**Insect Form**

**Highlights:**

* Decent entangle
* Good armor and defenses
* Great melee adder

**Super Stats:**

* Strength
* Speed

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| 360 Vision | Utl | -- | -- | -- | -- | Self | -- | * 360 degree vision * Cannot be flanked | 6 |
| Burrow | Mov | M | -- | -- | -- | Self | 2r | * 4” tunneling movement through defense 6 materials (wood) | 10 |
| Carapace | Arm | -- | -- | -- | -- | Self | -- | * 10/4/0 armor * -1 movement | 10 |
| Clinging | Utl | -- | -- | -- | -- | Self | -- | * Can cling to walls, ceilings, etc. * +10 STR with grabs and holds | 10 |
| Fly’s Reflexes | Def | -- | -- | -- | -- | Self | -- | * +2 dodge | 10 |
| Sting | Att | A | Touch | -- | 0 | 1 target | 4u | * STR + 1d8 damage | 10 |
| Stink Bug | Att | A | Area | 0” | -- | 3” cone | 8u | * Sickened 1d3 rounds (TOU, WIL 20) | 10 |
| Venom | Att+ | -- | -- | -- | -- | -- | 3u | * Envenomed (TOU 18) | 10 |
| Web | Att | A | Bolt | 4/ | 0 | 1 target | 6u | * 0/0/0 & 6d8 entangle | 10 |
| Wings | Mov | -- | -- | -- | -- | Self | 2r | * 12” flight | 10 |

**Additional Information**

**360 Degree Vision**

* The hero has 360 degree vision and cannot be surprised by attackers coming at him from the rear. He also suffers no penalty when flanked.

**Burrow**

* The hero can tunnel through dirt and wood (up to defense 6) and move up to 4 hexes each round.

**Carapace**

* The character has a thick carapace like a beetle. This provides him with excellent armor, but slows his movement.

**Clinging**

* The character can walk on walls and ceilings as normal. The character can resist any attempt to lift him, or pull him from a surface with a +10 bonus to his strength roll. This bonus also applies to any grabs and holds the character puts on an enemy.

**Fly’s Reflexes**

* The character has the reflexes and dodging ability of a fly and is nearly impossible to hit.

**Sting**

* The character punches, bites or stings his target with powerful force.

**Stink Bug**

* Characters in the area of effect must save or be sickened.

**Venom**

* The character’s melee attacks are infused with a toxin that imposes the envenomed status on the victim if they fail a save.

**Web**

* The character can project a mass of sticky webs that entangle their target. Anyone who touches the entangled character (including using a melee attack on the webs) is entangled automatically. Just entering the hex in which the target resides gives a 4/12 chance to become entangled, and people entering adjacent hexes have a 2/12 chance.

**Wings**

* The hero has gossamer wings that allow him to fly.