

SPIDERMAN

"With Great Power
comes Great".



Power Level: 16 **Concept:** Troubled Hero **Occupation:** Chemistry Teacher, Photographer

Str	Dex	Con	Int	Wis	Cha	Melee
18	20	18	18	20	12	+10
+4	+5	+4	+4	+5	+1	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+9	+9	+7	+12	30/50	+11
Save	Save	Save	Save	Walk/Swing	Atk Bonus

SKILLS

Acrobatics (Dex) +10, Balance (Dex) +8, Craft—Mechanics (Int) +7, Listen (Wis) +12, Profession—Photographer (Wis) +12, Repair (Int) +6, Science—Chemistry (Int) +9, Science—Physics (Int) +5, Search (Int) +6, Spot (Wis) +11, Taunt (Cha) +8

Initiative

+5

DEX

Dma Bonus

+11 s

Fists and Feet

DEFENSE

19/24

Flat Footed

CHARACTERISTICS

Real Name: Peter Parker
Height: 5' 10"
Weight: 165 lb.
Eyes: Hazel **Hair:** Brown
Birthplace: New York City
Group Affiliation: None
Headquarters: New York City
Relatives: Richard Parker (father, deceased), Mary Parker (mother, deceased), Benjamin Parker (uncle, deceased), May Parker (aunt), Mary Jane Watson-Parker (wife), May Parker (daughter, presumed dead).
Other Aliases: Dusk
Marital Status: Married
First Appeared: Amazing Fantasy #15

HISTORY

Peter Parker was orphaned at the age of 6 when his parents were killed in an airplane crash overseas. He went to live with his uncle and aunt, Ben and May Parker, in Forest Hills, New York. Parker was extremely bright and became a high honors student at Midtown High School. Parker's shyness and scholastic interest often made him a social outcast. One evening Parker attended a public exhibition demonstrating the safe handling of nuclear laboratory waste materials sponsored by the General Techtronics Corporation. During the demonstration, a small Common House Spider happened to be in the path of a particle accelerator's beam and was massively irradiated. The stricken spider fell on to Parker's hand, broke his skin with its fangs, and died. His hand burning from the bite, Parker left the exhibition. Parker made his way home and passed through an unfamiliar section of the city where he was accosted by a gang of hoodlums. Tossing the gang members aside, Parker was shocked by his own display of strength. As he fled from them, he ran into the path of a speeding car, and leaped to safety about 30 feet up onto a nearby wall. To his growing surprise, he discovered that he was able to stick to the wall with his fingertips. As he easily walked down a guy wire to the street below, he realized that he now possessed a superb sense of balance. Parker quickly associated these spider-like abilities with the bite from the irradiated spider. Parker went home, where his Aunt May sent him on an errand to deliver clothing to a charity driver located in a nearby National Guard Armoury. There he saw a wrestling match with offered a prize for

FEATS

All out attack, Dodge, Indomitable Will, Infamous (as Spidey), Iron Will, Lightning Reflexes, Move by Attack, Stunning Attack

POWERS

Super Strength +7: Spiderman 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 128 times his normal carrying capacity or about 12 tons [Extra: Leaping, Protection; Source: Mutation; Cost: 6 pp].

Leaping +7: Due to his Strength Spidey 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: Mutation; Cost: none].

Protection +7: Thanks to his tremendous strength Spidey is very resilient, subtracting his power rank from the damage bonus of any attack that affects him before making a Damage save [Source: Mutation; Cost: none].

Super Constitution +5: Spidey 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: Mutation; Cost: 4 pp].

WEAKNESSES

Quirk—"With Great Power Comes great Responsibility": Spiderman learnt the hard way that with his power came great responsibility, something he now never puts aside believing it is his duty to use his abilities for good and that to not do so would be selfish and wrong. He wants no one else to ever be hurt because of his inaction. Because of this Spiderman will go out to face any foe big or small, in any conditions and give his all whenever such a situation where someone is in need comes to his attention. Should spiderman wish to not go and help he must make a Will save (DC15) to resist the urge, failure means he makes straight for the scene to do what he can and one way or another will see the bad guy gets what's due.

PERSONALITY

Hero in the truest sense Parker will give his all to help those in need and to protect the innocent, especially his family and friends.

MORE HISTORY

anyone who could remain in the ring at least 3 minutes with a professional wrestler. Interested in testing his new-found powers, Parker decided to accept the wrestler's challenge. Wearing a mask to conceal his features to avoid embarrassment in case he lost, he easily defeated his opponent. A television producer's talent agent spotted him and promised him a segment on a network variety show. Parker, calling himself the Amazing Spider-Man, accepted the offer and decided to use it as a springboard to a show business career as a spectacular stunt performer. Over the next several evenings, Parker used equipment borrowed from his high school to fabricate a fluid that imitated a spider's silk web, and spinneret devices to project that fluid from his wrists in the form of a web strand. He also silkscreened his original design for a costume onto a body stocking and full-head mask. Thus prepared, Peter Parker appeared as Spider-Man on national television and was an immediate media sensation. Just after the conclusion of the television show, a burglar, being pursued by a security guard, ran by Parker who impetuously allowed him to pass although he could have easily stopped him. When reprimanded by the guard, Parker arrogantly replied he was a professional performer and that chasing criminals was the guard's job. Parker promptly forgot the incident. A few days later, Parker returned home to find that his Uncle Ben had been murdered by a burglar. A police officer informed him that the burglar had been trailed to a nearby abandoned warehouse where the police had him trapped. Grief-stricken, Parker rushed to the warehouse to seek vengeance. At the warehouse Parker, as Spider-Man, easily captured the burglar and realized that he was the same person that he had allowed to run past him earlier that day in the TV studio. He realized that if he had acted responsibly earlier, he might have prevented the death of his uncle. Filled with remorse, he realized that with power comes responsibility, and he vowed to never shirk that responsibility again. Peter began to use his powers to fight crime. He also tried to join the hero team Fantastic Four in their formative stages but was dismissed. As a solo hero, Parker took pictures of his fights as Spider-Man using an automatic camera, and then sold the pictures to the Daily Bugle. Spider-Man rapidly became one of the most well-known citizens in New York City, although, unfortunately, many people think of him as a menace due to the editorials of Bugle's editor J. Jonah Jameson. Parker's main concern about Aunt May was that, if she ever found out his secret identity as Spider-Man, it would aggravate her weak heart condition. During this time, Parker dated Betty Brant of the Daily Bugle, although Liz Allen had a crush on him. At the same time, both Aunt May and her neighbour, Aunt Anna, were encouraging Parker to date Anna's niece, Mary Jane Watson, whom he would not meet until months later. After high school, Parker enrolled in Empire State University, and divided his time as a hero, a student, and photographer.

MORE POWERS

Super Wisdom +5: Spidey has incredible awareness and self control adding his power rank to his Will saving throws and to Wisdom based skill checks [*Source:* Training; *Cost:* 3 pp].

Combat Sense (Spider Sense) +8: Spiderman is gifted with a "Spider Sense" that makes him attuned to danger that whenever he is surprised, flat footed, or otherwise caught in a situation where he would normally lose his dodge bonus to defence, he in fact retains it, up to his power rank maximum. Any combat sense ranks in excess of his normal dodge bonus have no effect [*Source:* Mutation; *Cost:* 1 pp].

Clinging +8: Spiderman's unusual physiology allows him to cling to any surface, moving at a speed of 5 ft/ x PL with no chance of falling. Any attempt to pull him away from the surface he is clinging to requires an opposed strength check, he gains a +1 bonus on the check for his PL in this power and as a bonus to avoid being tripped. [*Source:* Mutation; *Cost:* 1 pp].

DEVICES

Webcasters +10: Spidey may fire webbing at foes in order to snare them via a ranged attack or if necessary fill an area of 5 ft x PL to snare multiple enemies, 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). Via his webbing, Spidey can also swing from buildings, trees and other tall objects upto a distance of 50 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 8 times per cartridge, *Device;* *Source:* Super science; *Cost:* 10 pp].

Spider Light +4: Spiderman has a light he has created, which provides illumination in a 20 ft. radius. The beam can be focused in order to dazzle someone on a ranged attack roll at upto normal range unless they make a Reflex save (DC15), if they fail they are blinded and must make a Fortitude save (DC15) with a cumulative +1 bonus to their save each round, with success meaning their sight has returned. [*Flaw:* Device; *Source:* Super science; *Cost:* 4 pp].

Spider Tracers +4: Spiderman has produced these small devices to emit a tracking signal, which he can in turn track to their source these small devices. [*Flaw:* Device; *Source:* Super science; *Cost:* 1 pp each, carries 12].

MAP

MAP FEATURES

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HEADQUARTERS

NOTES

HERO POINTS

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