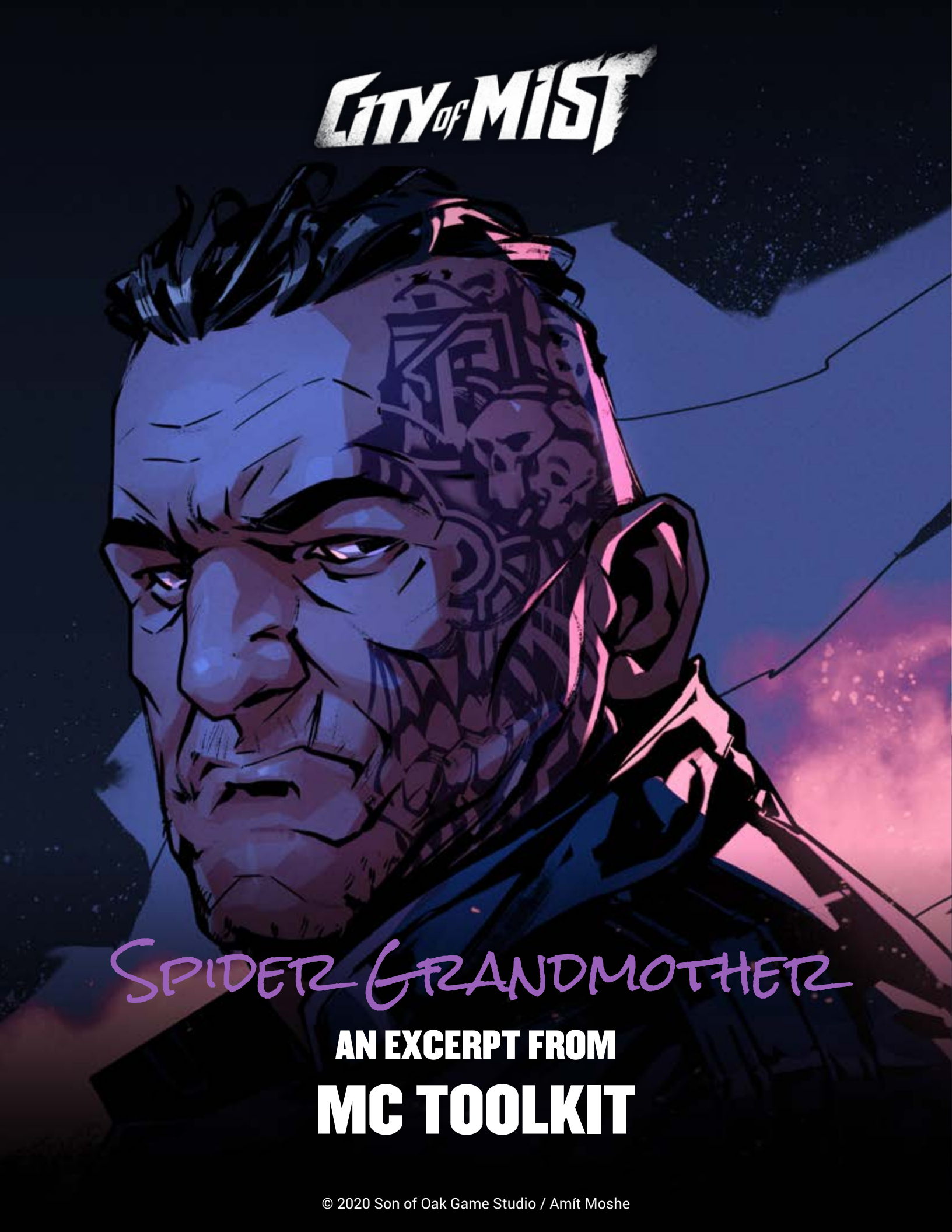


CITY of MIST



SPIDER GRANDMOTHER

AN EXCERPT FROM
MC TOOLKIT

COLM "SPIDER" JAMESON

Spider Grandmother

A hard-hitting bounty hunter that would provide a challenge to even the toughest of crews

Colm "Spider" Jameson is a bounty hunter who specializes in bringing in wanted Rifts. A little rough around the edges, Spider initially comes across as a brute, which often leads his targets to think they could outsmart him. His biker look, his tattoos, and the sawed-off shotgun he carries around only reinforce this perception. But nothing could be further from the truth. Spider works with alarming cleverness and precision, closing in on his mark in an inward spiral that eventually leaves them nowhere to run.

What really makes Spider's face one of the most hated in the Rift underworld is his notorious dreamcatchers: glowing starlight spider patterns he can draw in the air, in the dust on the floor, or even using the nets he shoots from his shotgun which have an effect that is completely unique to him, as far as anyone knows. The dreamcatchers suck out a Rift's ability to express their Mythos powers.

Once Spider has a prey in his dreamcatcher, he has been known to decommission their Mythos powers for weeks or even months. This ability has led some fugitive Rifts to consider him too dangerous to live and they react with extreme violence at the mere sight of him.

So far, Spider has worked mostly with the police and the court system; he's trying to make a living, nothing fancy. However, his work and especially his abilities have drawn the attention of a number of parties who would love to get a closer look at him. It's just a matter of time until they figure out how to snag him and then the hunter will become the prey.

COLM "SPIDER" JAMESON ★★★★★

HURT OR SUBDUED 5

- **Spider Senses:** When Spider enters the scene, give him *alert-3*.
 - **Tough Son of a Gun:** When Spider takes a physical harm or subdual status, reduce the tier of the status by 1.
 - **Dreamcatcher:** For every tier of *restrained* Spider gives a target, he can burn one of its Mythos power tags (for a PC) or reduce one of its legendary move effects by one (for a Danger).
 - **Decommission:** As a soft move, Spider can give a *restrained-5* target an additional *no-Mythos-powers-5* status, against which the target cannot **Face Danger**.
 - **Net Trap Landmine:** Once per scene, when you try to attack Spider, you first take a *restrained-5*.
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- Restrain a target using a ziplock (*ziplock-2*) or a fire a net from his shotgun (*tied-up-4*)
 - Step in silently, surveying the surroundings
 - Warn someone to come quietly, or else

FREE PREVIEW

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