

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 ●●●○○○
□□□□□

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 - Earth ●●●○○○○○
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Specialties

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+ : This ability is commonly affected by mobility penalty.

Willpower

●●●●●○○○
□□□□□□□□□□

Intimacies

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	9	+0	5	B	N
Kick	5	+0	8	+3	8	B	N
Clinch	6	+0	8	+0	5	B	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
3	9	18	9	◆ 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	16	8	◆ Death and Dying: If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
1	7	14	7	◆ Marking Damage:
1	5	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
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
Order of Attack Events	Knockdown	Common Actions	Speed	DV Pen	_____	_____	_____	_____	_____
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.	Join Battle	Varies	None	_____	_____	_____	_____	_____
2. Declare Defence		Ready Weapon	5	-1	_____	_____	_____	_____	_____
3. Attack Roll		Physical Attack	Varies	-1	_____	_____	_____	_____	_____
4. Attack Reroll		Coordinate Attack	5	None	_____	_____	_____	_____	_____
5. Subtract Penalties/Apply Defenses		Aim	3	-1	_____	_____	_____	_____	_____
6. Defence "Reroll"		Guard	3	None	_____	_____	_____	_____	_____
7. Calculate Raw Damage		Move	0	None	_____	_____	_____	_____	_____
8. Apply Hardness & Soak, Roll Damage		Dash	3	-2	_____	_____	_____	_____	_____
9. Counterattack		Miscellaneous	5	Varies	_____	_____	_____	_____	_____
10. Apply Damage, Knockdown & Stunning		Jump	5	-1	_____	_____	_____	_____	_____
Full combat rules on pages 140-158.	Stunning	Rise from Prone	5	-1	_____	_____	_____	_____	_____
	Characters who suffer more health levels of damage than their Stun Threshold in a single blow must make 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.	Inactive	5	Special	_____	_____	_____	_____	_____

Backgrounds

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

[illegible]

Languages
Low Realm, Riverspeak, Old Realm

Experience

24 total - 0 spent = 24 banked

Generic Charms

[illegible]

Charms

[illegible]