

Dessima

The Drider

Level	1
Experience	1

Mischievous eyes, styled hair, chic robes and lithe body

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
9 (0)	16 (+2)	12 (0)	13 (+1)	8 (-1)	15 (+1)
Damage	Hitpoint	Alignment			
D8	16 (18)	Chaotic - Go where you aren't allowed and take something to show for it			

Spinning Spider

You can create an infinite amount of webbing, which can be used to create bridges, bind helpless creatures, or any other use you can conceive of for the flexible, sticky, incredibly durable rope.

Bonds

- I plan to kill [Elgar](#) one day, but not today.
- [Lilliastre](#) impresses me, for a lesser creature.
- [Jon](#) doesn't think highly of me. How foolish of them.

Gear

Load: 6

- Dungeon rations (6 uses, 1 weight)
- Piercing spider legs (close, piercing 1, 0 weight)
- Bag of books (5 uses, 2 weight)

Coins: 1

Starting Moves

Wall Walking

You can climb along solid walls and ceilings as quickly as you can walk or run, regardless of their texture or composition, as long as it can support your weight. You may carry someone with you while you are Wall Walking, but you cannot use your hands while you have a passenger.

Death From Above

When you drop down on an enemy from above, roll +DEX. On a 10+, choose three. On a 7-9, choose two:

- Deal your damage with a Hand weapon
- Kidnap them - you retreat to somewhere nearby, taking them with you
- Your target doesn't notice you in time to make a move against you
- No one else notices you dropping in, and your target doesn't make a sound

No One Looks Up

When you cling to a ceiling without talking, moving, or attacking, NPCs will never notice you, if you haven't been spotted already. **If the ceiling is high enough that you're above their natural line of sight**, they won't notice you even if you move. You can always ask the GM if you are above their line of sight before moving, and the GM will answer truthfully.

Black Magic

When you weave a spell to inflict pain, choose two tags from the list and roll +CHA. **If you do not pick any Range tags**, the Range defaults to Hand. **On a hit**, deal 1d8 damage. On a 7-9, also choose 1:

- You draw unwanted attention or put someone in a spot.
- The GM removes a non-range tag of their choice, and you deal -1 damage.
- The casting saps your energy. You take -1 ongoing to Black Magic until you have a few minutes to clear your head.

Range Tags

- Hand: A melee attack that requires you to get close enough to touch your target
- Reach: A melee attack that needs room, good for keeping enemies from getting close to you
- Near: A ranged attack, safe to use when enemies aren't on top of you

Tags

- Debilitating (half damage): Hinder or slow down enemies, but deal half damage
- Elemental (fire): Set your target on fire
- Forceful: Knock the targets back several feet, possibly off their feet
- Piercing 1: Ignore 1 point of the target's armor
- Two Targets (-1 damage): Target two enemies at the same time, but deal one less damage

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Last update: 2016/12/08 21:42



