

VENOM

Eddie Brock (Secret)

Affiliations	SOLO	8	Distinctions	WE ARE VENOM	
	BUDDY	10		LETHAL PROTECTOR OF THE INNOCENT	
	TEAM	6		SPIDER-MAN RUINED OUR LIFE	

XP

PP

Stress/Trauma	P	4	6	8	10	12
	M	4	6	8	10	12
	E	4	6	8	10	12

Power Sets

ALIEN SYMBIOTE

- 8 ENHANCED DURABILITY
- 8 ENHANCED REFLEXES
- 10 SUPERHUMAN STRENGTH
- 10 SHAPESHIFTING
- 10 SUPERHUMAN STAMINA
- 8 SWINGLINE
- 8 WALL-CRAWLING

SFX: *We Are Stronger Together*: When using a distinction reflecting a shared purpose, step up its die.

SFX: *Symbiote Tendrils*: When using Shapeshifting to create an asset or complication, add a d6 and step up the effect die.

SFX: *Organic Webbing*: Add a d6 and step up the effect die when using Swingline to restrain a target, create a complication, or alter the environment.

SFX: *Monstrous Assault*: Add a d6 and step up the effect die when using Superhuman Strength against a single target. After the action, step back the highest die in the doom pool by −1 and take physical stress equal to its new rating.

SFX: *Area Attack*: Add a d6 and keep an additional effect die for each additional target.

SFX: *Invulnerability*: Spend 1 PP to ignore physical stress or trauma unless caused by fire, intense heat, or sonic attacks.

SFX: *Regeneration*: Spend 1 PP to recover physical stress or step back physical trauma by −1.

SFX: *Spider-Sense Blind Spot*: Spend 1 PP to remove a die representing Spider-Man’s danger sense, precognition, or heightened awareness from an opposing dice pool.

Limit: *Vulnerability*: Step up physical stress or complications caused by intense sonic attacks or extreme heat to gain 1 PP.

Limit: *Limited Biomass*: When using Organic Webbing, Symbiote Tendrils, or another mass-intensive transformation, shut down a power from Alien Symbiote to gain 1 PP. Recover the power by activating an opportunity or during a Transition Scene.

Limit: *Conscious Symbiote*: Change any Alien Symbiote power into an emotional complication representing conflict between Eddie and the symbiote to gain 1 PP. Recover the power by resolving their disagreement or activating an opportunity.

Limit: *Mutually Dependent*: When Eddie and the symbiote are forcibly separated, shut down Alien Symbiote and gain 1 PP. Recover the Power Set when they reunite.

Specs

- 10 COMBAT MASTER
- 10 COVERT MASTER
- 8 CRIME EXPERT
- 10 MENACE MASTER
- 8 PSYCH EXPERT

Milestones

WE WANT PARKER

1 XP when you mention Spider-Man, blame him for one of your problems, or insist that you know him better than anyone else.

3 XP when you abandon an objective to pursue Spider-Man, or reluctantly cooperate with him against a common enemy.

10 XP when you either forgive Spider-Man and permanently abandon your vendetta, or defeat him and prove that Venom is his superior.

LETHAL PROTECTOR

1 XP when you frighten, threaten, or violently punish someone who has preyed upon the innocent.

3 XP when an ally questions your methods, or when you protect someone who fears or despises you.

10 XP when you either become a recognized hero without abandoning your lethal methods, or reject violence to prove that Venom can protect the innocent without becoming a monster.

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