

Allum

Rules: 2nd Edition
Concept: Gentle Giant
Motivation: Remove Slavery

Player: Panu
Caste: Zenith

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 ●●●○○○
□□□□□

Virtue Flaw

□□□□□□□□

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 - Air ○○○○○○
Craft - Earth ●●○○○○
Craft - Fire ○○○○○○
Craft - Water ○○○○○○
Craft - Wood ○○○○○○
____ ○○○○○○
____ ○○○○○○
____ ○○○○○○
____ ○○○○○○

Specialties

____ ○○○○
____ ○○○○
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____ ○○○○
+ : This ability is commonly affected by mobility penalty.

Willpower

●●●●●○○○
□□□□□□□□

Intimacies

Social Combat

Join Debate			4	Dodge MDV			5
Attack	Speed Honesty			Deception			Rate
	Attack/MDV			Attack/MDV			
Presence	4	7	4	6	3	2	
Performance	6	5	3	4	2	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	7	+0	4	B	N
Kick	5	+0	6	+3	7	B	N
Clinch	6	+0	6	+0	4	B	C,N,P
Cestus (Martial Arts)	5	+0	6	+3	7	B	M
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

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
3	9	14	7	◆ Health: 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.
2	8	12	6	◆ Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
1	7	10	5	◆ Marking Damage:
1	5	6	3	☑ Bashing ☑ Lethal ☑ Aggravated
Subtract Mob. Pen. Twice for h. jump.	Incap.	_____	_____	

Combat

Join Battle	4	Dodge DV	5	Knockdown	9	9	Stunning	5	9
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
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. Rising from prone requires an action. Prone characters take a -1 external penalty to all nonreflexive physical rolls.				Action	Speed	DV	Pen	
2. Declare Defence					Join Battle	Varies	None		
3. Attack Roll					Ready Weapon	5	-1		
4. Attack Reroll					Physical Attack	Varies	-1		
5. Subtract Penalties/Apply Defenses					Coordinate Attack	5	None		
6. Defence "Reroll"					Aim	3	-1		
7. Calculate Raw Damage					Guard	3	None		
8. Apply Hardness & Soak, Roll Damage					Move	0	None		
9. Counterattack					Dash	3	-2		
10. Apply Damage, Knockdown & Stunning					Miscellaneous	5	Varies		
Full combat rules on pages 140-158.					Jump	5	-1		
					Rise from Prone	5	-1		
					Inactive	5	Special		

Backgrounds	
Familiar	●●●●●
Manse	●○○○○
Resources	●○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○
_____	○○○○○

[illegible]

Languages	
Low Realm, Riverspeak	

Experience
0 total - 0 spent = 0 banked

Generic Charms

[illegible]

Charms

Name	Cost	Type	Duration	Details (Keywords, Targets)	Source
Generic Charms					
First (Ability) Excellency	1 m per die	Reflexive (1/2)	Instant	Add dice, Max = Attribute + Ability	Ex2, 183
Second (Ability) Excellency	2 m per success	Reflexive (1/2)	Instant	Add successes, Max = (Attribute + Ability) / 2	Ex2, 184
Third (Ability) Excellency	4 m	Reflexive (4/6)	Instant	Reroll and choose best. Add (Ability / 2) to DVs	Ex2, 185
Infinite (Ability) Mastery	2 m+, 1 wp	Simple	One scene	Excellency cost reduced by 1m per 2m spent	Ex2, 185
(Ability) Essence Flow	-	Permanent	Permanent	Excellencies do not count as charms.	Ex2, 187
Athletics					
Monkey Leap Technique	3 m	Reflexive	One scene	Combo-OK	Ex2, 223
Resistance					
Durability of Oak Meditation	3 m	Reflexive (7)	Instant	Combo-OK	Ex2, 206
Ox-Body Technique (3x)	None	Permanent	Permanent	Stackable	Ex2, 208
Iron Skin Concentration	2 m	Reflexive (7)	Instant	Combo-OK, Obvious	Ex2, 207
Body-Mending Meditation	10 m	Supplemental	Until day ends	Combo-OK	Ex2, 208
(Celestial) Solar Hero Style					
Fists of Iron Technique	1 m	Supplemental	Instant	Combo-OK	Ex2, 242
Sledgehammer Fist Punch	3 m	Supplemental	Instant	Obvious, Combo-OK	Ex2, 242
Dragon Coil Technique	3 m	Reflexive (1)	Until next action	Combo-OK	Ex2, 242

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