

Allorn

(Ah-lorn)

Allorn appear as humanoid deer or stag where both males and females have antlers. The body is covered by a short, straight hair with varying color patterns based on tribal origin. Most Allorn have a dusty brown body covering. Males usually have a white or light-colored shield of hair beginning at the hollow of the neck reaching to the navel.

The Allorn originate from a region of reality in which alternate lifeforms developed humanoid characteristics.

In Tortured Earth, Allorn culture is as diverse as human culture. Animorphs face isolation and prejudice due to fears of lycanthropy. Many societies practice banishment, or worse – genocide, upon animorphs.

Allorn reproduction produces a disproportionate number of females to males. Males typically join harems consisting of 4 to 8 females. The male is responsible for the family unit's protection while females tend to domestic matters.

Allorn society is divided into polygamous units – a single male servicing a cluster of females. Multiple harems will gather to form communities – with each harem having defined boundaries. In some Allorn societies, colored cloth is attached to poles, fences are constructed, or even ditches are dug to mark territory.

The harem forms a functional family unit with the females as the focal point. While both males and females interact freely with their own sex, interaction among members of the opposite sex from other harems is strictly forbidden without an overseer. A male wishing information from a mated female beyond his harem must either direct the question through one of his females or the mate of the female being questioned. The same rules apply to females wanting to speak to a mated male not occupying their harem.

Females tend young while both sexes raise a variety of plants for food and medicinal use. Primarily an agronomic society, Allorn often trade fresh produce for other goods. Females in the harems collectively own property. Males are forbidden from participating in these negotiations and are not allowed to own land within an established community.

Males assist the females in tending to the young, working the crops, and fending off anything endangering their society. Since Allorn society is typically not oppressive, females do not dominate the males but work together to strengthen their harem as well as the community.

Allorn males may ask a female from another harem to join his own. The female is free to come and go as she chooses. However, such requests often erupt in conflicts which are traditionally

resolved in unarmed combat between the males or by economic agreements established by the females.

Religion: The Great Jo'Jona, She-Of-The-Seasons, is the only deity Allorn acknowledge. Although they revere nature, they believe everything from the cycle of life to the changing of the seasons is directly controlled by Jo'Jana. The primary tenants of this religion are Wisdom, Family, and Strength.

Age: Allorn mature at a similar rate as Humans, reaching adulthood in their late teen years. They have a lifespan of approximately 85 years.

Cultural Base: Young adult Allorn not affiliated with a family unit will travel outward to explore the regions surrounding their home, map new resources, find Allorn mates from other communities, or defend the boundaries of the community at large. This outward expansion of the young is referred to as Yon Jo'Jona and is a time of adventure and exploration experienced by all young adults.

Diet: Allorn are primarily herbivores and their diet consists of nuts and berries. Protein, in the form of insects and crustaceans, supplement the Allorn diet.



Allorn						
<p>Allorn prefer to attack with ranged weapons when available. Allorn use their Charge attack followed by their Gore attack when surrounded.</p> <p>Unless found in scavenging groups, Allorn travel with those of their own kind where a powerful male or female is surrounded by other, weaker members of their herd. They fight until their leader falls, they lose 50% of their herd, or it seems likely they will lose the combat.</p>			<p>Full-Blooded Allorn receive the following bonuses:</p> <ul style="list-style-type: none"> +6 to Base LP and +4 to Base MP (PC only) +1 to all Skulking attempts to hide. +1 to Observation checks involving hearing. Resistance to Rank 1 Hinder effects (Reduce all Hinder effects by 1 Rank). +1 Crushing and Cold Damage Reduction. Allorn Gore is available for Basic attacks. <p>All Allorn receive the following regardless of origin:</p> <ul style="list-style-type: none"> Replace all damage with Crushing and Status Effects with Bludgeon if a female Allorn uses the Gore or Charge attacks. 			
Attributes			Movement	NPC Health and Challenge Rating		
Physical	Mental	Awareness	Land: 5"	Challenge	Life Points	Mental Points
PM: 2	IQ: 2	PC: 2	Fly: 0"	Base:	12	8
PA: 2	WP: 1	Language: Sloon	Climb: 2"	Casual:	3X	3X
PE: 1	PR: 2		Swim: 3"	Mid:	5X	3X
PC Base LP and MP			Size: 6	High:	12X	8X
LP: 6		MP: 4		Elite:	16X	14X
Allorn Abilities						
Variant	Allorn Gore			Allorn Charge		
CP Cost	1 CP Basic or 2 CP Invested			3 CP		
Range	1"			Land Speed Distance		
Damage/Type	1d6 + PM, Piercing			1d8 + Size Category, Piercing		
Challenge Roll	PM vs PA			PM vs PA		
Status Effect	Stab (Invested only)			Bludgeon or Stab		
Description	<p>The Allorn lowers their head and attempts to gore an opponent.</p> <p>Allorn Gore can be used as a Basic Attack but the Status Effect does not activate upon a successful attack unless it has skill points invested in it and Use-Per-Day is expended.</p> <p>Investing points/ranks in Allorn Gore allows it to be used with the Status Effect. Doing so increases the cost to 2 CP.</p>			<p>The Allorn charges in a straight line dealing damage to all standing in their way.</p> <p>Targets within 1" of the Allorn are subject to the damage. All individuals within the affected area roll against a single attack roll.</p> <p>The Allorn must move a minimum of 3" in a straight line for the Charge attack to be successful.</p> <p>Allorn Charge is an invested ability.</p>		
Critical Effect	Bleed			Knockdown		
Allorn Heritage						
Ranks 1 & 6	+1 to Damage Reduction: Crushing and Cold.					
Ranks 2 & 7	The Allorn's Hinder resistance increases by 1 Rank.					
Ranks 3 & 8	The Allorn receives +1 to Observation checks involving hearing at Heritage Rank 3 and Maximize +1 (size category +1 and +1 melee damage) at Heritage Rank 8.					
Ranks 4 & 9	The Allorn's Gore damage increases to 1d8 at Heritage Rank 4 and 1d10 at Heritage Rank 9.					
Ranks 5 & 10	The Allorn's Charge damage increases to 1d10 at Heritage Rank 5 and 1d12 at Heritage Rank 10.					