

SPIDER-WOMAN

Identity: Jessica Drew

Side: Good

Experience: 45,000

Age: 25

Powers:

Sex: Female

Level: 9th

Training: +1 Strength

1. Body Power (Enhanced Physiology): Jessica Drew gain the following powers are the result of body-wide adaptations to the accelerated spider's blood which she had been injected in her as a child. She has the following abilities:

a. Gliding: Jessica can glide to a maximum speed of 40 mph (176" glide). PR 1 per hour.

b. Heightened Agility B: +20

c. Heightened Endurance B: +20. Her body is immune to all forms of metabolism-altering chemical substances, including non-corrosive poisons, alcohol, and other drugs. After a single exposure to a given substance (which would induce in her a short period of sickness or weakness), her body would metabolize and immunize itself against the foreign substance. Similarly, she became immune to radiation (at any wavelength higher than infrared – Automatic Adaptation defense vs. Light Control and Power Blast).

d. Heightened Speed: +450" to ground movement. +15 Initiative bonus.

e. Heightened Strength B: +30. She can use her full weight for determining carrying capacity and basic HTH combat.

f. Pheromones: Jessica's metabolism generates pheromones which attract human males while repulsing females. Treat as Emotion Control. Range 1", PR 0 cost since she has no control over this ability. She uses a chemical "perfume" that can nullify this ability.

g. Venom Blast: Jessica's body constantly generates bioelectricity and she can fire a directed, bioelectric beam she calls her "venom blast." Attacks as Chemical Power, Range 5", does 2d8 damage, PR 5 per blast.

h. Wall-Crawling: Jessica's limbs can adhere to surfaces via electrostatic attraction. Movement is 75% his normal ground rate (50% on extremely slippery surfaces). PR 1 per hour.

2. Natural Weaponry (Martial Arts): +3 to hit and +6 Damage in unarmed HTH combat.

Weakness – Reduced Hit Points: Jessica has only half her calculated hit points.

Height: 5' 10"

Basic Hits: 3

Strength: 47

Agility: 36

Charisma: 16

Hit Mod. (3.4) (4.2) (3.7) (1.2) = 63.4032

Damage Mod.: +6

Accuracy: +6

Carrying Capacity: 13,952 lbs.

Movement Rates: 567" ground, 425" wall-crawling, 176" glide.

Det. Hidden: 12%

Inventing Points: 13.5

Weight: 130 lbs.

Agility Mod: Nil

Endurance: 35

Intelligence: 15

Reactions from: Good: +2 Evil: -2

Hit Points: 96

Healing Rate: 3.0

Power: 133

Basic HTH Damage: 2d10

Det. Danger: 16%

Inventing (45%):

To Hit (Unarmed HTH): +12

To Hit (Venom Blast/Chemical Power): +6

Damage (Unarmed HTH): 2d10 + 12

Damage (Venom Blast/Chemical Power): 2d8 + 6

Knowledge Areas: Detective, Espionage & Law Enforcement. Due to her Hydra espionage training, she is fluent in several languages, including Russian, Japanese, French, Spanish, Portuguese, Korean and German.

Origin and Background: (English) When Jessica Drew was about a year old, her parents moved from England to a small enclave in the outskirts of Wundagore Mountain. Her father, Jonathan Drew, geneticist and research partner to the man who would later become the High Evolutionary, found large amounts of uranium in their

property, which gave them the financial resources to build a research facility to keep working on their controversial studies of evolution, genetics and cell regeneration.

In the course of the next three years, life was good, until little Jessica became ill, poisoned by her long-time exposure to the Uranium that was so prevalent in their land. Jonathan, being an expert on the regenerative and immunological properties of arachnids' blood, injected Jessica with an untested serum made with the blood of several uncommon species of spiders, in the hopes of stopping the tissue damage and immunizing the girl from the Uranium radiation in her blood.

Then, he sealed her in a genetic accelerator created by Herbert Wyndham (aka the High Evolutionary) to speed the process, but it only seemed to work at a very slow rate. In stasis for decades, her aging greatly slowed, she awoke with no memories of her past, to a world in which both her parents had disappeared mysteriously, and possessing powers that made everyone around her scared and resentful. Jessica lived in the Wundagore citadel until the High Evolutionary left Earth.

Remaining behind in the area, Jessica eventually found work as a barmaid in a nearby village. She also experienced her first romance, which tragically ended when an innocent prank panicked the young woman and accidentally triggered a bioelectric blast that killed her boyfriend. Accused of witchcraft and murder, Jessica fled from an enraged mob into the clutches of Otto Vermis. The wealthy Vermis offered sanctuary to Jessica, who didn't know about his double-life as a high-ranking leader in Hydra, an international terrorist movement.

Vermis trained Jessica in the use of her powers and taught her espionage, martial arts, and various killing techniques. Hydra wanted to mold Jessica into the perfect assassin. However, she rebelled on a basic level against them, going so far as to deviate from their conformity by making her first costume red instead of green. In her first and only field assignment for Hydra, Jessica refused to assassinate S.H.I.E.L.D. Director Nick Fury. Rebelling against Hydra, Jessica defeated Vermis in a battle to the death. Before he died, Vermis tricked Jessica into believing that she was originally an artificially evolved spider instead of a mutated human.

Distraught by what she learned, Jessica wandered Europe until a clash with Hydra in London brought her into contact with the Thing and Modred the Magician. Modred magically revealed the truth of Jessica's true origins, and she lived briefly in London. Meeting a mysterious sorcerer named Magnus, Jessica traveled to the United States to learn the truth about her father's fate. She and Magnus met up with S.H.I.E.L.D. agent Jerry Hunt, and the trio settled down in Los Angeles. During her first few months in L.A., Jessica ran afoul of immortal sorceress Morgan le Fay in her Spider-Woman guise and foiled her plans to acquire the Darkhold (a tome of dark magic).

Eventually, she parted ways with both Jerry and Magnus, and struggled for a long time to find a sense of belonging and purpose in the world. Jessica met her first female friend, actress Lindsay McCabe, at a pop-psychologist's therapy group. The two became fast friends over their defiant departure from the group. While she looked for a steady job, Jessica began working as a bounty hunter as Spider-Woman. She worked alongside attorney Scotty McDowell until they parted ways over their different goals and methods.

Jessica accepted Lindsay's offer to be her roommate in San Francisco, and the two women started over in the City by the Bay. A period of personal success began in this time, beginning with Jessica's establishment as a private investigator. She quickly built a successful business and also fell in love with her landlord, David Ishima. Spider-Woman gained a reputation as the "Dark Angel of San Francisco", and even established ties with SFPD via Lieutenant Sabrina "Bree" Morrel.

However, Jessica's pattern of bad luck struck again when Ishima broke up with her after discovering the truth about her super heroics. She stayed in San Francisco and eventually came to the aid of the city of Los Angeles as she and other heroes fought against a cult dedicated to Tiamat, an Mesopotamian primordial chaos goddess. They attempted to turn Los Angeles into a Chaos Pit where demons from another dimension would rule on earth under the control of Tiamet herself. They were stopped by a group of heroes that would become known as the New Champions. Jessica has since joined the team on a full time basis.

Occupation: Former agent of Hydra, bounty hunter, private investigator, now adventurer

Identity: Secret

Legal Status: Naturalized citizen of the United States with no criminal record

Former Aliases: Arachne

Place of Birth: London, England

Marital Status: Single

Known Relatives: Jonathan (father, deceased), Merriem (mother, deceased)

Group Affiliation: Former agent of Hydra, current member of the New Champions

Base of Operations: Los Angeles

First Appearance: MARVEL SPOTLIGHT #32

Hair: Red

Eyes: Blue

Training Bonuses: (2) +1 Accuracy with Unarmed HTH Combat; (3) -1 PR to Venom Blast; (4) +1 Strength; (5) +1 Accuracy with Unarmed HTH Combat; (6) -1 PR to Venom Blast; (7) +1 Strength; (8) +1 Accuracy with Unarmed HTH Combat; (9) -1 PR to Venom Blast.