

VENOM

"I'm gonna pull off your limbs and suck on your bonesssss".



Power Level: 15 **Concept:** Alien Symbiote **Occupation:** Former Reporter, Criminal

Str	Dex	Con	Int	Wis	Cha	Melee
19	16	16	12	14	10	+7
+4	+3	+3	+1	+2	+0	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
+9	+9	+9	+2	30/70	+6
Save	Save	Save	Save	Walk/Swing	Atk Bonus

SKILLS

Intimidate +9, Spot +7, Survival +6, Gather Information +5, Jump +16, Acrobatics +16

Initiative

+3

DEX

Dma Bonus

+19 L

Claw & Tooth

DEFENSE

13/22

Flat Footed

CHARACTERISTICS

Real Name: Edward "Eddie" Brock
Height: 6' 3" as Eddie, 8' 0" as Venom
Weight: 285 lb.
Eyes: Beown (White as Venom)
Hair: Brown (None as Venom)
Birthplace: Unrevealed
Group Affiliation: None
Headquarters: Mobile
Relatives: Unknown
Other Aliases: The Vampire Killer
Marital Status: Single
First Appeared: (as alien costume) SECRET WARS #8, (behind the scenes) WEB OF SPIDER-MAN #18, (actual appearance) AMAZING SPIDER-MAN #300

FEATS

Connected, Darkvision, Dodge, Improved Grapple, Power attack, Surprise Strike, Startle, Durability, Identity change (as Eddie non of powers apply), Scent

POWERS

Super Strength +10: Venom 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 1,024 times his normal carrying capacity [*Extra:* Leaping, Protection; *Source:* Alien; *Cost:* 6 pp].

Leaping +10: Due to his Strength Venom can leap 5 times his power rank in feet from a standing jump. Takes no damage from normal jumps or from falls of less than this distance,

HISTORY

On Battleworld, a planet created by a being calling himself the Beyonder, the crime fighter known as Spider-Man obtained a sleek, black costume when his familiar red-and-blue one was ripped into tatters. After the Asgardian thunder god, Thor had acquired a new cape and helmet from a bizarre machine that replicated fabric, Spider-Man attempted the same feat, but mistakenly reached into a machine that housed a strange symbiote, one of the many odd life forms encountered on Battleworld. When Spider-Man grabbed the little black ball, it instantly slithered over his body, covering him from head to toe. But it did not pattern itself after his red-and-blue costume. Rather, it took on the appearance of the garment worn by the new superhuman adventurer on Battleworld and Spider-Woman, whom Spider-Man had been admiring. The web spinner was amazed at the properties of his new suit, but never question the mechanism behind them. For instance, it could mimic any type of clothing whatsoever, making Spider-Man's need for spare clothing obsolete. It also contained a "dimensional aperture" where he could place his camera, spare change, and other items without adding to the bulk of the

WEAKNESSES

Venom 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 Venom 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.

Venom also as a symbiote cannot function alone, thus if Brock is Dying then the symbiote leaves him moving at half speed, it will either hide or seek out another host.

PERSONALITY

Venom really hates Spider man! He would go to any lengths to kill Spider man, but wants to deliver the killing blow himself. Brock and the symbiote have formed a partnership of sorts, and Brock spends much of his time talking to his costume. Although he is certifiably insane, Brock is very intelligent. He has a great deal of information at his fingertips, and he is quick to make accurate deductions.

Venom was and still is to a degree in love with spider Man and his hatred stems from his feelings of being spurned by Parker. Venom is also not above playing games while trying to draw out a kill, savouring his preys fear and adrenaline when they know they will die shortly, which exhilarates Venom intensely.

MORE HISTORY

costume. The costume was also equipped with its own web-shooter and seemingly contained an unlimited supply of webbing. Once Spider-Man returned to Earth, the alien costume could not tolerate being separated from its host for long periods of time. At night, when Spider-Man's alter ego, Peter Parker, slept, the symbiote would engulf him and send the somnambulator to battle evil. Late, Spider-Man battled the Puma, who perceived that the wall-crawler's webs were organic. Startled by this revelation, Spider-Man accepted Reed Richards' offer to study the costume. Richards learned that the costume was actually a living alien symbiote, a parasite trying to graft itself permanently to Spider-Man both mentally and physically. Richards succeeded in separating the alien costume from its host by shooting it with a "sonic blaster." He then contained the being in a special environmental cell. But the alien was much more intelligent than anyone perceived. It escaped from its cell and made its way to Peter Parker's closet where it waited, disguised as a spare red-and-blue costume. Spider Man unwittingly donned the costume, which immediately made itself apparent. He brought it to the tower at Our Lady of Saints Church gambling the intense sound of its bells would destroy it. Spider-Man lost the gamble, and he succumbed to the bells before the costume did. However, the empathic parasite had preyed upon the emotions of Spider-Man long enough to learn how to feel, and in feeling, to act. Sacrificing itself, the alien costume save Spider-Man, who assumed it then, crawled away to die. Actually, the symbiote, weak and dying, slithered down into the church where Eddie Brock kneeled in prayer at the altar.

VEHICLE

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

MORE POWERS

provided he can take a free action to brace himself [*Source: Alien; Cost: none*].

Protection +14: Thanks to his tremendous strength Venom is very resilient, subtracting his power rank from the damage bonus of any attack that affects him before making a Damage save [*Source: Alien; Cost: none*].

Super Dexterity +6: Venom 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*].

Super Constitution +6: Venom 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: Alien; Cost: 4 pp*].

Snare +14: Venom 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 +14: Via his webbing, Venom can swing from buildings, trees and other tall objects upto 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*].

Natural Weapon—Fangs/Claws +8: Venom has savage claws and a mouth full of wickedly sharp teeth allowing him to add power rank to damage bonus with them [*Source: Alien; Cost: 2 pp*].—*only benefiting from +5 worth*

Growth +4: As Venom Eddie Brock is a little over 8 feet tall a mass of bulging muscles -1 Att/Def, however this also grants him power rank in *Super Strength, Immovability* and *Protection* [*Source: Alien; Cost: 7 pp*].

Immovability +4: Thanks to Venoms size he is very difficult to be moved if he doesn't want to be gaining his power rank as a bonus against all attempts to Bull Rush, trip or throw him, and subtracted from an attackers damage bonus before determining how far he is knocked back by an attack [*Source: Alien; Cost: none*].

Obscure +10: Venom doesn't register to anyone with Combat Sense while within power rank x 5 ft. of them. He just doesn't set off their danger sense basically causing them to lose all bonuses from this power against him [*Flaw: Blinds combat sense only; Source: Alien; Cost: 1 pp*].

DEVICES

HEADQUARTERS

NOTES

VILLAIN POINTS

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