

Spider

Powers:

- Can transform into a spider, whilst in this mode the user can walk and run on walls, as well as shoot webs that can shoot up to 1 M.
- Can deal 1 point of piercing damage when biting.
- This power can be activated via S-P, Con, or Willpower.

Weaknesses:

- 4x damage taken whilst in spider form (unless fighting something roughly the same size).
- Cannot wall cling on wet surfaces.
- User cannot transform reactively.
- Any webbing can be burned easily.

Limitations:

- Only as strong as a spider whilst transformed.
- can be no bigger than 5cm.

Blood transfusion (weapons/ objects) :

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Blood transfusion (clothing / armour) :

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levels:

1) S-P +1

2) S-P +1

3) Hybrid mode

- Turn into a human-spider hybrid after a successful S-P roll of 15 or above.
- User can deal an extra +1 piercing damage when biting.
- User rolls Str to bite and bite damage dice increases for every extra +1 SPStr the user may get / have. (This already is including the +1 SPStr this mode grants).
- User has hands in this mode.
- +1 super strength.
- +1 super dexterity.
- User can roll acrobatics to climb on walls.
- If user wishes to look more spider like, they can gain +2 to intimidation, however lose -2 to seduction.
- User can still project a string of webbing but now it can cover a distance of 10m whilst in Hybrid mode. (Webbing requires a roll higher than the roll that made it to destroy it with physical attacks).

4) [Ability] Wall cling expert

- Whilst on walls / ceilings this character can roll advantage on acrobatics.

[Buff] Bite damage modification +1 , +1 super str.

5) [Ability] Web Sling :

- Roll S-P to attach a web to an anchored down object, or at least something that can support the weight of this character.
- Whilst using webs to sling or move this character in any direction they gain acrobatics with S-P advantage. (Roll Acrobatics and then roll S-P, choose the best result).
- This ability can be used reactively instead of evasion, roll S-P.

[Buff] Bite damage modification +1 , +1 super Dex.

6) [Ability] Poison fangs :

- Bite attacks now add 1d6 poison damage.
- Poison damage dice increases for every buff.

[Buff] Bite damage modification +1 , +1 super str.

7) [Ability] Extra limbs :

- Whilst in hybrid mode this user can now grant themselves more limbs and utilise their multiple limbs.
- Upon becoming their hybrid mode the user can have up to 4 extra limbs and the user decides if they are 4 arms / legs, or 2 extra of each.
- When attacking a single target, the user can make two (non-biting) melee attacks, once per short rest.
- Roll gapple advantage (so long as the user is using all of their arms).
- And can wield multiple weapons (if they have a perk in S-PM.A they could utilize all the weapons they can carry with their arms).
- Extra legs grants the user extra stability, including points to cling to surfaces.

[Buff] Bite damage modification +1 , +1 super Dex.

8) [Ability] Webbing constructs :

- User can make objects out of their webbing using S-P roll of at least 15+.
- Constructs made are sticky and yet solid, the durability of the webbing constructs are equal to the roll that created them.
- Webbing is destroyed instantly against fire.

[Buff] Bite damage modification +1 , +1 super str.

9) [Ability] giant creature mode

- Upon rolling 20+ S-P , user can transform into a 2m diameter creature mode.
- Whilst in this form the user cannot utilise hands , but can deal 2x damage based off of what they could do in hybrid mode.
- This includes bite damage, and poison.
- This doesn't include super Dex or Super Str.
- Whilst in any creature/ hybrid mode from this power, the user can cling to any non-wet, solid surface.
- Requirement to get out of webbing is 20+.

[Buff] Bite damage modification +2 , +1 super Dex.

10) [Mutation] Hybrid Physiology

- After taking the mutation, the user is now permanently in hybrid mode.
- Nullification does not transform the user back, however, they do lose access to their abilities as well as stats that come from the hybrid mode.

[Evolution] Arachnid monarch:

- User can become the "Arachnid monarch" in hybrid mode if the user rolls 20+ S-P.
- Whilst in Arachnid monarch hybrid mode, the user has +1 to all stats the power affected.
- Whilst in the "Arachnid monarch" hybrid mode, the user can roll advantage against anyone with the same powers as the user of this power.