

CARNAGE

"Don't die tooo quickly....
We hatessss it when they
die too quick.



Power Level: 18 **Concept:** Alien Symbiote offspring **Occupation:** Serial Killer, Patient

Str	Dex	Con	Int	Wis	Cha	Melee
10	18	20	10	14	10	+6
+0	+4	+5	+0	+2	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+15	+15	+12	+2	30/75	+10
Save	Save	Save	Save	Walk/Swing	Atk Bonus

SKILLS

Intimidate (Str) +15, Spot (Wis) +4, Survival (Wis) +4, Gather Information (Cha) +2, Jump (Str) +15, Acrobatics (Dex) +12

Initiative

+16

DEX

Dma Bonus

+18 L

Claw and Bite

DEFENSE

11/22

Flat Footed

CHARACTERISTICS

Real Name: Cletus Kassidy
Height: 6' 1"
Weight: 190 lb.
Eyes: Green
Hair: Red
Birthplace: Brooklyn, New York City
Group Affiliation: None
Headquarters: Ravenscroft Institute
Relatives: Mother (Killed by Father), Venom (Symbiote parent), Father (Deceased), Grandmother (Deceased, killed by cletus)
Other Aliases: None
Marital Status: Single
First Appeared: Amazing Spiderman #344

FEATS

Darkvision, Dodge, Improved Grapple, Power attack, Surprise Strike, Startle, Durability, Identity change (as Cletus non of powers apply), Scent, Improved Initiative, Move by Attack, Takedown Attack

POWERS

Super Strength +10: Carnage has tremendous strength, adding his rank to all Damage with melee attacks, all Strength based skill checks and Strength checks. Each rank also doubles his carrying capacity, he currently has 1024 times his normal carrying capacity or about 50 tons [Extra: Leaping, Protection; Source: Alien; Cost: 6 pp].

Leaping +10: Due to his Strength Carnage can leap 5 times his power rank in feet from a standing jump. Takes no damage from normal jumps or from falls of less than this distance, provided he can take a free action to brace himself [Source: Alien; Cost: none].

HISTORY

Homicidal maniac Cletus Kasady was serving 11 consecutive prison terms when an opportunity for early parole presented itself in the form of his new cellmate: Eddie Brock, human host to a symbiotic costume once worn by the wisecracking, wall-crawling super hero known as Spider-Man. Monster and man had merged to become the villainous Venom, but Brock was separated from the alien during a battle with the web-slinger. While Brock waited for the symbiote to spring him from prison, Kasady entertained him with his homicidal philosophy on life: Even the average person can commit murder, if only he has the courage.

As anticipated, the Venom symbiote attempted to free Brock by inciting a destructive jailbreak. Unknown to its human host, the alien was pregnant. It gave birth during the disastrous rescue. Left behind in the midst of the riot that ensued, the symbiote's spawn bonded with Kasady. Empowered far beyond the levels of Spider-Man and Venom, he made good his escape -- intent on using his newfound power to disseminate his lethal doctrine.

Embarking on a citywide killing spree, Carnage was confronted

WEAKNESSES

Carnage is extremely susceptible to sonic and Fire effects, needing to make a Fortitude save (DC10 (sonics) 20 (fire) +1 per exposure or minute of exposure) whenever exposed to either. If the save fails then Carnage becomes fatigued. After the next failed save he becomes exhausted and will become unconscious if he fails his next save. If exposed again and fails his save he is Dying, but can become unconscious (not disabled) if removed from exposure before he dies. Carnage also as a symbiote cannot function alone, thus if Cletus is Dying then the symbiote leaves him moving at half speed, it will either hide or seek out another host.

PERSONALITY

Cletus is a complete sociopath, killing any and every person who crosses his path in any but the most mundane way, he kills not for any reason or incitement or even any pleasure he simply kills because he can. Cletus is also quite clinically insane as a result.

When Cletus became bonded to the Carnage symbiote a perfect pairing a completeness if you will was achieved by both, together they could share and experience all their sadistic twisted delights that they both enjoyed, finally they both had someone who understood and enjoyed them just as much as the other.

Carnage hates Spiderman and also its parent Venom with great passion.

MORE HISTORY

by Spider-Man. However, the wall-crawler's amazing arachnid-like abilities were insufficient to subdue the thrice-strong serial killer. Spider-Man was forced to enlist the aid of the Fantastic Four, the greatest team of superhuman adventurers ever assembled. He also sought the assistance of another, more dangerous ally: Venom, his hated foe. But the villain despised its offspring even more, and agreed to help. Facing the combined might of Spider-Man, Venom and the Fantastic Four, Carnage was captured and imprisoned at the Ravencroft Asylum. Perhaps due in part to his insanity, Carnage's strength and abilities far exceed those of his predecessors, Venom and Spider-Man. Once, he even dispatched his symbiote through a phone line by reducing the alien to its cellular level. When an army of symbiotes invaded Earth, Carnage learned to feed on other aliens to increase his own mass. However formidable, almost all his bloodthirsty endeavors have culminated with his return to the Ravencroft Asylum, where the search continues for a cure to his homicidal tendencies.

DEVICES

VEHICLE

Vehicle Type: _____ **Size:** _____ **Movement:** _____ **Hardness:** _____
Armour Bonus: _____ **Cost:** _____ **Features:** _____

MORE POWERS

Protection +10: Thanks to his tremendous strength Carnage is very resilient, subtracting his power rank from the damage bonus of any attack that affects him before making a Damage save [*Source:* Alien; *Cost:* none].

Super Dexterity +8: Carnage has incredible agility and adds his power rank as a dodge bonus to his Defence and Reflex saves, Dexterity checks, initiative checks and all Dex skill checks [*Source:* Alien; *Cost:* 4 pp].

Super Constitution +10: Carnage has phenomenal endurance and stamina adding its power rank to all Damage and Fortitude saves, resisting physical harm, recovering from damage and con checks [*Source:* Alien; *Cost:* 4 pp].

Snare +15: Carnage may fire webbing at foes in order to snare them via a ranged attack, if successful the victim makes a Ref save (DC10+PR) or become entangled, suffering -2 attack, -4 Dex. If the webbing is anchored to an immobile object the trapped victim cannot move, otherwise speed is reduced to half and can't run or charge. A second successful webbing hit against an entangled being renders the victim helpless and totally unable to move and all are +4 to attack them, target loses dodge and Dex bonus to defence. Targets may escape webbing by damaging it, it has hardness equal to power rank. Alternatively a victim may make an Escape Artist check to slip free DC (10+PR) [*Extra:* Swinging; *Source:* Alien; *Cost:* 2 pp].

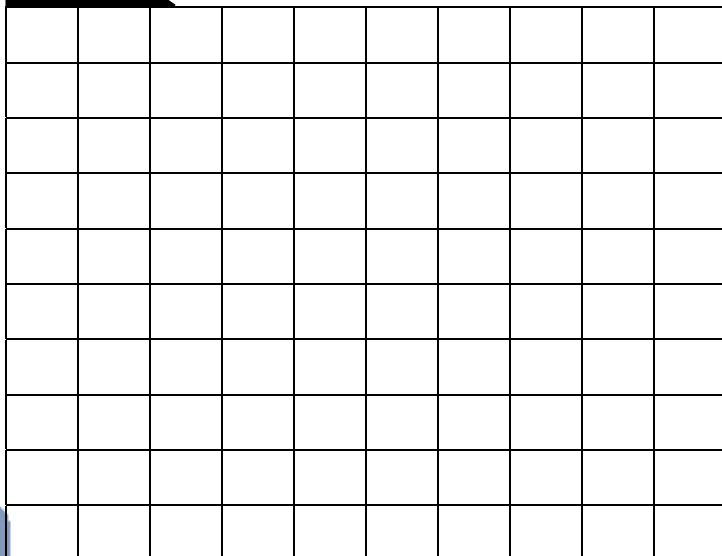
Swinging +15: Via his webbing, Carnage can swing from buildings, trees and other tall objects upto a distance of 75 feet (5 x PR) as a half action. By sacrificing his Dex bonus to Defence he can swing at 4 x normal speed as a full round action. Can use webbing to ascend up or down at swinging speed [*Flaw:* Only usable 1/3 rounds; *Source:* Alien; *Cost:* none].

Natural Weapon—Fangs/Claws +8: Carnage has savage claws and a mouth full of wickedly sharp teeth allowing him to add power rank to damage bonus with them [*Source:* Alien; *Cost:* 2 pp].

Natural Weapon—Bladed Weapons +8: Carnage can form his limbs or any part of his body into razor sharp bladed weapons, even throwing weapons but these dissolve beyond around 30 .ft. However with these bladed weapons he can add power rank to damage bonus with them [*Source:* Alien; *Cost:* 2 pp].

Obscure +12: Carnage doesn't register to anyone with Combat Sense while within power rank x 5 ft. of them. He just doesn't set off their danger sense basically causing them to lose all bonuses from this power against him [*Flaw:* Blinds combat sense only; *Source:* Alien; *Cost:* 1 pp].

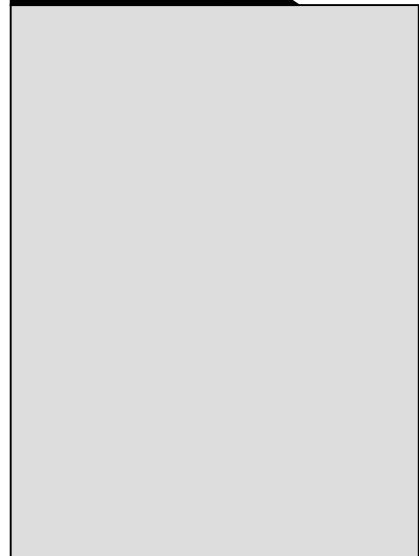
MAP



MAP FEATURES

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HEADQUARTERS



NOTES

VILLAIN POINTS

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