



SPIDERMAN

Peter Parker

FIGHTING <i>melee</i>	REMARKABLE (30)	HEALTH <i>F+A+S+E</i>	160
AGILITY <i>ranged · dodge</i>	AMAZING (50)	KARMA <i>R+I+P</i>	70
STRENGTH <i>damage · grapple</i>	INCREDIBLE (40)	RESOURCES <i>afford by rank</i>	TYPICAL (6)
ENDURANCE <i>stamina · resist</i>	INCREDIBLE (40)	POPULARITY <i>fame</i>	30
REASON <i>knowledge · invent</i>	EXCELLENT (20)		
INTUITION <i>senses · initiative</i>	GOOD (10)		
PSYCHE <i>willpower · magic</i>	INCREDIBLE (40)		

MOVEMENT

GROUND
1 AREA

TALENTS

CHEMISTRYPHYSICSPHOTOGRAPHY

POWERS

SENSE the number = how sharp this sense is (intensity it detects through) **MOVEMENT** see Movement block above for areas/turn + mph

WALL-CRAWLING	AMAZING (50) MOVEMENT	
COMBAT SENSE	AMAZING (50) SENSE	Amazing, a "buzzing" in his head alerts Spider-Man of potential danger. Spider-Man cannot be blindsided, and he may make defensive actions if he makes a successful power FEAT. Intuition in combat is equal to this power rank. If the sense has been nullified his Intuition is as listed and all Agility FEATs are at -1CS.

EQUIPMENT

SH shooting — roll Agility on the Universal Table **TB** thrown blunt / ensnaring — roll Agility on the Universal Table

WEB-SHOOTERS	INCREDIBLE (40) TB	Incredible material strength web in the round it was fired. It hardens to Monstrous in the next round. This webbing is used for transportation (3 areas per round) and restraining opponents. He also can create the following: Web Shield: Monstrous; Web Parachute; Web Hang Glider: Typical air speed; Web Missiles: Excellent blunt damage at 3 areas.
SPIDER-TRACER	AMAZING (50)	Attuned to his Spider Sense he can track these with Amazing ability up to 1 mile.
SPIDER-LIGHT	GOOD (10)	Good illumination, spider-shaped.
WEB CANNONS	EXCELLENT (20) SH	Large gun of Excellent material to spray web over one whole area.

CONTACTS

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