



SPIDER-MAN

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>	50
STRENGTH <i>damage · grapple</i>	INCREDIBLE (40)	RESOURCES <i>afford by rank</i>	POOR (4)
ENDURANCE <i>stamina · resist</i>	INCREDIBLE (40)	POPULARITY <i>fame</i>	30
REASON <i>knowledge · invent</i>	EXCELLENT (20)		
INTUITION <i>senses · initiative</i>	EXCELLENT (20)		
PSYCHE <i>willpower · magic</i>	INCREDIBLE (40)		

MOVEMENT

GROUND
1 AREA

TALENTS

PHOTOGRAPHY

CHEMISTRY (REASON OF REMARKABLE IN CHEMISTRY)

POWERS

MOVEMENT

see Movement block above for areas/turn + mph

TB

thrown blunt / ensnaring — roll Agility on the Universal Table

WALL-CRAWLING	MOVEMENT	Spider-Man sticks to all normal surfaces automatically if he wants to. He can walk on walls and hang from ceilings. He must make a successful Agility FEAT roll to stick to wet or slippery surfaces.
SPIDER SENSE		His special sense warns him of danger. He must make an Intuition FEAT roll (no Karma) when he is in extreme danger; if the roll is good, he is alerted in time to react. If he fails the roll, he is not warned in time to react.
WEB-SHOOTERS	MONSTROUS (75) TB	Spider-Man's web-shooters (one on each wrist) fire Monstrously strong webbing up to 2 areas away. He uses his webs as swing-lines, missiles, and shields, and to block passages and tie up villains. The webbing does not conduct electricity.
SPIDER-TRACERS		Spider-Man owns several miniature homing devices, tuned to his Spider Sense. Range: 1 mile.