

Spider-Man

Male; Age: 18; Height: 5' 9"; Weight: 175 lb.

Eyes: Brown; Hair: Brown

Power Level 10, 150 PP; Abilities 76 + Powers 34 + Advantages 8 + Skills 11 (22 ranks) + Defenses 21



Abilities

Strength	7	Agility	8	Fighting	5	Awareness	2
Stamina	8	Dexterity	4	Intellect	4	Presence	0

Offense

Initiative: +8

Attack Name Attack Bonus & Resistance DC Notes

Throw	+4, DC 22	Bludgeon, Crit 20
Unarmed	+5, DC 22	Bludgeon, Crit 20
Web Tether: Move Object 6	+14, DC 16	150/300/600 ft., Crit 20

Powers

Ü Spider-Movement (8 PP)

Leaping: Leaping 2 (2 PP)

Leap 30 feet at 8 miles/hour (Free - Personal - Instant)

Ü Movement: Movement 3 (6 PP)

Swinging, Wall-crawling 2: full speed (Free - Personal - Sustained)

Ü Spider-Senses: Senses 4 (4 PP)

Danger Sense: Spidey Sense, Darkvision, Ranged: Touch (Personal - Permanent)

Ü Web Shooters (22 PP)

Removable

Web Snare: Cumulative Affliction 8 (27 PP)

1st degree: Hindered and Vulnerable, 2nd degree: Defenseless and Immobilized, Resisted by: Resisted by Dodge, Overcome by Damage, DC 18; Cumulative, Extra Condition, Increased Range: ranged; Split: 2 targets; Limited Degree (Standard - Ranged, 200/400/800 ft. - Instant)

Blinding Web Shot: Cumulative Affliction 8 (alternate)

1st degree: Visually Impaired, 2nd degree: Visually Disabled, 3rd degree: Visually Unaware, Resisted by: Resisted by Dodge, Overcome by Damage, DC 18; Affects Corporeal, Cumulative, Increased Range: ranged; Limited: Visual Sense Only (Standard - Ranged, 200/400/800 ft. - Instant)

Web Tether: Move Object 6 (alternate)

3200 lbs.; Accurate 5: +10 (Standard - Ranged, 150/300/600 ft. - Sustained)

Advantages

Agile Feint Feint using Acrobatics skill or Speed rank.

Daze (Deception) Use Deception or Intimidation to daze an opponent.

Inspire Spend a hero point to grant allies a +1 circumstance bonus per rank.

Interpose Take an attack meant for an ally.

Inventor Use Technology to create temporary devices.

Leadership Spend a hero point to remove a condition from an ally.

Redirect Use Deception to redirect a missed attack at another target.

Taunt Use Deception to demoralize in combat.

Movement

Base Movement Speed - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)

Leaping: Leaping 2 - Leap 30 feet at 8 miles/hour

Movement: Movement 3 - Swinging, Wall-crawling 2: full speed

Routine Jump Distance - Running jump: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.

Throwing Distance - Throw 12 tons 6 feet; throw 3 tons 30 feet; throw 1600 lbs. 120 feet



Complications

Guilt He still has great guilt over the death of his beloved Uncle Ben and his first love, Gwen Stacy. He still tries to make up for them every day.

Identity He has his secret identity of Peter Parker which he guards fiercely thanks to his Rogues' Gallery.

Responsibility With great power comes great...

Background Information

Languages: English

Real Name: Peter Parker

Peter Benjamin Parker was born to C.I.A. agents Richard and Mary Parker, who were killed when Peter was very young. After the death of his parents, Peter was raised by his Uncle Ben and Aunt May in a modest house in Forest Hills, New York. While still in High School, Peter attended a science exhibition about radiology where he was bitten by a radioactive spider, granting him the proportionate strength and agility of a spider as well as a "Spider-Sense" that warns him of nearby danger. In order to test his new abilities – and earn some cash, Peter participated in a wrestling challenge against Crusher Hogan. He easily won the challenge and also gained the attention of the media.

Afterwards while backstage, Peter saw a burglar run past him but did nothing to stop him as it wasn't his problem. Later that night when Peter arrived home, he was told by a policeman that his Uncle Ben had been murdered by someone who broke into their house. The cop mentioned they had tracked the killer to a warehouse. In his anger Peter put on his wrestling costume and went after the murderer himself. After arriving at the warehouse and easily defeating Uncle Ben's killer, Peter saw that it was the same burglar he didn't stop at the arena... thus learning that "with great power comes great responsibility".

Skills

	Total	Ranks	Ability	Other
Acrobatics	+14	6	8	
Athletics	+7	-	7	
Deception	+0	-		
Expertise: Science	+10	6	4	
Insight	+2	-	2	
Intimidation	+0	-		
Investigation	+8	4	4	
Perception	+2	-	2	
Persuasion	+0	-		
Sleight of Hand	-	-	4	
Stealth	+8	-	8	
Technology	+8	4	4	
Treatment	-	-	4	
Vehicles	-	-	4	

Validation Report

Validation Report (0 issues): Nothing identified

Settings: Sourcebooks -> Cosmic Handbook: Cosmic Handbook; Sourcebooks -> Gadget Guides: Gadget Guides; Sourcebooks -> Hero High: Hero High; Sourcebooks -> Power Profiles: Power Profiles; Sourcebooks -> Supernatural Handbook: Supernatural Handbook
Equipment & Complications; Sourcebooks -> Gamemaster's Guide: Gamemaster's Guide Equipment, Gamemaster's Guide Knockback

Hero Lab and the Hero Lab logo are Registered Trademarks of LWD Technology, Inc. Free download at <https://www.wolfair.com>
Mutants & Masterminds, Third Edition is ©2010-2017 Green Ronin Publishing, LLC. All rights reserved.