 (Rarely).  Greed CR: 12 (Quite Often).  Intolerance (Species) Scope: Common, -5.  10 B25 B125 -95 B125 -10 B128 -10 B137 -15 B137 -15 B137		10	B28
Wealth Comfortable (Starting wealth is 2x average), +10.  Disadvantages  Callous  Compulsive Gambling CR: 6 (Rarely).  Greed CR: 12 (Quite Often).  Intolerance (Species) Scope: Common, -5.  10 B25 B125 -95 B125 -10 B128 -10 B137 -15 B137	Talent (Business Acumen) 2	20	B90
Callous         -5         B125           Compulsive Gambling         -10         B128           CR: 6 (Rarely).         -15         B137           CR: 12 (Quite Often).         -15         B137           Intolerance (Species)         -5         B140           Scope: Common, -5.         -5         B140	Wealth	10	B25
Compulsive Gambling	<b>▽</b> Disadvantages	-95	
CR: 6 (Rarely).  Greed -15 B137 CR: 12 (Quite Often).  Intolerance (Species) -5 B140 Scope: Common, -5.	Callous	-5	B125
CR: 12 (Quite Often).  Intolerance (Species) Scope: Common, -5.  B140		-10	B128
Scope: Common, -5.		-15	B137
Jealousy -10 B140		-5	B140
	Jealousy	-10	B140

Skills	SL	RSL	Pts	Ref
Accounting	16	IQ+0	1	B174
Acting	17	IQ+1	4	B174
Administration	17	IQ+1	1	B174
Animal Handling (Alpaca)	15	IQ-1	1	B175
Astronomy/TL4	14	IQ-2	1	B179
Body Language	16	Per+0	2	B181
Captivate	17	Will-1	2	B191
Carousing	12	HT+2	2	B183
Detect Lies	17	Per+1	1	B187
Diplomacy	14	IQ-2	1	B187
Economics	16	IQ+0	1	B189
Enthrallment	17	Will-1	2	B191
Fast-Talk	16	IQ+0	2	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)	15	IQ-1	1	B211
Persuade	16	Will-2	1	B191
Pharmacy/TL4 (Herbal)	14	IQ-2	1	B213
Physician/TL4	14	IQ-2	1	B213
Physiology/TL4 (Human)	14	IQ-2	1	B213
Poetry	15	IQ-1	1	B214
Poisons/TL4	14	IQ-2	1	B214
Propaganda/TL4	17	IQ+1	1	B216

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

Skills	SL	RSL	Pts	Ref
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	13	IQ-3	1	B223
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	LvI	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	С	
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	-		1,000	0 lb	2,190	24.45 lb	B460
ST 18; DX 10; IQ 3; HT 12; Will 12; Per 12; Speed 5.5; Dodge 8; Move 5			·				
Medium Shield	Ε	1	60	15 lb	60	15 lb	B287
Shortsword	Ε	1	400	2 lb	400	2 lb	B273
<b>▽</b> Doctors bag	-	1	500	2 lb	500	2 lb	
Stethoscoop	Ε	1	0	0 lb	0	0 lb	
Reflex hammer	Ε	1	0	0 lb	0	0 lb	
Surgical knife	Ε	1	0	0 lb	0	0 lb	
Bandages	Ε	1	0	0 lb	0	0 lb	
Ointments	Ε	1	0	0 lb	0	0 lb	
<b>▽</b> Backpack, Small	-	1	60	3 lb	230	5.45 lb	B288
∇ Purse, Small	-	1	10	0.2 lb	10	0.2 lb	B288
<b>▽</b> 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	Е	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

## Notes (continued)

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 live how to manipulate people.

While a visiting Psychologist of the church of the prosperous planets traveled through Drax's town she witnessed the boys 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 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 known what their future had in store for them. Drax while in rank was a lower disicple, often was granted the importa task.

Because of this a king of a small country requested that Drax would join his court for the occasionel counseling. In these years Drax perfected his skills while gaining influence within the kingdom. Be prospecting various important chamberlaine he learned how to be a practicing phycisian. 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 alot easier spreading the gospell of The church of the prosporous planets, thereby gaining enourmous influential gain.

French Expressions:

Ah bon - I see A la limite - in pinch a mon avus - in my opinion au contraire - on the contratry au faut - by the way bien entendu - obviously bien sur Bon debarras - good riddance ca marche - ok it works ca m'est egal - its all the same to me ca 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 patatie 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 - its 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