

# NAME

# LOOK

*Drider: Dremoi, Jannist, Pytri, Seliin, Svell, Tenrissa, Telsa, Tethys, Toryth, Vesimotto*

Cold Eyes, Mischievous Eyes, or Sharp Eyes  
Hooded Head, Styled Hair, or Wild Hair  
Camouflage, Mage's Robes, or Mostly Naked  
Built Body, Lithe Body, or Withered Body

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA
DAMAGE	d8	ARMOR		HP	YOUR MAX HP IS 6+CONSTITUTION

# ALIGNMENT

- NEUTRAL  
Defeat another in a noncombat contest of skill or strength
- CHAOTIC  
Go where you aren't allowed and take something to show for it
- EVIL  
Inflict serious injury to someone weaker than you

# STARTING MOVES

## WALL WALKING

You can climb along solid walls and ceilings as quickly as you can walk or run, regardless of their texture or composition, as long as it can support your weight. You may carry someone with you while you are Wall Walking, but you cannot use your hands while you have a passenger.

## DEATH FROM ABOVE (DEX)

**When you drop down on an enemy from above, roll +DEX. On a 10+, choose three. On a 7-9, choose two:**

- Deal your damage with a Hand weapon
- Kidnap them - you retreat to somewhere nearby, taking them with you
- Your target doesn't notice you in time to make a move against you
- No one else notices you dropping in, and your target doesn't make a sound

## NO ONE LOOKS UP

**When you cling to a ceiling without talking, moving, or attacking, NPCs will never notice you, if you haven't been spotted already. If the ceiling is high enough that you're above their natural line of sight, they won't notice you even if you move. You can always ask the GM if you are above their line of sight before moving, and the GM will answer truthfully.**

## BLACK MAGIC (INT OR CHA)

**When you gain this move, circle whether it uses INT or CHA.**

**When you weave a spell to inflict pain, choose two tags from the list and roll +INT/CHA. If you do not pick any Range tags, the Range defaults to Hand. On a hit, deal 1d8 damage. On a 7-9, also choose 1:**

- You draw unwanted attention or put someone in a spot.
- The GM removes a non-range tag of their choice, and you deal -1 damage.
- The casting saps your energy. You take -1 ongoing to Black Magic until you have a few minutes to clear your head.

### Range Tags

*Hand: A melee attack that requires you to get close enough to touch your target*

*Reach: A melee attack that needs room, good for keeping enemies from getting close to you*

*Near: A ranged attack, safe to use when enemies aren't on top of you*

### Tags

*Debilitating (half damage): Hinder or slow down enemies, but deal half damage*

*Elemental (fire): Set your target on fire*

*Forceful: Knock the targets back several feet, possibly off their feet*

*Piercing 1: Ignore 1 point of the target's armor*

*Two Targets (-1 damage): Target two enemies at the same time, but deal one less damage*

# HALF SPIDER

Choose what kind of spider you take after:

- BITING SPIDER  
You have a venomous bite. You can use your bite as a weapon with Hand range that deals half damage, but if it connects you fill the bite location with a localized paralyzing poison, which renders the bite location useless. Your venoms wear off after about a day.
- JUMPING SPIDER  
You can leap to anywhere within Near range with ease. In addition, as long as there is room to leap around in, you can use Death From Above anywhere, at any time.
- SPINNING SPIDER  
You can create an infinite amount of webbing, which can be used to create bridges, bind helpless creatures, or any other use you can conceive of for flexible, sticky, incredibly durable rope.

# BONDS

Fill in the name of one of your companions in at least one:

I plan to kill \_\_\_\_\_ one day, but not today.

\_\_\_\_\_ impresses me, for a lesser creature.

\_\_\_\_\_ doesn't think highly of me. How foolish of them.



# THE DRIDER

LEVEL

XP

# GEAR

Your Load is 6 + STR. You start with dungeon rations (5 uses, 1 weight) and a wicked dagger (hand, 1 weight).

**Choose your inherent defense:**

- Chitinous natural armor (1 armor, 0 weight)
- Piercing spider legs (close, piercing 1, 0 weight)
- Razor sharp claws (hand, messy, 0 weight)

**Choose one:**

- One healing potion
- A fine sword (close, +1 damage, 1 weight)
- Bag of books (5 uses, 2 weight)

# ADVANCED MOVES

**When you gain a level from 2-5, choose from these moves.**

A SPIDER'S LAIR (DEX)

*Requires: Spinning Spider*

**When you have time to prepare an area with webs and traps, roll +DEX.**

**On a 10+**, hold 3-Web. **On a 7-9**, hold 2-Web. **On a 6-**, hold 1-Web, but the GM also holds 1-Web to use against you or your allies. Spend 1-Web any time someone moves through the prepared room to do one of the following:

- You trap them in sticky webbing, holding them still and keeping them stuck
- You deal your damage with a deadly trap
- Sting them with trap that applies your poison, if you are a Biting Spider

BATTLE MAGE

Add the following tags to the Black Magic list: *Close, Area (-2 damage), Messy (+1d4 damage), Piercing 2*. In addition, selecting a Range tag for your Black Magic does not count as one of your two tag choices.

ESCAPE ROUTE (DEX)

*Requires: Jumping Spider*

**When you're in too deep and need a way out, name your escape route and roll+DEX. On a 10+**, you're gone. **On a 7-9**, you can stay or go, but if you go it will cost you: you leave something behind or take something with you, the GM will tell you what.

FLAUNT SUPERIORITY (CHA)

**When you insult and threaten an intelligent creature, roll +CHA. On a hit**, they're angry at you and all their focus is on you. **On a 10+**, take +1 ongoing against them until they calm down.

LETHAL SILK

*Requires: Spinning Spider*

You can use your webbing as a melee weapon with Reach, Precise, and Messy.

**When you deal damage with your Lethal Silk, choose one:**

- You knock a weapon out of their hands, sending it flying away
- You snatch a visible item right off of their person
- Your webbing slices through something - their armor, a piece of the terrain, or a limb, your choice.

MIXED VENOM

*Requires: Biting Spider*

**When you spend some time consuming herbs and working dark magics**, you can replace your venomous bite's effect. Choose one of the following options, which will last until you change your bite's effects again:

- A localized paralyzing poison, which renders the bite location useless.
- A weakening poison. The target takes -1 ongoing to damage per dose applied.

**When the target rolls a negative number for damage, they pass out.**

• A deadly poison, which will slowly kill them. **If they aren't cured before the poison would naturally wear off in a day**, they die. Each dose cuts their remaining time alive in half.

PASSING THROUGH (DEX)

*Requires: Jumping Spider*

**When you leap through a dangerous route, roll +DEX. On a 10+**, choose three. **On a 7-9**, choose two:

- You end up exactly where you want to be, as soon as you want to be there
- You don't take damage or debility from the danger
- You grab someone along the way and bring them with you
- You land extra hard on something along the way - deal your damage to it

SPIDER TRAITS

Gain another move from the Half Spider list.

REMAINING  
**WEB:**

SPIDER'S TREACHERY (DEX)

**When you ambush a surprised or defenseless enemy**, you can choose to deal your damage with a weapon or roll+DEX. **On a 10+**, choose two. **On a 7-9**, choose one:

- You deal your damage+1d6 with a weapon
- You don't leave yourself open after the attack
- You inject them with your poison 1d4 times, if you are a Biting Spider
- You bind them with your webbing, if you are a Spinning Spider
- You leap away with them, if you are a Jumping Spider

TRANSFER POISON

*Requires: Biting Spider*

**When you take a minute to apply your venom to a weapon**, your bite loses its poison for as long as you desire. Until your bite regains its venom, when anyone deal damage with the affected weapon, it applies your venom.

**When you gain a level from 6-10, choose from any of the moves on this page.**

IMPROVED VENOM

*Requires: Mixed Venom*

Add the following options to the Mixed Poisons list:

- A depriving poison, that removes a single sense of your choice each time you apply it - sight, hearing, touch, smell, or any other sense they might have.
- A memory poison, that makes the target forget everything from the last few minutes before being bitten.

MEDICAL WEBBING

*Requires: Spinning Spider*

You can use your webbing as the Bandages item.

MULTICLASS DABBLER

Gain one move from any class list. Choose this move as if you were one level lower.

SPIDER APOTHEOSIS

*Requires: Spider Traits*

Gain the final move from the Half Spider list.

SPIDER QUEEN'S MERCY (CHA)

**When you spare the life of a vanquished enemy, roll+CHA. On a 10+**, hold 2 over them. **On a 7-9**, hold 1 over them. At any time, you can spend your hold to call on them for a favor. This counts as making the parley move with the 10+ result (the hold also counts as the necessary leverage).

THIEVERY (DEX)

Gain the Trap Expert and Tricks of the Trade moves from the Thief class.

WAR MAGE

*Requires: Battle Mage*

Add the following tags to the Black Magic list: *Far, Messy (+1d8 damage), Piercing 3, Three Targets (-2 damage)*. In addition, you choose three tags instead of two.

WORD OF COMMAND (CHA)

*Requires: Flaunt Superiority*

**When you give an order to NPCs who are beneath you, roll +CHA. On a 10+**, they obey you to the best of their ability before they can even think about it. **On a 7-9**, the GM chooses one:

- They do it, but not very well or exactly how you wanted
- They offer you something else they think you want
- They stop whatever they were doing to turn their attention to you