



Name **Spider Daedra**  
 Ht 7' across, 2' Wt 15st  
 Appearance

Player  
 Size Modifier 0 Age

Point Total **150**  
 Unspent Points **0**

CHARACTER SHEET

ST	13	[ 30 ]	HP	13	CURRENT	[ 0 ]
DX	11	[ 20 ]	Will	11		[ 0 ]
IQ	11	[ 20 ]	Per	11	CURRENT	[ 0 ]
HT	12	[ 20 ]	FP	12		[ 0 ]

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED 5.75 [ 0 ] BASIC MOVE 5 [ 0 ]

<b>ENCUMBRANCE</b>	<b>MOVE</b>	<b>DODGE</b>
None (0) = BL <b>34</b>	BM x 1 <b>5</b>	Dodge <b>10</b>

DAMAGE RESISTANCES							
Loc.	DR	HP	Notes	Loc.	DR	HP	Notes
Eyes	0	1		Groin	0	--	
Neck	0	--		Arms	0	6	
Skull	2	--		Hands	0	4	
Face	0	--		Legs	0	6	
Torso	0	13		Feet	0	4	

SKILLS			
Name	Level	Rel. Level	Cost
Brawling	11	DX+0	[ 1 ]
Innate Attack (Projectile)	11	DX+0	[ 1 ]

SPELLS			
Name	Level	Rel. Level	Cost
Lightning (Clerical)	9	IQ-2	[ 1 ]
Minor Healing (Clerical)	9	IQ-2	[ 1 ]

ADVANTAGES	
Claws (Long Talons)	[ 11 ]
Enhanced Dodge 2	[ 30 ]
Extra Legs (7+ Legs) (Long (+1))	[ 30 ]
Resistant (Paralysis) (Rare) (Immunity)	[ 5 ]

DISADVANTAGES	
Vulnerability (Frost) (Rare) (x2)	[ -10 ]
Vulnerability (Shock) (Rare) (x2)	[ -10 ]

ARMOR & POSSESSIONS				
Qty	Item	Location	Cost	Weight
1	Daedra Silk (Burden, Night-Eye, Chameleon, Damage Endurance)		75	1
1	Daedra Venin (Paralyze, Restore Fatigue, Damage Health, Reflect Damage)		75	.1

MÊLÉE WEAPONS									
Qty	Weapon	Skill	Damage	Reach	Pry/Blk	ST	Notes	Cost	Weight
	Brawling								
	Punch	11	1d cut/imp	C	8	--			
	Bite	11	1d-1 cr	C	No	--			
	Kick	9	1d+1 cut/imp	C,1	No	--			

RANGED WEAPONS														
Qty	Weapon	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
	Lightning (Clerical)	11	~1d-1 burn	3	50 / 100							~1-3en		

