

Ascending Spider

Rules: 2nd Edition

Concept: Ascending Sorcerer

Motivation: Reclaim the Secrets of Solar Sorcery

Player: _____

Caste: Twilight

Essence

● ● ● ○ ○ ○ ○

Personal Pool 15 (15) Total / ___ Available

Peripheral Pool 36 (36) Total / ___ Available

Attributes

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

Virtues

Compassion ●○○○○○
 Temperance ●●●○○○
 Conviction ●●●○○○
 Valor ●●○○○○

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 ○○○○○○ ○○
 Throw ○○○○○○ ○○
 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

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Intimacies

Hunt for Knowledge _____

Social Combat

Join Debate **7** Dodge MDV **6**

Attack	Speed	Honesty	Deception	Rate
Attack/MDV	Attack/MDV	Attack/MDV	Attack/MDV	Attack/MDV
Presence	4	2	1	3
Performance	6	2	1	3
Investigation	5	5	3	6

Common Actions	Speed	DV	Common DV Modifiers	Source	Modifier
Join Debate	5	None	Appearance	5	Difference
Attack	Above	-2	Motivation	3	+/- 3
Monologue	3	-2	Virtue	3	+/- 2
Miscellaneous	5	-2	Intimacy	3	+/- 1

Arsenal

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

Panoply

Name	Soak (B/L/A)	Hardness (B/L)	Mob. Pen.	Fatigue
Natural Soak	1 0			
Total	1 0 0	0 0	0	0

Close Combat Range

Movement & Health

Move	Dash	Jump (H/V)	Health Levels
4	10	4 2	-0
3	9	2 1	-1
2	8	0 0	-2
1	6	0 0	-4

Subtract Mob. Pen. Twice for h. jump. Incap.

Rules

- ◆ **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.
- ◆ **Death and Dying:** If characters incapacitated by Lethal or Aggravated suffer further damage, they lose one Dying level per "Inactive" action.
- ◆ **Marking Damage:** Bashing Lethal Aggravated

Combat

Join Battle **7** Dodge DV **5** Knockdown **4 7** Stunning **1 4**

-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. 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

