

MARVEL
SPIDER-MAN
PETER PARKER

RAGE AND REMORSE
If at least 3 skulls are rolled when attacking with Spider-Man's normal attack, he may attack again. Spider-Man may continue attacking this way until he rolls fewer than 3 skulls or attacks a fourth time. If Spider-Man inflicts three or more wounds during his turn, his turn immediately ends; until the start of the next round, he may not attack or use his Symbiote Spider-Sense special power.

SYMBIOTE SPIDER-SENSE 9
If Spider-Man is attacked by an enemy figure and at least 1 skull is rolled, roll the 20-sided die. If you roll 9 or higher, Spider-Man takes no damage and may immediately use his Swing Line special power. After moving this way, roll an unblockable attack die, one at a time, against each figure adjacent to Spider-Man.

SWING LINE 4
Instead of his normal move, Spider-Man may move up to 4 spaces with Swing Line. When moving with Swing Line, Spider-Man has the Flying special power, but may not move up or down more than 40 levels in a single swing, and will not take any leaving engagement attacks.

SYMBIOTE
UNIQUE HERO
RECLUSE
CONFLICTED
MEDIUM 5

5 LIFE

MOVE	6
RANGE	4
ATTACK	5
DEFENSE	3

275 POINTS