

Aspects

Ω

- Concept:** Half spider, half bear, all terrifying!
- Trouble:** Squishy underbody
- Discipline:** Tearing limb from limb
Webs the size of buses

LunarShadow Designs 

Approaches

Ω

Spider-bear

6

Disciplines

Ω

Bodily assault

10

Intimidating roar

8

Retreating

4

Silent movement

4

Conditions

Ω

Mild (1)

Moderate (1)

Severe (1)

Stunts

Ω

Bear hug

Because I use literal bear hugs when I succeed with style on a physical attack I may automatically create the Grappled aspect against whomever I have attacked.

What's 8 foot tall, has eight legs, furry arms and serious anger issues? In the Brotherhood's line of work that list is actually pretty long but today we're talking about the Arachnida ursus. Or Spider-bear to us regular folk. We're pretty sure Dr Ahoudi got the idea for this one from a popular fantasy game then added his own unique spin. How did he upsize arachnid biology? That's still a mystery but the result is truly terrifying.

The spider-bear lives up to both halves of its ancestry. It's fast, strong and more than capable of ripping you apart limb from limb, that is if it doesn't cocoon you first. Worst of all despite its immense size it's still capable of climbing trees, walls or even sheer rock faces. Official policy is shoot first or run fast. Or at least faster than your teammates.



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