

Spinneret

The Collector

Brawling:	Ph(+5)(40)	Evil Reputation: Ou(+3)(20)
Agility:	Ph(+5)(40)	
Strength:	Ex(+4)(30)	Health Points: 170
Endurance:	Fa(+6)(60)	
Willpower:	Gd(+1)(10)	Story Points: 80
Intelligence:	Gd(+1)(10)	
Perception:	Ex(+4)(30)	
Resourcefulness:	Ex(+4)(30)	

Powers

IR Sight: Ou(+3)(20)

UV Sight: Ou(+3)(20)

Sense Vibrations: Ou(+3)(20)

Spinneret's eight eyes see far into the infrared and ultraviolet portions of the electromagnetic spectrum, which she experiences as extra sets of colors. Her entire body is so sensitive to vibrations that she can estimate the number of riders passing 400 m (1,200 ft) away by just touching the ground, and she can get a sense of the number, size, and movements of every creature inside her web structures just by stepping into one.

Extra Attacks: +3

Sharp Attack: Ex(+4)(30)

Any of Spinneret's eight limbs can be used for locomotion or manipulation. Were she human, she'd be considered ambidextrous and double-jointed. All her digits end in claws hard enough to scratch steel.

Poison (Paralysis) Attack: Ex(+4)(30)

Spinneret's saliva contains an **Extraordinary** paralytic poison that works on contact. Any prey that touches it and fails an **Ex** Endurance check will be unable to move for 30-300 turns. The poison can be washed away with lots of water, but otherwise stays active, wet or dry. She often coats her claws in it before a battle; it takes her one action to coat the claws on one limb.

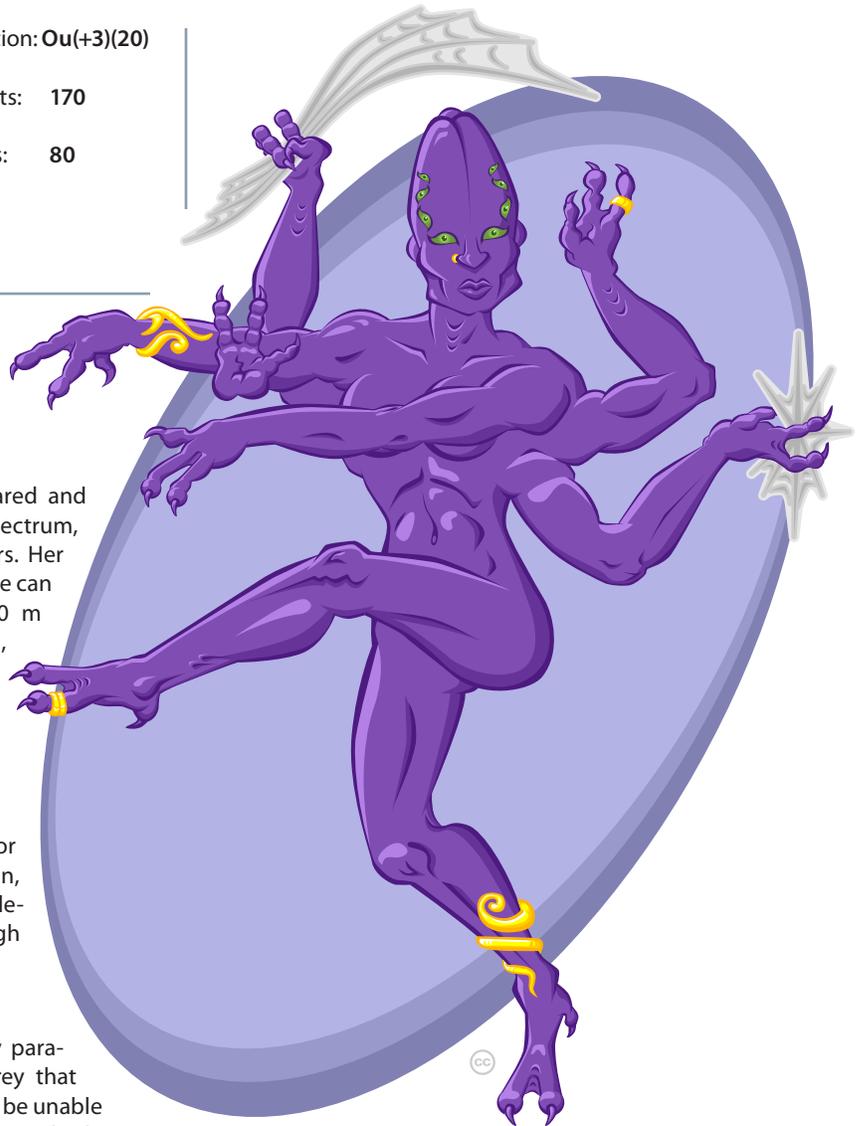
Entangling Attack: Ph(+5)(40)

Under every one of her claws is a set of spinnerets that allow her to shoot webbing of **Phenomenal** strength out to a range 800 m (2,400 ft) and coat up to 80 m³ (2,800 ft³) with a single shot. She can vary the stickiness of her webs, and even produce a type of moldable webbing that hardens in 1-10 turns into an **Outstanding** material.

Jump: Pr(-1)(4)

Speed: Gd(+1)(10)

Spinneret can make leaps of 80 m (240 ft) from a standing start and can outrun a horse, reaching speeds of 200 m/turn (120 kph, 600 ft/turn, 75 mph).



Gear

Hardened Webbing Weapons

Price: **Ex(+4)(30)**

- Material: **Ou(+3)(20)**, hardened webbing, sharp
- Range: **Dr(-3)(1)**, 20 m (60 ft)
- Damage: **Ou(+3)(20)**, sharp
- Shots: 1

Spinneret always keeps a few sharp scraps of her own hardened webbing on hand, to use like spears, throwing stars, or throwing axes. She passes them out freely to her servants.

Skills

Language: Human (Central), Lutinaise, Traveler's Creole.
Alchemy: assemble compounds with magical properties.
Arboreal Combat: (+1) bonus when fighting in the treetops.
Connoisseur: (+1) bonus to appraise luxury items & detect fakes.

Description

Appearance

Spinneret is a Human/spider Chimera with dark violet skin, emerald-green eyes, and a deeply resonant, melodious voice. Most listeners don't just hear her words, they usually feel some of them as well—an effect she uses for emphasis. Spinneret often adorns herself with a few pieces of finely crafted rose-gold or yellow-gold jewelry.

Background

Long ago, Spinneret abandoned the White Waste and all her fellow Chimerae, mostly out of a desire to find more stimulating environments for herself. She traveled Haven for decades, before claiming as her own sections of eight different beautiful forests around the world. Then in each place, Spinneret spent a decade or more building a magnificent tree-top villa, eating up nearby pests and annoying neighbors, stocking up her pantries, and "recruiting" servants and guards. Now she's in the process of filling her villas with the most unique and interesting objects and creatures that Haven has to offer.

To earn a place in Spinneret's collection, an item needs to be either rare or interesting. While she's willing to negotiate and pay handsomely for what she desires (she's a patron of many craftsman and artists) she's not used to taking "no" for an answer. Spinneret likes to trade her custom-made alchemical compounds—formed from ingredients she's gathered all over the world—for the uninteresting money that so many creatures accept for their interesting items. However, in a pinch, she'll raid a Koro caravan or Human ship for petty cash.

Spinneret is very charming, and has been welcomed in the courts of many Lutin princes, but she really doesn't have much respect for creatures that aren't her physical or mental equals. She does, however, make exceptions for creatures that she finds interesting, or who can lead her to the interesting items that she enjoys collecting. All other creatures are potential prey.

Notes

Story: Spinneret was written for the world of Haven, but can work in a variety of fantasy settings. She can be a social, intellectual, or physical challenge for a group of Player Characters. As a widely traveled creature who takes an interest in the rare and the special, PCs may need to seek her out for information that could help their current mission. Alternately, they could meet Spinneret at a bizarre or an auction—as a rival bidder. Player Characters may find themselves defending a caravan that she decides to raid, or they may be required to trade with her for one of her treasures that they need in a mission. PCs may even be called upon to rescue a living creature that has become part of her collection, or they might just cross Spinneret's path when she's in the mood for a snack.

Character points: (7,686 - 0 in limitations =) 7,686
Unused Character Points: 14 (built with 7,700 points)

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This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.