



Name Prince Draken, the Golden Dragon Rider Player Phillip Alden
 Ht 6' - 1" Wt 967 (145) Size Modifier 0 Age 1200(1235)
 Appearance Valley Elf with metallic golden skin & black hair

Point Total 25334
 Unspent Points 63

CHARACTER SHEET

ST	100	[20]	HP	100	[0]
				CURRENT	
DX	50	[0]	Will	30	[0]
				CURRENT	
IQ	21	[20]	Per	50	[0]
				CURRENT	
HT	100	[60]	FP	106	[12]
				CURRENT	

Languages	Spoken	Written	
Common	(Accented)	(Literate)	[4]
E&E College	(Accented)	(Literate)	[4]
Elvish (Native Speaker)	(Native)	(Native)	[0]
Quindi (_Free)	(Broken)		[0]
UFP Galacta	(Accented)	(Literate)	[4]

DR	TL: 12	[0]
11 +30	Cultural Familiarities	
	Austi (Alien Culture)	[2]
	Gonham, Brahum	[1]
	Ogh! (Alien Culture)	[2]
	Sylvan Elves of Draornbre (Native)	[0]

BASIC LIFT 2000 DAMAGE Thr 11d Sw 13d
 BASIC SPEED 38 [0] BASIC MOVE 38 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 2000	BM x 1 38	Dodge 42
Light (1) = 2 x BL 4000	BM x 0.8 30	Dodge - 1 41
Medium (2) = 3 x BL 6000	BM x 0.6 22	Dodge - 2 40
Heavy (3) = 6 x BL 12000	BM x 0.4 15	Dodge - 3 39
X-Heavy (4) = 10 x BL 20000	BM x 0.2 7	Dodge - 4 38

MOVEMENT	None	Light	Medium	Heavy	X-Heavy
Air Move	76/152	60/121	45/91	30/60	15/30
Ground Move	38	30	22	15	7
Water Move	7	5	4	2	1

PARRY	Reaction Modifiers
33	Appearance: +1/+1 <i>Unappealing Includes:</i> +1 from 'Appearance' <i>Appealing Includes:</i> +1 from 'Appearance'
	Status: +8; Includes: +3 from 'Wealth (10-15 Million)', +5 from 'Status (Elven Nobility)' Other: +2; Includes: +2 from 'Charisma'
Saber	Conditional: +1 from 'Courtier Talent', +2 from 'Merchant (Gems/Precious Metals)' when buying or selling, +1 from 'Musical Ability', +2 from 'Outdoorsman', +1 from 'Reputation (Herald of Galactus)', +4 from 'Reputation (RoachKing)', +1 from 'Smooth Operator', +1 from 'Bard', +2 from 'Sleight of Hand Talent', +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known, +1 from 'Healer'
BLOCK	
31	
Shield (Small)	

ADVANTAGES AND PERKS	
"Herald of Galactus" Powers (Cosmic Talent) 1	[6183]
3D Spatial Sense (Cosmic)	[15]
Ally (Golden Dragon) 2 (Cosmic; 15 or less; Special Abilities)	[12]
Celestial Doesn't Age (Cosmic)	[45]
Celestial Doesn't Breathe, Eat or Drink (Cosmic)	[45]
Celestial Flight (Cosmic; Space Flight)	[80]
Celestial Immunity to Metabolic Hazards (Cosmic)	[45]
Damage Resistance (Metallic Golden Skin) 30 (Cosmic; Hardened (+2); Reflection (Beams, <12))	[323]
Energy Reserve (Cosmic) 100 (Cosmic)	[450]
Enhanced Move (Air, move=54) 1 (Cosmic)	[30]
Enhanced Move (Space, move=27,648) 10 (Cosmic)	[300]
Extra DX (Cosmic) 37 (Affects displayed DX score; Cosmic)	[1110]
Extra HT 85 (Affects displayed HT score; Cosmic)	[1275]
Extra IQ (Cosmic) 9 (Affects displayed IQ score; Cosmic)	[270]
Extra Magery (Cosmic) 10 (Cosmic; Does not affect Spell levels; Extra Spell Energy Multiplied (x10))	[150]
Extra Perception 29 (Affects displayed Per score; Cosmic)	[218]
Extra ST 90 (Affects displayed ST score; Cosmic)	[1350]
Extra Will 9 (Affects displayed Will score; Cosmic)	[68]
Field Sense (Life Energy) (Cosmic; Planetary Range)	[20]
High Pain Threshold (Cosmic)	[15]
Hyperspectral Vision (Cosmic)	[38]
Improved G-Tolerance (10G) (Cosmic)	[38]
Nictitating Membrane 1 (Cosmic)	[2]
Pressure Support 3/Vacuum Support 1 = 4 (Cosmic)	[30]
Resistant (Acceleration) (Rare) (Cosmic; Immunity)	[8]
Resistant (Heat/Cold) (Common) (Cosmic; Immunity)	[45]
Resistant (Radiation) (Occasional) (Cosmic; Immunity)	[15]
Sealed (Cosmic)	[23]
Telescopic Vision (1000x) 10 (Cosmic; Extended Effect)	[125]
Very Rapid Healing (Cosmic)	[23]

SKILLS			
Name	Level	Relative Level	
"Lian Elf" Racial Skills	0	0+0	[100]
Acrobatics	59	DX+9	[38]
<i>Includes: +1 from 'Perfect Balance'</i>			
<i>Conditional: +4 from 'Celestial Flight' when body lightening would help</i>			
Aerobatics	60	DX+10	[12]
<i>Includes: +2 from '3D Spatial Sense', +1 from 'Perfect Balance'</i>			
Alchemy/TL4	26	IQ+5	[28]
Area Knowledge (Bartertown/Rad Zone, Austi)	21	IQ+0	[1]
Area Knowledge (Capital, Argellius II, UFP)	21	IQ+0	[1]
Area Knowledge (coastal region, Ogh!)	21	IQ+0	[1]
Area Knowledge (Draornbre-Old Forest)	31	IQ+10	[0]
Area Knowledge (Gonham)	26	IQ+5	[16]
Area Knowledge (Pasadena Island)	31	IQ+10	[36]
Area Knowledge (San Francisco, Earth, UFP)	21	IQ+0	[1]
Area Knowledge (Untamed Lands)	21	IQ+0	[1]
Bow	59	DX+9	[32]
<i>Includes: +1 from 'Racial Skill Bonus (Bow)'</i>			
Carousing	105	HT+5	[8]
<i>Includes: +1 from 'Courtier Talent', +1 from 'Smooth Operator'</i>			
Climbing	52	DX+2	[4]
<i>Includes: +1 from 'Perfect Balance'</i>			
<i>Conditional: +4 from 'Celestial Flight' when body lightening would help</i>			
Connoisseur (Natural Environments)	29	IQ+8	[28]
<i>Includes: +1 from 'Courtier Talent'</i>			
Dancing	58	DX+8	[32]
Disguise/TL4 (Elf)	29	IQ+8	[32]
Driving/TL7 (Motorcycle)	50	DX+0	[2]
Elven Martial Arts	0	0+0	[90]

ADVANTAGES AND PERKS (continued)

"Lian Elf" Racial Traits (DQ)	[258]
Animal Empathy	[5]
Appearance (Attractive)	[4]
Combat Reflexes	[15]
Courtier Talent 1	[10]
Doesn't Sleep	[20]
Elvish (Spoken) (Native) (Native Speaker)	[0]
Extra Basic Speed (+0.5) (Affects displayed Basic Speed score)	[10]
Extra DX 3 (Affects displayed DX score)	[60]
Extra Fatigue Points 2 (Affects displayed FP score)	[6]
Extra IQ 1 (Affects displayed IQ score)	[20]
Extra Magery 1	[10]
Healer 1	[10]
Longevity (up to 5,000 yrs.)	[2]
Musical Ability 1	[5]
Night Vision 7	[7]
Outdoorsman 2	[20]
Perfect Balance	[15]
Plant Empathy	[5]
Racial Skill Bonus (Bow) 1	[2]
Racial Skill Bonus (Stealth) 1	[2]
Resistant (Charming) (Rare) (Immunity)	[5]
Resistant (Ghostly Fright) (Rare) (Immunity)	[5]
Resistant (Ghoulish Infection) (Rare) (Immunity)	[5]
See Invisible (Elven)	[15]
Sylvan Elves of Draornbre (Native)	[0]
Charisma 2	[10]
Extended Lifespan (Fountain of Lamneth) (x2)	[2]
G-Experience 1	[1]
High TL (UFP) 8	[40]
Magery 2	[20]
Magery 0	[5]
Reputation (Herald of Galactus) 1 (7 or less; Small class)	[1]
Smooth Operator 1	[15]
Standard RoachKing Advantages	[173]
Fearlessness 3	[6]
Independent Income 1	[1]
Reputation (RoachKing) 4 (All the time; Almost everyone)	[20]
Trained By A Master (Danger Room)	[30]
Very Fit	[15]
Wealth (10-15 Million) (Multimillionaire 2)	[100]
Teamwork (RoachKings)	[1]
Status (Elven Nobility) 5	[25]
Troubadour	[89]
Bard 1	[5]
Bard-Song Charm (Level=31; up to 18 people) 8 (Bard Song; Costs Fatigue (+10) (_Free, Per Activation); Requires Will Roll (_Free))	[56]
Includes: +1 skillscore from 'Bardic Talent'	
Bardic Talent 1	[8]
Cultural Perception 2 (Gives conditional Per bonus (when attempting to gain info regarding cultures))	[10]
Sleight of Hand Talent 2	[10]
Unusual Background (Recruited by Galactus)	[10]
Aerobic Kicks	[1]
Alcohol Tolerance	[1]
Sure-Footed (Slippery)	[1]
Sure-Footed (Uneven)	[1]

Weapon Bond (Saber) [1]

DISADVANTAGES AND QUIRKS

"Lian Elf" Racial Traits (DQ)	[-55]
Code of Honor (Elven)	[-10]
Racial Reduced ST -2 (Affects displayed ST score)	[-20]
Reduced HT -1 (Affects displayed HT score)	[-10]
Sense of Duty (Nature)	[-15]
Code of Honor (RoachKing)	[-5]
Duty (Galactus) (9 or less (fairly often))	[-5]
Pacifism (Cannot Harm Innocents)	[-10]
Distinctive Feature (Golden Skin)	[-1]

Cultural Familiarities (continued)

UFP (Alien Culture) [2]

SKILLS (continued)

Name	Level	Relative Level	
Expert Skill (Bardic Knowledge)	29	IQ+8	[36]
Expert Skill (Bardic Lore)	29	IQ+8	[36]
Fast-Draw (Arrow)	55	DX+5	[8]
Includes: +1 from 'Combat Reflexes', +1 from 'Racial Skill Bonus (Bow)'			
Fast-Draw (Main-Gauche)	55	DX+5	[12]
Includes: +1 from 'Combat Reflexes'			
Fast-Draw (Rapier)	55	DX+5	[12]
Includes: +1 from 'Combat Reflexes'			
Fast-Draw (Saber)	55	DX+5	[12]
Includes: +1 from 'Combat Reflexes'			
First Aid/TL4 (Elven)	26	IQ+5	[12]
Includes: +1 from 'Healer'			
Conditional: +1 from 'First Aid Kit (Elves & Humans)'			
First Aid/TL4 (Human)	26	IQ+5	[12]
Includes: +1 from 'Healer'			
Conditional: +1 from 'First Aid Kit (Elves & Humans)'			
Flight (Endurance)	108	HT+8	[42]
Includes: +1 from "'Herald of Galactus" Powers (Cosmic Talent)'			
Free Fall (0-G Maneuvering)	61	DX+11	[48]
Includes: +2 from '3D Spatial Sense', +1 from "'Herald of Galactus" Powers (Cosmic Talent)'			
Gambling	26	IQ+5	[20]
Group Performance (Rock & Roll)	29	IQ+8	[8]
Heraldry	24	IQ+3	[4]
Includes: +1 from 'Courtier Talent', +1 from 'Bard'			
Herb Lore/TL4	26	IQ+5	[28]
Hiking	100	HT+0	[2]
Innate Attack (Bolt of Energy)	70	DX+20	[76]
Judo	58	DX+8	[36]
Jumping	55	DX+5	[16]
Conditional: +4 from 'Celestial Flight' when body lightning would help			
Karate	58	DX+8	[54]
Knife	59	DX+9	[8]
Leadership	27	IQ+6	[12]
Includes: +2 from 'Charisma', +1 from 'Smooth Operator'			
Main-Gauche	60	DX+10	[40]
Mathematics/TL4 (Applied)	23	IQ+2	[12]
Merchant (Gems/Precious Metals)	25	IQ+4	[16]
Musical Composition	30	IQ+9	[8]
Includes: +1 from 'Musical Ability'			
Musical Influence	31	IQ+10	[40]
Includes: +1 from 'Musical Ability', +1 from 'Bard'			
Musical Instrument (flute)	30	IQ+9	[36]
Includes: +1 from 'Musical Ability'			
Musical Instrument (guitar)	30	IQ+9	[36]

Includes: +1 from 'Musical Ability'				Dual-Weapon Defense (Main-Gauche)	33	[0]
Naturalist (Lia)	26	IQ+5	[16]	Dual-Weapon Defense (Rapier)	33	[0]
Includes: +2 from 'Outdoorsman'				Elbow Strike (Karate)	57	[1]
Navigation/TL12 (Space)	32	IQ+11	[36]	Evade (Acrobatics)	60	[1]
Includes: +2 from '3D Spatial Sense', +2 from 'Outdoorsman', +1 from 'Herald of Galactus' Powers (Cosmic Talent)				Exotic Hand Strike (Karate)	58	[1]
Performance	29	IQ+8	[32]	Feint (Main-Gauche)	60	[0]
Protobow	55	DX+5	[16]	Feint (Rapier)	60	[0]
Rapier	60	DX+10	[12]	Feint (Saber)	58	[0]
Research/TL4	25	IQ+4	[12]	Flying Jump Kick (Karate)	53	[3]
Research/TL12	22	IQ+1	[1]	Hands-Free Riding (Riding (Dragon))	58	[0]
Riding (Dragon)	61	DX+11	[65]	Healing (Alchemy-1)	25	[0]
Includes: +1 from 'Herald of Galactus' Powers (Cosmic Talent)				Invisibility (Alchemy)	22	[0]
Riding (Equines)	52	DX+2	[8]	Judo Throw (Judo)	58	[0]
Riding (Gryphons)	52	DX+2	[8]	Jump Kick (Karate)	56	[3]
Running	100	HT+0	[2]	Kicking (Karate)	57	[2]
Saber	58	DX+8	[4]	Knee Strike (Karate)	58	[1]
Conditional: +1 from 'Weapon Bond (Saber)'				Leg Grapple (Judo)	58	[0]
Savoir-Faire (High Society)	25	IQ+4	[4]	Leg Lock (Judo)	58	[0]
Includes: +1 from 'Courtier Talent', +1 from 'Smooth Operator'				Leg Throw (Judo)	56	[0]
Conditional: +2 from 'Charisma' when making Influence rolls				Lethal Strike (Karate)	56	[0]
Seamanship/TL4	21	IQ+0	[1]	Push Kick (Karate)	56	[2]
Shield (Small)	54	DX+4	[12]	Quick Mount (Riding (Dragon))	61	[3]
Singing	110	HT+10	[28]	Retain Weapon (Main-Gauche)	60	[0]
Includes: +1 from 'Musical Ability', +1 from 'Bard'				Retain Weapon (Rapier)	60	[0]
Spear	54	DX+4	[16]	Retain Weapon (Saber)	58	[0]
Staff	61	DX+11	[36]	Roll with Blow (Acrobatics)	57	[0]
Stealth	61	DX+11	[40]	Sleep (Alchemy)	25	[0]
Includes: +1 from 'Racial Skill Bonus (Stealth)'				Speed (Alchemy)	25	[0]
Strategy (Land)	23	IQ+2	[12]	Spinning Kick (Karate)	56	[2]
Streetwise	26	IQ+5	[16]	Springing Attack (Saber)	56	[0]
Includes: +1 from 'Smooth Operator'				Staying Seated (Riding (Dragon))	61	[0]
Conditional: +2 from 'Charisma' when making Influence rolls				Sweeping Kick (Karate)	55	[0]
Survival (Woodlands)	60	Per+10	[32]	Targeted Attack (Saber Swing/Arm)	56	[0]
Includes: +2 from 'Outdoorsman'				Targeted Attack (Saber Swing/Neck)	53	[0]
Swimming	102	HT+2	[4]	Trip (Judo)	32	[0]
Tactics	23	IQ+2	[12]	Universal Antidote (Alchemy)	24	[0]
Thaumatology	34	IQ+13	[48]	Wrist Lock (Judo)	58	[0]
Includes: +1 from 'Extra Magery', +2 from 'Magery'						
Throwing	55	DX+5	[20]			
Thrown Weapon (Knife)	58	DX+8	[28]			
Thrown Weapon (Spear)	54	DX+4	[12]			
Troubadour (DQ Rank 8)	0	0+0	[362]			
Writing	26	IQ+5	[16]			
Includes: +1 from 'Courtier Talent'						
Techniques						
Acrobatic Stand (Acrobatics)	54		[1]			
Arm Lock (Judo)	58		[0]			
Attack from Above (Main-Gauche)	58		[0]			
Attack from Above (Rapier)	58		[0]			
Attack from Above (Saber)	56		[0]			
Back Kick (Karate)	56		[3]			
Breakfall (Judo)	58		[0]			
Choke Hold (Judo)	56		[0]			
Combat Riding (Riding (Dragon))	61		[0]			
Counterattack (Saber)	53		[0]			
Disarming (Main-Gauche)	60		[0]			
Disarming (Rapier)	60		[0]			
Disarming (Saber)	58		[0]			
Dual-Weapon Attack (Main-Gauche)	56		[0]			
Dual-Weapon Attack (Rapier)	56		[0]			



CHARACTER SHEET

Prince Draken, the Golden Dragon Rider

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Bite	11d-1 cr	C	50 (No)				
	Elbow Strike (Karate)	11d+21 cr	C	57 (No)				
	Exotic Hand Strike (Karate)	11d+22 cr	C	58 (No)				
	Jump Kick (Karate)	11d+33 cr	1,2	56 (No)				
	Karate							
	Punch	11d+21 cr	C	58 (33)				
	Kick	11d+22 cr	C,1	57 (No)				
	Knee Strike (Karate)	11d+22 cr	C	58 (No)				
1	Large Knife (D100 TS Alloy)						480000	342
	swing	13d+3 (3) cut	C,1	62 (32)	75			
	thrust	11d+5 (3) imp	C	62 (32)	75	[1]		
1	Main-Gauche (D100 TS Alloy)						375000	250

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Heavy Cloak	spcl.	1	2 / 2	1	T(1)	45	8	-6			[1]/[4]	50	5
1	Large Knife (D100 TS Alloy)	11d+5 (3) imp	0	80 / 150	1	T(1)	61	75	-2		4		480000	342
1	Longbow (Elven, Enchanted)	11d+5 imp	3	1530 / 2040	1	1(1)	62	75†	-8		4	[3]	103400	6
2	Protobows (Hand-held Minis)	1d+2 imp	4	96 / 120	1	7(3)	58	3†	-6		4	[3]	280284	2.8392
	S02-Sunbolt (DQ "Bolt of Cosmic Energy")	~3d+6 burn	2	50 / 100			70					~2-100e	1	
1	Spear	11d+3 imp	2	100 / 150	1	T(1)	54	9	-3		4		1600	4

SPEED/RANGE TABLE	
For complete table, see p. 550.	
Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION	
Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS			Cost	Weight
Qty	Item	Location		
1	Backpack, Small		285614	38.94
1	Backpack Alchemy Lab		1000	10
1	Climbing Gear		20	4
1	Disguise Kit		800	10
1	Flute		20	.1
1	Formal Wear		1000	2
1	Quick-Access Pockets		281654	4.84
1	First Aid Kit (Elves & Humans)		150	3
1	Minor Healing Potion (Drinkable)		120	.5
14	Protobow Bolts (2 Clips of 7)		280084	.84
1	Speed Potion (Drinkable)		550	.5
1	Universal Antidote		750	0
1	Scribe's Kit		50	2
1	Small Pouch		1010	3
1	Assorted Coin & Gems		1000	3
1	Elven Boots	feet	40	1
1	Gilded Partial Plate	groin, limbs, torso	1000000	33.75
1	Large Pouch		10	0
1	Potion Belt		1710	5
3	Alchemist's Fire (Grenado)		300	3
1	Great Healing Potion (Drinkable)		1000	.5
1	Major Healing Potion (Drinkable)		350	.5
1	Shoulder Quiver		178954	1.7
12	TrueSilver Arrows (Elven, Enchanted +3 dmg)		178944	1.2

CHARACTER NOTES	
Draken was born into elven nobility among	
<i>(text truncated to fit space)</i>	
POINTS SUMMARY	
Attributes/Secondary Characteristics	[112]
Advantages/Perks/TL/Languages/Cultural Familiarity	[6856]
Disadvantages/Quirks	[-76]
Skills/Techniques	[18442]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
1	Main-Gauche (D100 TS Alloy)						375000	250
	knife swing	13d+2 (3) cut	C, 1	62 (33)	75	[5]		
	knife thrust	11d+5 (3) imp	C	62 (33)	75			
	main-gauche swing	13d+2 (3) cut	C, 1	63 (34F)	75	[5]		
	main-gauche thrust	11d+5 (3) imp	C, 1	63 (34F)	75			
	Push Kick (Karate)	11d+22 x2 nw dkb	C,1	56 (No)				
1	Quarterstaff (D100 TS Core)						2000	600
	staff swing	13d+5 cr	1,2	64 (36)	100†100†			
	staff thrust	11d+5 cr	1,2	64 (36)	00†			
1	Rapier (D100TS Alloy)						7500000	600
	swing	13d+5 (3) cut	1, 2	63 (34F)	100			
	thrust	11d+6 (3) imp	1, 2	63 (34F)	100			
1	Saber (D100TS Alloy)						7560000	600
	swing	13d+4 (3) cut	1	61 (33F)	100			
	thrust	11d+6 (3) imp	1	61 (No)	100			
1	Small Round Shield	11d cr	1	54 (No)		[2,3,4]	40	8
1	Spear						1600	4
	one-handed thrust	3d+1 imp	1*	59 (33)	9	[1]		
	two-handed thrust	3d+2 imp	1,2*	59 (33)	9†			

NOTES

Draken was born into elven nobility among the Valley Elves of Draornbre in the fall of the year 10136. Upon reaching the age of 1200, he attended the College of Ensorcelments & Enchantments at the Towers of Trimon. He was an excellent student and when he completed his studies there, he decided not to return to the boring world of elven nobility and instead set out to seek his own fame & fortune.

Wandering north to the port city of Gorben in the Braish baronny of Gonham, he met the RoachKings and eventually joined their fellowship. He proved to be an invaluable asset, giving the RKs a resident enchanter of magical weapons & armor, as well as a fighter with a mean "Bolt of Energy" spell.

In 11365, Draken & several other RoachKings were recruited by Thor to recover the 3 pieces of the cosmic entity known as Galactus, who had been shattered by the "Watchers" using a cosmic cube & his parts scattered to several of the outer planes. When they succeeded, Galactus asked if any of the heroes wished to become one of his heralds. At first, they all refused, but Draken eventually took him up on the offer. Galactus imbued Draken with the Power Cosmic, giving him metallic golden skin, increased strength, the ability to fly (even in space,) an improved metabolism & other traits for surviving in space, and a gleaming golden dragon mount that could travel interstellar & intergalactic distances. He also gave him the ability to cosmically enhance all his spells & rituals. From that moment on, Draken became the "Golden Dragon Rider." He agreed to serve Galactus for 25 years (until 11390.)

[In *GURPS* terms, Draken has 3 "Powers:" 1) The power to charm up to 18 people with his bardic voice; this Power is Source=Bardic Lore & Focus=Charming. 2) The power to fly through space & to scout planets for Galactus; this Power is Source=Cosmic & Focus=Duties of a Herald. 3) The power to use cosmic energy for his magic; this Power is Source=Cosmic & Focus=Sorcery & Enchantment.

Draken also has a cosmic "Ally," the Golden Dragon.]

Cosmic Energy

100 []