




<b>CONTROL</b>	9	
<b>DARING</b>	6	
<b>COMMAND</b>	1	
<b>CONN</b>	0	
<b>FOCUSES</b>		
Web Spinning		
Climbing		
<b>SPECIAL RULES</b>		
NETCASTING: The Arachnoid spins webbing on its front legs and rushes forward to entangle. In melee combat, if 2 or more Effects are rolled on damage, place a Grappled Complication on the target (see Core Rulebook, p.175).		
<b>EVOLUTION</b>	15	Arachnoid

<b>TRAITS</b>	as Species	
<b>FITNESS</b>	8	
<b>INSIGHT</b>	9	
<b>SECURITY</b>	2	
<b>ENGINEERING</b>	0	
<b>STRESS</b>	10	<b>RESISTANCE</b> 1
<b>ATTACKS</b>		
<b>Bite</b>	3 ▲	
Melee, 1H, Deadly		
<b>Spines</b>	4 ▲	
Melee, 1H, Piercing 2, Debilitating, Inaccurate		
<b>PREDATION</b>	15	Egg Predator

<b>CATEGORY</b>	Notable NPC	
<b>PRESENCE</b>	11	
<b>REASON</b>	10	
<b>SCIENCE</b>	0	
<b>MEDICINE</b>	0	
<b>VALUES</b>		
Believe I Am Dead		
Use The Element of Surprise		
<b>SPECIAL RULES</b>		
FEIGN DEATH: The Death Feigner may pretend to be dead to all but the most sensitive methods of detection. All methods to detect life in the creature are rolled secretly as Opposed Tasks against the creature's Fitness+Security. The Death Feigner may also Avoid an Injury once more than usual for its NPC category, but pretend to be dead.		
<b>ETHOLOGY</b>	15	Death Feigner