

## Allum

Rules: 2nd Edition

Player: Panu

Concept: \_\_\_\_\_

Caste: Zenith

Motivation: \_\_\_\_\_

## Essence

Personal Pool 15 (15) Total / \_\_\_\_ Available  
Peripheral Pool 37 (37) Total / \_\_\_\_ Available

### Attributes

Strength ●●●●●○○○  
Dexterity ●●●●●○○○  
Stamina ●●●●●○○○  
  
Charisma ●●●●●○○○  
Manipulation ●●●●●○○○  
Appearance ●●○○○○○○  
  
Perception ●●○○○○○○  
Intelligence ●●●○○○○○  
Wits ●●○○○○○○

### Virtues

Compassion ●●●○○○  
Temperance ●●○○○○  
Conviction □□□□□  
Valor ●●●○○○  
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### Virtue Flaw

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### Anima

- ◆ Cause Caste Mark to glow brightly (1 mote)
- ◆ Cause anima to glow bright enough to read by (1 mote)
- ◆ Know the precise time of day (1 mote)
- ◆ \_\_\_\_\_

Motes	Banner Flare	Stealth
1-3	Caste Mark glitters	Normal
4-7	Caste Mark burns	+2
8-10	Coruscant Aura	Impossible
11-15	Brilliant Bonfire	Impossible
16+	Totemic Aura	Impossible

### Abilities

**Dawn**  
□ Archery ○○○○○○○○  
■ Martial Arts ●●●●●○○○  
□ Melee ○○○○○○○○  
■ Thrown ●●●○○○○○  
□ War ○○○○○○○○  
  
**Zenith**  
■ Integrity ●●●●●○○○  
■ Performance ●●●●●○○○  
■ Presence ●●●○○○○○  
■ Resistance ●●●●●○○○  
■ Survival ●●●●●○○○  
  
**Twilight**  
■ Craft ●●●○○○○○  
□ Investigation ○○○○○○○○  
□ Lore ●●●○○○○○  
□ Medicine ●●○○○○○○  
■ Occult ●●●○○○○○  
  
**Night**  
+ ■ Athletics ●●●●●○○○  
□ Awareness ●●○○○○○○  
+ □ Dodge ●●●○○○○○  
+ □ Larceny ○○○○○○○○  
+ □ Stealth ○○○○○○○○  
  
**Eclipse**  
□ Bureaucracy ○○○○○○○○  
□ Linguistics ●●○○○○○○  
+ □ Ride ●○○○○○○○  
□ Sail ●○○○○○○○  
□ Socialize ●●○○○○○○

### Crafts

Craft - Earth ●●●○○○○○  
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### Specialties

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+ : This ability is commonly affected by mobility penalty.

### Willpower

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### Intimacies

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### Social Combat

Join Debate				4	Dodge MDV				6
Attack	Speed Honesty			Attack/MDV			Deception Attack/MDV		Rate
Presence		4	7	4	6	3	2		
Performance		6	9	5	8	4	1		
Investigation		5	4	2	3	2	2		
Common Actions				Common DV Modifiers					
Action	Speed	DV		Source	Modifier				
Join Debate	5	None		Appearance	Difference				
Attack	Above	-2		Motivation	+/- 3				
Monologue	3	-2		Virtue	+/- 2				
Miscellaneous	5	-2		Intimacy	+/- 1				

### Arsenal

Name	Speed	Accuracy	Damage	Defence	Rate	Range	Tags
Punch	5	+1 10	+0 5 B	+2 6	3		N
Kick	5	+0 9	+3 8 B	-2 4	2		N
Clinch	6	+0 9	+0 5 B	+0 5	1		C,N,P

### Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	5	2	■	■
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
Total	5	2	0	0
_____	Close Combat	_____	Range	_____

### Movement & Health

Move	Dash	Jump (H/V)	Health Levels	Rules
4	10	18	9	◆ <b>Health:</b> Bashing damage heals 1 health level per 3 hours. Lethal damage healing rate varies (-0 = 6 hours; -1 = 2 days; -2 = 4 days; -4 = 1 week; Incapacitated = 1 week). Double these times if not resting. Aggravated damage heals at the same rate as lethal but cannot be healed magically.
3	9	16	8	◆ <b>Death and Dying:</b> If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
2	8	14	7	◆ <b>Marking Damage:</b>
1	6	10	5	◆ Bashing ◆ Lethal ◆ Aggravated
Subtract Mob. Pen. Twice for h. jump.			Incap.	□ □ □ □ □ □ □ □ □ □

### Combat

Join Battle	4	Dodge DV	5	Knockdown	10	10	Stunning	5	10
		-Mob. Pen		Threshold / Pool				Threshold / Pool	
Order of Attack Events		Knockdown				Common Actions			
1. Declare Attack		Characters are knocked down if an attack deals more raw damage than their Knockdown Threshold. Roll Knockdown Pool (2) to avoid.				Action			
2. Declare Defence		Rising from prone requires an action. Prone characters take a -1 external penalty to all nonreflexive physical rolls.				Speed			
3. Attack Roll						DV Pen			
4. Attack Reroll						Join Battle			
5. Subtract Penalties/Apply Defenses						Ready Weapon			
6. Defence "Reroll"						Physical Attack			
7. Calculate Raw Damage						Coordinate Attack			
8. Apply Hardness & Soak, Roll Damage						Aim			
9. Counterattack						Guard			
10. Apply Damage, Knockdown & Stunning						Move			
						Dash			
						Miscellaneous			
						Jump			
						Rise from Prone			
						Inactive			
Full combat rules on pages 140-158.		Stunning							
		Characters who suffer more health levels of damage than their Stun Threshold in a single blow must take a reflexive Stun roll (damage - Stamina) or be stunned until their attacker next acts. Stunned characters take a -2 internal penalty to all non-reflexive physical rolls.							

### Backgrounds

Familiar	●●●●●
Manse	●○○○○
Resources	●○○○○
Influence	●●○○○
Allies	●●●○○
Followers	●○○○○
_____	○○○○○
_____	○○○○○

[illegible]

Languages
Low Realm, Riverspeak, Old Realm

### Experience

24 total - 20 spent = 4 banked

## Generic Charms

[illegible]

## Charms

[illegible]