

LUM BACKSTORY

After being dejected by his own people for his willingness to cooperate with the weak armed followers of the new gods, Lum found himself adrift. He worked odd jobs when he could and stole when he had to. Life was about survival for many years. His agreeable nature and openness did him, ultimately, more good than harm, but there were instances where these traits were a detriment.

Lum is of mixed race, but to look at him one would think he's all Thrun, though a small one (1.93 m, 160.1 kg). The Thrun are, usually, followers of the old gods and are nasty, unfriendly brutes. Not Lum though. He has a soft heart and a pleasant disposition. Being a thief out of necessity on the road taught him well, but it was his soft heart that found him a home on the road with Lennor.

He was caught thieving from the food stock of the caravan and was brought before Lennor after a brief escape attempt. Lennor, usually very wary of Thrun was at a loss for what to do. So, she asked TrueGray, the de facto leader of the Wanderers. It was decided that Lum should eat his fill this night. After sharing a meal at a table, something Lum had never done, his virtue was revealed. Since then Lum has traveled with Lennor's caravan.

He's not particularly bright, but is fairly learned and worldly for a Thrun. He speaks many languages, though poorly, and is a capable thief. Also, he must be considered by any would be raiders of the caravan. He has worked himself into a comfortable, good life with Lennor as a member of the Wanderers.



NAME	Lum		CONTINUUM NARRATIVE ENGINE					PORTRAIT		SYNOPSIS				
SPECIES	98% Thrun													
GENDER	Male		OCCUPATION	Nomad, Thief										
AGE	30		WORLD OF ORIGIN	Alt Earth										
HEIGHT	1.93 m (6'4")		ALLIEGANCE	Luminous Goddess										
WEIGHT	160.1 kg (353lbs)		PHILOSOPHY											
SCORE	STR	DEX	BUL	AGI	END	REA	PER	WIL	CRE	CHA				
	7	2	5	3	3	2	5	3	4	2				
POW	FOR		MAS		CRD		ACT		SPD		APT			
STR+BUL/2	6	POW+BUL/2	6	POW+BUL	11	DEX+PER/2	3	AGI+PER/2	3	POW+AGI	9	REA+1/3CRE	3	
SKILLS								PERSONALITY						
TRUNK	R	S	TRUNK	R	S	BRANCH	R	S	BRANCH	R	S	OPENNESS		7
AEROBICS	1	4	MELEE	3	5	LANG: TRADE	2	5	CLIMB	1	8	CONTIENTIOUSNESS		6
ARCHERY			PERFORMANCE			LANG: OLD	2	6	MW: CLUB	2	8	EXTRAVERSION		5
ARTS			PRESENCE	3	6	LANG: WASTE	1	3	BRAWL	3	10	AGREEABLENESS		7
ATHLETICS	4	7	SCIENCES			LANG: HILL	3	7				NEUROTICISM		2
DETECT	3	8	STUDIES			GUILE	2	8				INJURIES		
DOMESTICS	2	4	SURVIVAL			STEALTH	3	10				PHYSICAL		
FIREARMS			TECHNICAL			LEDGERDOM.	4	10				MENTAL		
INTUITION			THROWING			ALERTNESS	2	10						
LANGUAGE			WORDPLAY	3	5	INTMIDATE	3	9						
LARCENY	4	6				OPEN LOCK	2	8						
MATHEMATICS						RUN	2	9						
MEDICINE						BALANCE	2	9						
TRAITS/TRICKS						EQUIPMENT								
ABILITY	EFFECT					WEAPON	ATT	DEF	DAM	HFT	RNG	SPECIAL EFFECTS		
MANA RES	x2 CRE OF MANA (8)					CLUB	8	8	9	3	-			
						ARMOR	PROT	COV	PEN	SPECIAL EFFECTS				
						TOOLS	SPECIAL EFFECTS							
NOTES										CURRENCY				