



# ALONG CAME A SPIDER

## An Introductory Solo Mini-Event for Marvel Heroic Roleplaying

V4.0

By H. M. 'Dain' Lybarger

The characters and images in this document remain copyright of their respective creators and artists.

No challenge of ownership is intended or implied.



# INTRODUCTION

This solo mini-Event is a brief introduction to the Marvel Heroic Roleplaying game. To play you will need a copy of the MHR Operations Manual, a set of polyhedral dice, a small stock of tokens to represent Plot Points, and a copy of the datafile for Spider-man (page BR89 of the MHR Basic Game). I will call out important sections of the rules in the adventure text, but you should give the rules a complete read-through before beginning.

I will play the part of the Watcher. Naturally, my actions will be predetermined: For purposes of this mini-Event, whenever you roll a '1', I will *always* give you a Plot Point and add a d6 to the Doom pool. If you roll multiple '1's at once, I'll give you a Plot Point for the first one, and step up the d6 I get by +1 for each additional '1' in your roll before adding it to the Doom pool. Likewise, if a Watcher-controlled character has any SFX or Limit that recovers by activating a Player-rolled Opportunity, I will do so the first chance I get. If we were playing face-to-face I could exercise different options, of course – and you would have a much broader range of options as well.

When you're ready to begin, familiarize yourself with your datafile, take a single Plot Point for yourself, and set out 2d6 as the initial Doom Pool. Your night as Spider-man starts with paragraph P01 below. Each paragraph has 'exit conditions' that will send you to the next paragraph in your adventure.

Good luck, True Believer!



## P01:

It's a quiet night... well, as quiet as mid-town Manhattan ever gets. You can hear faint sounds of traffic from the streets below, but up here there's no sound except the wind and the quiet *thwwwippp thwwwippp* of your web-shooters as you swing down 3rd Avenue. Pausing for a moment on a convenient flagpole, you take a look around. Up the block, and a few stories below your perch is the Excelsior Bank & Trust, its doors locked and its windows dark at this time of night.

*Even the workaholics have gone home. Behind your mask, you stifle a yawn. Maybe I should go home too... J.J.J. will have my head on a plate if I'm late to work again.*

Waitamminute! Was that a flash of light inside the bank?

If you want to swing over and investigate the flash, turn to P02. If you want to watch from here, turn to P03.

## P02:

As you swing past the front of the bank and around the corner of the building, you can see that the main doors are locked and barred, and all the lobby lights are off. The employee entrance on the side of the building is a different story. The door is slightly ajar – and the alarm keypad looks like it's been fried! The smell of burning electronics is strong in the air.

If you want to sneak in through the employee entrance, giving yourself a 'Hiding in the Shadows' Asset, assemble your die pool (include your **SOLO** die, your **WITH GREAT POWER...** Distinction as a **d8**, your **WALL-CRAWLING** die, your **SWINGLINE** die, and your **COVERT EXPERT** die) and roll. I'll be rolling the Doom pool in opposition. If your Result total beats the Doom pool, go to P04. If the Doom pool total beats yours, go to P05.

If you want to make a showy entrance and try to startle whoever is inside with a witty quip, think up a quip and assemble your die pool (include your **SOLO** die, your **WISECRACKER** Distinction as a **d8**, and your **PSYCH EXPERT** die) and roll. I'll be rolling the Doom pool in opposition. If your Result total beats the Doom pool, go to P06. If the Doom pool total beats yours, go to P05.

## P03:

The actinic white flash of light repeats, painfully bright this time. *Is somebody welding in there? Hope they're wearing eye protection...*

This is definitely worth a closer look! Go to P02.

## P04:

Write down 'Hiding in the Shadows' as an Asset with a value equal to the Effect die from your roll, as a reminder. You leap to the ceiling, and crawl silently along it, following the back hallway into the bank. *I don't need my spider-sense to tell me there's trouble here; I can smell the ozone... Smells like Electro!* Just as you suspected, as you round the corner by the bank Manager's office you spot his bright green and yellow costume! Electro is down on one knee in front of the huge circular vault door, firing what looks like a welding-arc from his index finger as he cuts apart the lock!

Take a look at Electro's datafile on page BR09 of the Basic Game. You have the drop on Electro, unless there is a **d10** or larger die in the Doom pool. If there is such a die, I will spend it to allow Electro to beat your **SUPERHUMAN REFLEXES** and act first! In that case, go to P08.

If you want to speak to Electro to warn him or taunt him, go to P07. If you want to fight, go to P08.

## P05:

As you come around the corner by the bank Manager's office, you are assaulted by the smell of ozone. Your old foe Electro is standing in front of the huge circular door of the bank's vault! The lock looks half-melted, and a puddle of slagged metal is cooling on the marble tile at its base. "Spider-man! You're early – you usually don't put in an appearance until the alarms go off!" Electricity arcs between his hands and his teeth are bared in a savage grin. "It's just as well, Spider-clown; I was getting bored with melting locks anyway!"

Go to P08.

## P06:

Wasting no time, you sprint into the bank looking for trouble! *This whole place smells like ozone... that can only mean Electro!* As you round the corner by the bank Manager's office, loudly announcing the presence of "Your friendly neighborhood Spider-man!" Electro looks up from his task, eyes wide behind his yellow mask! Until you interrupted him, he had been down on one knee in front of the huge circular vault door, firing a welding-arc from his index finger in an attempt to cut open the lock!



Take a look at Electro's datafile on page BR09 of the Basic Game. Deliver your Effect die as Mental Stress to Electro, representing the shock of your sudden arrival.

If you want to warn Electro, or taunt him, go to P07. If you want to fight, go to P08.

## P07:

"Hey, Electro, making a withdrawal? You know, there's a fee if you don't have an account at this bank!" Assemble a die pool (include your **SOLO** die, your **WISECRACKER** Distinction as a D8, and your **PSYCH EXPERT** die) and roll. Electro will react with **SOLO D8**, **DON'T GET NO RESPECT D8**, and **CRIME EXPERT D8**. I'll make the highest Result I can. If your Result total beats Electro's, deliver your Effect die as Emotional Stress, as you succeed in making him angry. If Electro's total beats yours, Electro will say "What a feeble joke! Let me show you something less feeble..." go to P08, and Electro will make the first attack!

## P08:

It's a throwdown with Electro in the back of a darkened bank! Scene Distinctions are Polished Marble Floor, Enormous Vault Door, and Lights Out! Make a note of them – one of them can be added to any die pool during the scene. You may already have an Asset that you can use, as well. Unless you were sent to this paragraph with instructions that Electro goes first, you take the first action:

If you want to swing over and plant a boot in Electro's face, go to P11. If you want to try to restrain him with webbing, go to P09.

If it's Electro's action, go to P10.

## P09:

*Catches thieves, just like flies...* You leap out of the shadows, firing webs from both hands as you go! Your die pool is **SOLO D8**, **SUPERHUMAN REFLEXES D10** from your Spider Powers, **WEAPON D8** from Web-slinging, **ACROBATIC MASTER D10**, and the **LIGHTS OUT!** Scene Distinction at **D8**. If you have a spare Plot Point, you could spend it to include your personal Distinction **FRIENDLY NEIGHBORHOOD HERO D8** as well. You also get a **D6** from your Grapple SFX, and the ability to step up your Effect die by +1. Electro's reaction pool will be **SOLO D8**, **DON'T GET NO RESPECT D4** (which lets me step up the smallest die in the Doom pool by +1), and **ENHANCED SPEED D8**. Roll both pools. I will try for the highest Result total I can get, regardless of the size of Effect die that leaves. If your result is higher, inflict a 'Webbed up' Complication on Electro equal to you (stepped up) Effect die. Remember to also step up your Effect die by +1 for every 5 points your Result is higher than Electro's, and step your die back -1 if Electro's reaction Effect die is higher than your Effect die.

Now it's Electro's turn! Go to P10.

NOTE: If this is the second or subsequent time you have come to this paragraph, Electro may already have a 'Webbed up' Complication; include its die in your pool. If your Effect die is larger than the existing Complication, replace the existing value with the new value. If your Effect die is smaller than the existing Complication, step up the Complication by +1. If the Complication steps up past a **D12**, Electro is completely cocooned! Go to P12 instead of P10.

## P10:

I'm going to have Electro make different attacks each time you come to this paragraph, to make the fight more exciting.

If this is the first round, Electro cups both hands together and opens his palms in your direction – firing a lightning bolt as thick as his wrists straight at you! Electro's die pool is **SOLO D8**, **MORE POWER! D8**, and **ELECTRIC BLAST D12**. On his first attack, he will use his Unleashed SFX to double Electric Blast, adding a *second* **D12**! Assemble your Reaction pool (remember that you can include a Scene Distinction, an existing Asset, or a Complication that Electro might have, and that your Spider Sense SFX can give you a reroll), then roll both pools. I will try for the highest Result total I can get, regardless of the size of Effect die that leaves. If Electro's Result is higher, he will deliver his Effect die to you as Physical Stress. Remember to step up the Effect die by +1 for each 5 points his Result beats yours, and step down the Effect die by -1 if your Reaction Effect die is larger. If your Result is higher, the shot misses. If this attack fails, the second part of the Unleashed SFX kicks in: Electro's Electric Blast is stepped back by -1 to a **D10** for the rest of the scene. (Make a note of this somewhere, and adjust every mention of Electric Blast that you come to for the rest of the scene.)

If this is the second round, Electro will try to surprise you by using his **ELECTRICAL MASTERY** to charge up the vault door, and kicking you into it for a powerful shock! This counts as a **SCIENCE EXPERT Stunt**, so I put a **D6** from the Doom Pool into Electro's die pool. The rest of his pool is **SOLO D8**, **DON'T GET NO RESPECT D4** (I will step up a **D6** in the Doom pool to a **D8**), **ELECTRICAL MASTERY D10**, **ENHANCED STRENGTH D8**, and **SCIENCE EXPERT D8**. (Since I'm including **ENHANCED STRENGTH** as a second die from his power set, its **D8** has to come out of the Doom Pool). Assemble your Reaction pool, then roll both pools. This time I'll try for the highest Effect die I can get, even if that leaves me with a lower Result. As before, If Electro's Result is higher, he will deliver his Effect die to you as Physical Stress. Whether he hits or misses, I want to buy the **D8** I used back into the Doom pool. You get a Plot Point in return.



If this is the third or subsequent round, Electro will stop being tricky and stick to what he does best, dodging and firing single-handed lightning bolts. His die pool is **SOLO D8**, **MORE POWER! D8**, and **ELECTRIC BLAST D12**. Assemble your Reaction pool, then roll both pools. I'll try for the highest Result I can get, regardless of the size of Effect die that leaves. As before, If Electro's Result is higher, he will deliver his Effect die to you as Physical Stress.

After Electro's attack, go to P13.



## P11:

It's time to lay down some smackdown! Assemble your die pool: SOLO D8 of course, any appropriate distinction either at D8 or D4-plus-a-Plot-Point, SUPERHUMAN STRENGTH D10, SWINGLINE D8 (if you're swinging in and kicking, for example), and COMBAT EXPERT D8 (or ACROBATICS MASTER D10 if you're swinging). Don't forget that you can spend a PP to add an extra die to your pool, or to include an extra die in your Result total, or to include an extra Effect die. You can also spend a PP to perform a Stunt and add a D6 to your roll, or add a D8 if you're activating an Opportunity from Electro's last roll.

Electro's pool will be SOLO D8, DON'T GET NO RESPECT D8, and ENHANCED SPEED D8. If there are at least 3 dice in the Doom pool, I will add the smallest die in the Doom pool to Electro's pool to help him out. Roll both pools. If your Result beats Electro's, you do your Effect Die to Electro as Physical Stress. Remember to step up your Effect die by +1 for every 5 points your Result is higher than Electro's, and step your die back -1 if Electro's Effect die is higher than your Effect die. If Electro's Result beats yours, he dodges so fast that your strike misses him.

Now it's Electro's turn. Go to P10.

## P12:

Electro is cocooned in webbing, helpless! Despite his struggles and invective, he won't be breaking out of that any time soon. *Still, why is he grinning?* you wonder as you approach.

The grin gets wider as suddenly the building's alarm system goes off! "I've been using my powers to keep the electricity in the alarm system from flowing. I just let it go." Electro's voice is muffled by the strands of webbing across his face, but you can get the gist of what he has to say. "When the cops get here, I'm going to tell them that you're my accomplice. The guy who hired me for this gig will bail *me* out. You, on the other hand, may not be so lucky!" His mocking laughter echoes through the darkened lobby. (If Electro weren't Stressed Out of the scene by his Complication, this could be an attack designed to cause you Mental or Emotional Stress. As things are, Electro can't take action, so it's just interesting exposition.)

If you want to get out of there before the police show up, go to P17. If you want to stay, go to P18.



## P13:

Next round! The fight continues. If Electro's Stress gets to d10 or higher, he will decide that this was a bad idea and start looking for an escape. I will spend a d10 from the Doom pool (if there is one) to have Electro go first in the round. Go to P14. If you manage to Stress Out Electro before he can escape, go to P27.

If you become Stressed Out, go to P19.

Otherwise, if you want to fight Electro, go to P11. If you want to try to restrain him with webbing, go to P09.

## P14:

"Another time, Spider-freak!" Electro shouts in frustration. "I'm not being paid enough to get smacked around while we wait for the cops!" He lifts into the air in a cloud of crackling electrical arcs! You realize that he's headed for the lobby windows. Assemble a die pool to try to stop him! Electro will roll SOLO D8, MORE POWER! D8, FLIGHT D6, and CRIME EXPERT D8. If there are at least 5 dice in the Doom pool, I'll add the smallest and the largest die in the Doom pool to Electro's pool to help his escape.

If Electro's Result is higher, he blasts through the front glass and heads up 3<sup>rd</sup> Avenue, arcing electricity randomly into passing neon signs as he goes. The alarm system, suppressed by his Electrical Mastery until now, begins to sound! Go to P15.

If your Result is higher, all of that still happens – but you're in hot pursuit, swinging out through the hole in the broken lobby glass!

*Not being paid enough? That didn't sound like he was referring to the money in the vault... I'd heard Electro had gone freelance. I wonder who's footing the bill? You do a forward roll at the top of a swing, and shoot a web to rooftop antenna ahead of Electro. Guess I'll just have to ask him! And as long as he keeps shedding lightning like that, I won't even need a Spider Tracer to follow him!*

Go to P16.





## P15:

You look around the bank. Back door open, front glass broken, the vault locks nearly destroyed, strands of webbing hanging all over... and nobody here to blame it all on except 'your friendly neighborhood Spider-man'. *Time to make myself scarce. The cops will never believe that I wasn't involved...* With a sigh, you swing out through the broken window, and into the Manhattan night.

Congratulations! You stopped a super-criminal from committing a crime, even if he did get away. But it's not the end: One thing's for certain; sooner or later, Spider-man will get a rematch with his old enemy Electro!

## P16:

This is a new Action scene, with new scene Distinctions. You're faster than Electro, you catch up to him on a Windy Rooftop, near a Huge Neon Sign. There's an Old Water Tower on the roof, full of water for the building's sprinkler system. That water tower gives you an idea for a way to end this quickly...

You and Electro still have any Stress or Complications you picked up from the previous scene. You get the first action.

If you want to question Electro and find out who hired him and why, go to P22. If you'd rather soften him up with your fists first, go to P23. If you want to use the water tower to ground Electro's powers, go to P24.

## P17:

The alarm klaxons and flashing lights tell you that you don't have much time. Still, you grab a marker and a sticky-note from the Manager's desk and leave a note stuck to the webbing over Electro's mouth. 'To New York's Finest, from your friendly neighborhood Spider-man!' You snap a couple of quick photos to sell to the Bugle, for good measure.

*Maybe the note will give the NYPD a reason to doubt Electro's story. Or, more likely, it'll just cheese someone off because I'm bragging that I caught him before they did.* Heaving a sigh, you turn and sprint down the employee hallway.

Congratulations! You captured Electro! That's a victory, even if he does manage to implicate you in his crime. J. Jonah Jameson will get another furious editorial out of it, smearing your reputation – but that's nothing new. And if Electro does make bail, you can count on his not going straight. Sooner or later, Spider-man will get a rematch!

## P18:

When the squad cars pull up outside, Electro is still chuckling to himself. Six NYPD officers enter the bank with guns drawn, and quickly surround you! Electro makes good on his threat, complaining to the police that his 'partner' turned on him during the commission of the crime!

Think up a good way to talk your way out of this one, and assemble a representative die pool. (I suggest **SOLO D8**, **FRIENDLY NEIGHBORHOOD SPIDERMAN D8**, and **PSYCH EXPERT D8**, along with an appeal to your long history of catching criminals.) You're rolling against the Doom pool for this. I'll try to make the highest Result, regardless of the Effect die that leaves.

If your Result is higher, the officers believe your version of the story. Their guns go back into their holsters. Some of these guys read the *Bugle*, so they're not exactly Spider-man fans... but they're willing to let you go with a gruff word of thanks. Go to P20.

If your Result was lower, the guns stay drawn and you are ordered to put your hands behind your back to be handcuffed! The police may not exactly believe Electro, but they're more than happy to take you *both* downtown and lock you up until they can sort it all out...

Here's the thing: guys in masks who get arrested usually get their masks taken away. You *can't* risk that – but you don't think that fighting the cops is a great idea either. You're fast, you're agile, you have the proportionate strength of a spider, and the back door is only a couple dozen yards away...

Assemble your die pool (I suggest **SOLO D8**, the Distinction of your choice, **SUPERHUMAN REFLEXES D10**, **SWINGLINE D8**, and **ACROBATICS MASTER D10**. Spend a PP to add **WALL-CRAWLING D6**, or to Stunt with **ACROBATICS MASTER** or **COVERT EXPERT** for an extra D6 if you have one to spare.) The officers are **TEAM 3D6**, and they're armed with **PISTOLS D6**. Roll both pools – I'll try to maximize my Result, since my Effect die will wind up a D6 no matter what.

If your Result is higher, you make it out of the bank without injury. Go to P21.

If the officer's total is higher, they will inflict their D6 Effect die upon you as Emotional Stress. Their shots don't have much chance of actually hitting you, the way you move – but they sure have a way of making you feel unwanted. Go to P21.

## P19:

Electro's last blast felt like stepping on the third rail – the world went white, then the world went *away*. It comes back along with a pounding headache, muscle cramps, and a blazing bright light against your eyelids. Groggily, you raise your head. *Wow, its morning... aaand I'm on a rooftop. What the... Where'd the bank go? You look around. Looks like Brooklyn. How'd I get to Brooklyn?*



Then you spot the note, written on Excelsior Bank and Trust stationery. 'Good morning, Spider-jerk. If it's daylight, you'd better find someplace to hide, because you're a wanted man. When we left the bank, I set off the alarms. I'm sure the cops will see all the webbing you left behind, and draw the right conclusions. There's a trail of money from the vault leading toward you, too. The man who hired me to pin this on you offered a bonus if the cops actually bring you in, so I'll write the cash off as a good investment. Maybe they'll give you my old cell at Rykers. E.'

Well, that could have gone better. This might be a good time for Spider-man to get in touch with friends in the hero community, and start trying to figure a way out of this mess!

## P20:

Congratulations! You captured Electro! Two of the boys in blue will stuff his cocooned form into the back of a squad car for a trip downtown. The other four will stand guard at the scene, stringing up Police Line tape and waiting for the Manager to show up and swear out a complaint. Your work here is done!

As you swing off, there's one nagging thought in the back of your mind: *Electro said that someone had hired him to frame me for the robbery. Who's gunning for me now?*

## P21:

Just your luck; you captured Electro and *still* wound up in worse trouble than when you started! J. Jonah Jameson will have a field day with this! Maybe it's time to throw yourself on the mercy of the Fantastic Four, or the Avengers, and see if they can help you clear your good name...

## P22:

You swing up onto the roof, ahead of where Electro is flying. “So, smart guy – who pays somebody to rob a bank? Even you can come up with a better story than that!” *If I can get him talking, he might tell me what’s really going on here...*

Your die pool for this ploy will be SOLO D8, WISECRACKER D8, ENHANCED SENSES D8 (to sense if he’s lying), and PSYCH EXPERT D8. Electro’s pool will be SOLO D8, WHERE DO I SIGN? D4 (and I’ll step up a D6 Doom die to a D8), and CRIME EXPERT D8. I’m including the Distinction as a hindrance because making a deal with someone is what got Electro into this situation in the first place. Roll both pools. I’ll reserve one of the D8s for the Effect die, and make the best Result I can out of the rest. If Electro’s reaction beats your Result, he’ll resist rising to the bait. If you beat his total, you can put either Mental Stress or a Complication such as ‘Spilling the Beans’ on Electro – and he won’t be able to resist taunting you back: “A guy with a flattop and lousy taste in cigars hired me – but not to commit robbery.” Electro smirks. “That somebody you know?”

*Yeah, somebody I know, all right – J. Jonah Jameson! I never figured J.J.J. would stoop this low...*

If you come to this paragraph a second time, and again inflict Mental Stress or step up the ‘Spilling the Beans’ Complication, Electro will tell you a little more: “This was never about the money in the vault, web-head — I was hired to frame you for bank robbery!”

Electro is done talking, and gets ready to fight! Go to P25.

## P23:

Now he’s made you angry! Assemble your die pool based on how you want to attack Electro. Don’t forget that you can spend a PP to add an extra die to your pool, or to include an extra die in your Result total, or to include an extra Effect die. You can also spend a PP to perform a Stunt and add a D6 to your roll, or add a D8 if you’re activating an Opportunity from Electro’s last roll.

Electro’s pool will be SOLO D8, DON’T GET NO RESPECT D8, and ENHANCED SPEED D8. If your Result beats Electro’s, you do your Effect Die to Electro as Physical Stress. Remember to step up your Effect die by +1 for every 5 points your Result is higher than Electro’s, and step your die back -1 if Electro’s Effect die is higher than your Effect die. If Electro’s Result beats yours, he dodges with his flight ability, keeping out of your range.

Go to P25, Electro is going to fire back!

## P24:

*That water tower looks pretty rickety...* You drop to the roof in a low crouch, warily eyeing Electro. You leap toward him, causing him to backpedal – then *thwippp thwippp*, you fire two web-lines up over his head, to the rusty side of the water tank! “Hey Electro! We’ve been at this for a while... you as thirsty as I am?” You brace your feet, and *heave!* Your die pool for this will be **SOLO D10**, **SUPERHUMAN STRENGTH D10**, the **ENHANCED DURABILITY D8** from your Web-Slinging power set (representing the webbings tensile strength), **SCIENCE EXPERT D8** (because you know how water affects electricity, plus you’re using your knowledge of physics to get leverage on the water tower), and of course the **OLD WATER TOWER D8** scene Distinction. Spend a Plot Point to include **WISECRACKER D8**, since it’s a shame to let snappy dialogue like that go to waste! Electro will React with **SOLO D8**, **DON’T GET NO RESPECT D8**, **ENHANCED SPEED D8**, and **SCIENCE EXPERT D8** (because he’s figured out what that water will do, too...). Roll both pools. I’ll be trying for a high Result, regardless of the Effect die that leaves. If Electro’s Result is higher, he flies upward, riding his coiling electric arcs clear of the area just in time! The tank tumbles — leaving you standing ankle-deep in a flood of stale water. *Uh, oh...* Go to P30.

If your Result is higher, the huge tank tips over, pouring hundreds of gallons of water on Electro! Do your Effect die in Physical Stress to him. In addition, you can spend a PP to activate his Limit, and shutdown his Living Capacitor power set! If you do, that’s pretty much the end of the fight; powerless, Electro will surrender. Go to P28.



## P25:

Now it's Electro's turn (if he's not Stressed Out). If he *is* Stressed Out, go to P27.

Again, to make this interesting, I'll have Electro try different tactics on his first few rounds.

On the first round, Electro will try a surprise attack, using his **ELECTRICAL MASTERY** cause the big neon sign to explode! This is another **SCIENCE EXPERT Stunt**, so I put a **d6** from the Doom Pool into Electro's die pool. The rest of his pool is **SOLO d8**, **MORE POWER! d8**, **ELECTRICAL MASTERY d10**, and **SCIENCE EXPERT d8**. I'll throw in the biggest die in the Doom pool to add to Electro's chances. Assemble your Reaction pool, then roll both pools. I'm trying for the biggest Effect die I can get. If my total is lower than yours, and including a third die would make it higher, I'll spend a Doom die equal to the size of the third die to include it. If Electro's Result ends up higher, he will deliver his Effect die to you as Physical Stress from the shards of the exploding sign. If your Result is higher, you dodge or swing out of the way of the worst of the jagged glass. Whether Electro's attack works or not, I want to buy the big Doom die I used back into the Doom pool. You get a Plot Point in return.

On the second round, Electro will try to grab you, or a webline that you're holding, and send you a contact shock. His die pool is **SOLO d8**, **MORE POWER! d8**, and **ELECTRIC BLAST d12**. He will also use his Unleashed SFX to double Electric Blast, adding a *second* **d12**! Assemble your Reaction pool, then roll both pools. I'll try for the highest Result I can get while keeping one of the **d12s** as Electro's Effect die. As always, If Electro's Result is higher he will deliver his Effect die to you as Physical Stress. If his attack fails, the second part of the Unleashed SFX kicks in, and Electro's Electric Blast is stepped back by -1 to a **d10** for the rest of the scene. (Make a note of this somewhere, as before.)

If this is the third or subsequent round, Electro will start to run out of ideas, and be reduced to dodging with his Flight and firing single-handed lightning bolts. His die pool is **SOLO d8**, **MORE POWER! d8**, and **ELECTRIC BLAST d12**. Assemble your Reaction pool, then roll both pools. I'll try for the highest Result I can get, regardless of the size of Effect die that leaves. As before, If Electro's Result is higher, he will deliver his Effect die to you as Physical Stress.

After Electro's attack, go to P26.

## P26:

Next round! The fight continues.





If you become Stressed Out, go to P19. Remember that your Second Wind SFX can help stave that off. Now you get to act: If you want to fight Electro, go to P23. If the water tower is still standing, you still have the option of trying to use it against Electro. Go to P24. If you'd rather try playing twenty questions, go to P29.

## P27:

Congratulations! You've won! Electro drops unconscious after your last punch! It takes you only a second to gift-wrap him in webbing. Sunrise will find him hanging from a lamp-post in front of the local Police Station with a note attached: 'Compliments of your friendly neighborhood Spider-man!'

## P28:

Congratulations! You've won! A soggy and sorrowful Electro will hang his head and hold out his wrists for the web-cuffs he knows are coming. Just before you apply them, he asks "I don't suppose you'd consider letting bygones be bygones and letting me go if I told you who hired me to frame you, would you?"

Well, would you? (Consider your Milestones, as well as your conscience.) If so, go to P31.

If not, you can escort Electro to the nearest Police Station and turn him over to the authorities. You still don't know who has it in for you, but all-in-all, it's been a successful evening for your friendly neighborhood Spider-man!

## P29:

Trying to get Electro to tell you more might be tough. Your die pool will be **SOLO D8**, **WISE-CRACKER D8**, **ENHANCED SENSES D8** (to sense if he's lying), and **PSYCH EXPERT D8**, the same as before. Electro's pool will be **SOLO D8**, **WHERE DO I SIGN? D4** (and I'll step up a **D6** Doom die to a **D8**), and **CRIME EXPERT D8**. The Distinction is still a hindrance, especially now that he's being quizzed about that deal. Roll both pools. I'll reserve one of the **D8s** for the Effect die, and make the best Result I can out of the rest. If Electro's reaction beats your Result, he'll clam up, telling you nothing more. If you beat his total, and again inflict Mental Stress or step up the 'Spilling the Beans' Complication, Electro will talk: "This was never about the money in the vault, web-head — I was hired to pin attempted bank robbery on *you*. There was even a bonus if the cops took you away in cuffs!"

Missing out on that bonus is ticking Electro off — and he's about to take his frustration out on you! Go to P25.

## P30:

As you feel the cold water soak into your ankles, you look up at Electro hovering above. The savage grin on his face is concealed by the nimbus of lightning, but you just know it's there.

“Eat voltage, klutz!” He laughs, as his lightning arcs down into the water — and up into you! I’m spending a **D6** from the Doom pool to have Electro’s Reaction Effect die deliver Physical Stress to you.

What’s worse, he’ll still get to act next! Go to P25.

## P31:

Electro spills the beans — all of them: “J. J. Jameson, your favorite newspaper publisher, hired me to do a frame-up job on you. I wasn’t supposed to actually rob the bank, just get you inside and get you caught by the cops. Heh. Just between us, if that didn’t work out, I was planning on cracking that vault anyway, just to cover my expenses.” Electro will smirk slightly. “I’d keep an eye out behind me if I was you — Jameson seemed kind of... *obsessed*. He wants you behind bars. Just because I couldn’t make it happen, doesn’t mean that he won’t try hiring somebody else.”

On that note, you and Electro part ways, warily trusting one another — at least until you’re each out of one another’s sight.

Congratulations! You foiled a crime, and in the process discovered that your most dangerous foe might not be some costumed supervillain; it might just be your own boss at the *Daily Bugle*, J. Jonah Jameson!

But what will this discovery mean for the future of the amazing Spider-man?

Don’t miss the next exciting issue, True Believers!

