ALDITERIORS

NAMI	E: <i>TH</i>	IE SPIDE	R MEN	TRUE I.C).: The Spi	ider Men				1		
	E: <i>Ev</i>			BIRTHPLAC					1	2	1	
SPECIES				 CULTUR					0	0)	400	
AGI	E: Ad	<i>lult</i>			R: <i>Varies</i>				1	Sec.	1	
WEIGHT	Γ: <i>15</i>	0		lbs MAS	S: <i>d4</i>				21	R	-	
				riders and raiders				N	1	3V	19	
STORY	Y: <i>Th</i>	e s <mark>pid</mark> e	r men live	in the Endless Cave	es and con	ne out of	f their		MI	A	1 26	
	subterranean lairs in search of slaves, food, and/or other resources that they cannot find underground. They often travel											
				nd all ride giant spic					05	W	T	
MC	TIVA	TION:	Opportuni	ist	WEA	LTH:	d4		~		- 3	
OF	RIGIN	TYPE:	Mutated o	r Evolved	L	UCK:	10-		1	1	V	
LEGA	AL ST	ATUS:	Hostile rad	ce of spider men				1	K	5		
CPs:				ABILITIES				A	10 M	NEW YORK	A	
	//V	VENTIN	G: <u>5</u>	Unspent							IPs:	
10	AR	ARMOUR: 6 Points Total (10)										
5	COMPANION: Giant spider mount, -45 CPs (5)											
20	EXPERIENCE LEVELS: +2 Hit Bonus, +2 Defense Bonus, +2 Task Bonus (20)											
10	GRAPPLE: Web-gun that shoots blobs of sticky fluid, 24" Range, Break Point: 7, Max: 14, 24											
	Charges (17.5), Charges (+0), Multi-Function Gear (-2.5), No Swinging (-5)											
12	HEIGHTENED EXPERTISE: +2 Hit Bonus with Web-Gun (5) HEIGHTENED STRENGTH: +7 (7)											
15	HEIGHTENED SENSES: Amplified Vision: 3 Ranks (15)											
10	PHYSICAL ABILITY: A) Ambidexterity: Four primary hands (5), B) Extra Limbs: Four limbs total,											
	Can hold up to four objects (5)											
3	SPECIAL WEAPON: Web-gun that shoots blobs of hardened fluid, 24" Range, d6+d8 Blunt											
	Kinetic Damage, 12 Charges (15), Charges (0), Knockback Only (-10), Multi-Function											
	Ge	ar (-2.5	<i>)</i>									
20		CTINGT	11/ <i>C</i> : /mam.a.a				(10) //==	ttunnetium. A	Deseties			
-20	DISTINCTIVE: Impossible to disguise as a normal person (-10), Unattractive: -4 Reaction											
CPs	Per	score	10)									
10	ST	17	SAVE	CARRYING CAPAC	CITY:		<i>381</i> I	bs BASE	HTH DN	1G:	d6+1	
15	EN	15	11-	ATTACKS:	To Hit	Damage		Dmg Type	KB	DEF	ENSES:	
15	AG	15	11-	Web-Gun	18-	d6+d8		Blunt Kineti	CY	Physical	Mental	
10	IN	10	10-	Web-Gun Grap.	18-	7 BP		Snare Attaci	1 1	2	2	
10	CL	10	10-	Punch	16-	d6+1		Blunt Kineti		3	2	
V		EVDE	DIENICE.	DDOTECTION	Vinatio		Die	Entropy	Dovobio		Othor	
	BASE	100	RIENCE:	PROTECTION:	Kinetic	Energy		Entropy	Psychic		Other	
	SPENT		< 25	Armour		1						
	TOTAL	125	23									
123	JIAL	123										
INITIATIVE: <u>d4</u> MOVE: <u>Ground 16</u> <u>Leaping 2.54</u>												
POWER	(5	<u>7</u>): _										
HIT PTS (<u>15</u>): HEALING: <u>2.2</u>												
CAPS: BCs: 35 Ability: 25 Dmg: 13 GEAR: Break: 10 Take: 11 Disarm: 8 GBC: 14											3C: <u>14</u>	

PLAYER: Herculoids Villain