

**MARVEL**

**POISON**

PETER PARKER ©

**SPIDER STINGERS 9**

Instead of attacking, you may choose an adjacent opponent's figure and roll the 20-sided die. If you roll 9 or higher, the chosen figure receives one wound. After rolling for Spider Stingers, you may roll for Spider Stingers one additional time.

**VENGEFUL STING**

Whenever Poison would receive one or more wounds from an attack, ignore one of those wounds. When an enemy figure rolls attack dice against Poison, you may choose not to roll defense dice. If you do not, and Poison is not destroyed by the attack, you may immediately use Poison's Spider Stingers special power.

**TENDRIL SWING 3**

Instead of his normal move, Poison may use his Tendril Swing. Tendril Swing has a move of 3. When counting spaces for Poison's Tendril Swing movement, ignore elevations. Poison may swing over water without stopping, swing over figures without becoming engaged, and swing over obstacles such as ruins. Poison may not Tendril Swing more than 40 levels up or down in a single Tendril Swing. When Poison uses Tendril Swing, he will not take any leaving engagement attacks. After using Tendril Swing 3, you may use it one additional time.



SYMBIOTE

UNIQUE HERO

REVENANT

TERRIFYING

MEDIUM

5



8  
LIFE

MOVE 6

RANGE 4

ATTACK 5

DEFENSE 3

300  
POINTS