

# SYMBIOTE SPIDERMAN

*"With Great Power  
comes Great*



## 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),  
**Other Aliases:** None  
**Marital Status:** Single  
**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 Armory. There he saw a wrestling match with offered a prize for 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

**Power Level:** 17    **Concept:** Troubled Hero    **Occupation:** Freelance Photographer

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

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

## SKILLS

Acrobatics (Dex) +14, Balance (Dex) +10, Craft—Mechanics (Int) +7, Listen (Wis) +12, Profession—Photographer (Wis) +12, Repair (Int) +6, Science—Chemistry (Int) +8, Science—Physics (Int) +8, Search (Int) +6, Spot (Wis) +11, Taunt (Cha) +8

## Initiative

+9

## DEX

## Dma Bonus

+13 S/L

## Fists and Feet

## DEFENSE

19/28

## Flat Footed

## FEATS

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

## POWERS

**Super Strength +9:** 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 512 times his normal carrying capacity or about 100 tons [Extra: Leaping, Protection; Source: Mutation/Alien; Cost: 6 pp].

**Leaping +9:** Due to his Strength Spidey can leap 5 times his power rank in feet from a

## WEAKNESSES

**Quirk—"With Great Power Comes great Responsibility":** Spiderman learnt the hard way that with his power came great responsibility. 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 an 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.

**Spidermans Symbiote:** Costume is extremely susceptible to sonic and Fire effects, needing to make a Fortitude save (DC15 +1 per exposure or minute of exposure) whenever exposed to either. If the save fails then the Symbiote becomes fatigued. After the next failed save he becomes exhausted and will become unconscious if he fails his next save. If exposed again and fails his save he is Dying, but can become unconscious (not disabled) if removed from exposure before he dies. Because of how the symbiote feeds Spiderman begins every day fatigued, he can however avoid this by spending a Hero point.

**Symbiote:** It cannot function alone, thus if Peter is Dying then the symbiote leaves him moving at half speed, it will either hide or seek out another host.

## PERSONALITY

When his uncle died, Peter Parker learned that with great power comes great responsibility. That philosophy has been his main motivation in his career as Spiderman. Peter's personal life has always been filled with misfortune and tragedies. Peter has always been worried about mortally wounding an opponent. With the symbiote on him Peter is more aggressive and weary as if driven by urges other than his own, his suit seems to react to his wants and desires.

## MORE HISTORY

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 buglar, 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. Eventually, Parker moved into his own apartment. During this time, he developed a relationship with Gwen Stacy. Unfortunately, during Spider-Man's conflict with the original Green Goblin, Stacy was killed. Some time later, Parker developed a steady relationship with Mary Jane. Parker proposed marriage, although Mary Jane declined, and soon left Parker's life for many months. Eventually, Parker graduated from ESU, and pursued his career as a hero and photographer. As he continued to live on his own, as his Aunt May decided to transform her house into a senior citizens' boarding house. At one point Parker began a romantic relationship and heroic partnership with the Black Cat, although Parker later broke it off due to the Black Cat's disdain for Parker's life apart from being Spider-Man. Prior to this, Spider-Man was among the heroes kidnapped by the powerful Beyonder to fight in his so-called "Secret Wars." When his costume was damaged, Parker tried using the futuristic technology on the Beyonder's planet to repair it, and instead, replaced it with an alien "symbiote" which transformed into a black version of Spider-Man's costume, perhaps based on the newly appeared Spider-Woman. Parker used the symbiote for his costume, which was capable of transforming into street clothing as well as generate webs. When the costume behaves strangely, Parker sought help from the Fantastic Four's Mister Fantastic, who first discovered the costume was a living organism. He helped remove the costume by force, and kept it in the Fantastic Four headquarters for captivity. The symbiote would later escape, plaguing the life of Parker again and ultimately merging with Parker's enemy Eddie Brock, creating the villain Venom. As Spider-Man, Parker has met and fought alongside nearly every hero in Manhattan, if not the world. Although he had fought with the hero team Avengers many previous times, he tried to join their number when he learned of the financial stipend their members received. Parker helped them stop an invasion and subsequent breakout of the energy research and villain interment facility, Project Pegasus. Spider-Man was deemed, however, to disrupt the team's cohesiveness, and was denied membership. Later, however, Parker would meet the international mercenary Silver Sable, and Spider-Man would often work on her behalf. Later still, Mary Jane returned to Parker's life, and, after a battle between Spider-Man and the Puma, she revealed that she had known (or at least suspected) Peter Parker's secret identity from almost the beginning of his career. Soon after, the two were married. Peter's old friend Harry Osborn leased the couple a loft in the building that Harry and his family are also living in. Mary Jane's niece Kristie temporarily moved in with the Parkers at one point. Eventually, however, the Parkers had to move into a room in Aunt May's house due to financial problems. Once again Spider-Man allied with the Avengers to stop the alien Nebula from destroying reality with her Infinity Union. An increasingly unnerved Spider-Man, unaccustomed to dealing with cosmic-scale menaces, accidentally allowed Nebula to absorb the power of the Infinity Union, although the Avengers, Spider-Man, and the alien Stranger thwarted her regardless. Parker was told again that Spider-Man may not be suited for Avengers membership, although later he was inducted into their number on a provisional basis. Parker later returned to his studies and postgraduate work as a lab assistant at Empire State University. During this time, Parker was briefly endowed with the powers of Captain Universe, in order to stop a series of robots, including the mutant-killing Sentinels. Once the menace was defeated, the extra powers left Parker. Later still, Aunt May suffered a debilitating heart attack and died. This also led to Parkers meeting Ben Reilly, whom he had fought earlier as a clone of himself. Reilly created a similar spider-costume, dubbed the Scarlet Spider by the Daily Bugle, and helped

## VEHICLE

Vehicle Type:	Size:	Movement:	Hardness:
Armour Bonus:	Cost:	Features:	

## MORE POWERS

**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/Alien; Cost: none*].

**Protection +9:** 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/Alien; Cost: none*].

**Super Constitution +7:** 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/Alien; Cost: 4 pp*].

**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*].

**Super Dexterity +4:** Spiderman has incredible agility and adds his power rank as a dodge bonus to his Defence and Reflex saves, Dexterity checks, initiative checks and all Dex skill checks [*Source: Alien; Cost: 4 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 +10:** 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/Alien; Cost: 1 pp*].

**Snare +10:** Spiderman may fire webbing at foes in order to snare them via a ranged attack, 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) [*Extra: Swinging; Source: Alien; Cost: 2 pp*].

**Swinging +10:** Via his webbing, Spiderman can swing from buildings, trees and other tall objects up to a distance of 70 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 1/3 rounds; Source: Alien; Cost: none*].

## HISTORY CONTINUED

Parker once more, saying that she needed time to adjust by herself.

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## NOTES

## HERO POINTS

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