

# Webslinger

A man clad in a bright red mechanical suit swings through the sky on artificial webs. Noticing a mugging going on, he swings down to get the purse back, his mechanical arms working in tandem to knock out the man as he snatches the purse back and tosses it back to its owner as he cheerily insults the would-be thief.

A young lady pulls her mask off as she enters her room through the window, clutching a stolen hard drive full of information about the local crime bosses. Hearing the door open, she hastily puts on her mask and jumps onto the ceiling, slowly turning invisible as her father enters the room.

A lone man fights a horde of guards, an alien form on his back generating tentacles to grab enemies. As they fight as one, the symbiote slowly envelops the man and they rip through their enemies with savage delight, pausing to snack on one along the way.

They are the Webslingers, vigilante heroes who operate outside the law in pursuit of justice. They use a combination of smarts, inventions and raw power to deliver justice in their own way,

Level	Prof Bonus	Features	Spider Brawl
1st	+2	Spider Brawling, Spider Senses, Spider Walk	1d4
2nd	+2	Web Slinging	1d4
3rd	+2	Origin Suit - Symbiote/Tech/Ghost Suit	1d4
4th	+2	Ability Score Improvement	1d4
5th	+3	Extra Attack	1d4
6th	+3	Suit Improvement	1d6
7th	+3	Web Slinging Ability	1d6
8th	+3	Ability Score Improvement	1d6
9th	+4	Improved Spider Sense	1d6
10th	+4	Origin Suit Feature, Evasion	1d6
11th	+4	Web Slinging Ability	1d8
12th	+4	Ability Score Improvement	1d8
13th	+5	Extra Attack	1d8
14th	+5	Origin Suit Feature	1d8
15th	+5	Web Slinging Ability	1d8
16th	+5	Ability Score Improvement, Ultimate Spider Sense	1d8
17th	+6	Web Slinging Ability	1d8
18th	+6	Origin Suit Feature	1d10
19th	+6	Ability Score Improvement	1d10
20th	+6	Spider Venom	1d10

As a Webslinger and the way the class is built, your top stat should be Dexterity due to the combat and armour traits, followed by Strength if you wish to take the symbiote suit or Intelligence if you want to take the tech suit, followed by Wisdom.

## Starting class features:

Hit die 1d8 + Webslinger level

HP at level 1: 8+ Con modifier

HP at higher levels: 1d8(5) + con modifier

## Proficiencies:

Saving throws: Wis/Dex

Skills, Acrobatics, Perception, choose 2 from: Athletics, Intimidation, Investigation, Performance, Persuasion, Sleight of Hand, and Stealth.

When you choose this class, you learn the Vicious Mockery cantrip. Your spell save DC is 8+Intelligence Modifier+Proficiency Bonus

## Starting equipment:

You start with a homemade suit which you've created to hide your identity. The suit is very basic and offers only basic physical protection. It is equivalent to Hide armour and is crafted by you or someone close to you out of leftover materials. It provides an armour class of 12+Dexterity Modifier

## Spider Brawl:

-Spider Brawl is very similar to the monk ability "Martial Arts", however, you may be wearing your suit armour and still gain the following ability and feature, however, you cannot be wielding any type of weapon.

- You can use dexterity instead of strength for your attack and damage rolls of your unarmed attacks. The damage die you use is next to your level under Spider Brawl, and increases as you level up.

-When you Attack with an unarmed strike on your turn, you can make one unarmed strike as a bonus action.

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## -Spider-walk

- You gain a climbing speed equal to your walking speed. You move on ceilings, walls and hard structures with ease.

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## Spider Senses:

At level 1, your spider sense provides you with a keen sense of estimation and balance. You gain advantage on all Dexterity saving throws.

At level 9, your Spider-sense has evolved to make you aware of nearby threats and enemies. You cannot be surprised. Additionally, you gain a +3 bonus to all Insight and Perception checks you make.

At level 16, your Spider-sense allows you to evaluate the alignment of creatures within 15ft. of you. If the creature is invisible or undetectable, you simply feel like there is evil in the area. Additionally, you gain Proficiency in the Insight skill if not already proficient in it.

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## Web-Slinging Chart:

Your Webs -

- Your webs are made of a mysterious chemical mix of materials you've created. Your webs stats increase in length, HP, AC, weight-bearing at the same levels of web abilities you gain. They have vulnerability to slashing, lightning, acid and fire damage. Your webs can also be used for utilities such as rope, tying structures together and so forth. Be creative to fully utilise these webs.

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## 2. Basic Swinging, Web Yank

- Web Swinging: You use your movement speed to move mid-air as long as there are buildings or structures around to attach to. When using web-swinging to move between structures, enemies have disadvantage on opportunity attacks on you.

- Web Yank: As a bonus action, you may attempt to pull an enemy/object towards you that is small or medium, or yourself towards an enemy/object that is large or higher. Enemies make a DC 14 dex saving throw to avoid your web to being yanked, or pulled towards. The distance you pull yourself or an enemy increases every time you gain a web-slinging ability.

- Web stats: Length 20 ft, HP 10, AC 12, Weight-bearing 50lbs, Web Yank distance: 15 ft.

## 7. Web Blasts

- As an action, you can forcefully blast an enemy as an action with a web attack. Your web blast works as a ranged attack and deals 1d8 damage. When an enemy has been hit by 4 web attacks during a combat encounter, they must make a DC strength check (determined by level) or become restrained.

- The number of web blasts you shoot in one action increases as you level up. You shoot 2 web blast attacks (as one action) at 7th level (DC 15), 3 at 11th level (DC 17), and 4 at 15th level (DC 20)

- You do not run out of web blast attacks. As an action, you can make your 2,3 or 4 web blast attacks as much as you'd like.

- Web stats: Length 35ft, HP 15, AC 14, Weight Bearing 100lbs, Web Yank distance: 25ft.

## 11. Web Wall

- Once per long rest as an action, you can create a wall of webbing that is at most 30ft long, and 30ft tall that is connected between two structures. The AC of the web wall is 15, with an HP of 100. Any enemy that runs into the web wall, or starts its turn in the wall, is restrained until they roll a DC 17 Strength check. Enemies cannot pass through the wall until it is broken or the wall disintegrates in two hours.

- Web Stats: Length 45ft, HP 25, AC 15, Weight Bearing 150, Yank distance: 35 ft.

## 15. Web Slingshot

- Three times per day, you can attach your webs to two structures and fling yourself in one direction, up to 100 ft at high speed. Your web slingshot takes 1 round to prepare, and you can fire yourself on your next turn. If you attempt to hit an enemy with the slingshot ability while moving at a high speed, you make a ranged attack roll, using yourself as the projectile. Hit enemies take 1d6 for every 10 ft you were shot to hit them. You can also hit more than one enemy in a straight path that would be in your line of travel. Make separate attack rolls for each creature.

- Web Stats: Length 60ft, HP 30, AC 17, Weight Bearing 200, Yank distance 45ft.

## 17. Perfect Web Formula

- You've mastered your formula to create your webbing. Your webs cannot be broken by weight bearing, additionally, the HP for your webs becomes 70, and the AC becomes 20. Enemies restrained by webs also have disadvantage on strength checks to break free. The webs also lose their vulnerability to Fire and Slashing damage.

- Web Stats: Length 75ft, Yank distance 60ft.

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## Origin Suit

-At 3rd level, you choose which suit you will use for your adventures. The suits are detailed at the end of the class description.

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## Ability Score Improvement

-Beginning at 4th level, you may increase one ability score by 2 or two ability scores by one. You may do this again at 8th, 12th, 16th and 19th level.

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## Extra Attack

-At 5th level, when you take the Attack action, you may attack twice instead of once, increasing to thrice at 13th level.

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## Evasion

-At 10th level, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

## Spider Venom

-Once per long rest, when you hit a creature with an attack, you can inject “venom” into it. At any time during the next 1 day, you may either attempt to gain control of the target’s mind or kill it. The target must make a DC 20 Wisdom saving throw. On a success, you may force it to take 8d8 psychic damage if you were trying to control it or necrotic damage if you were trying to kill it. On a failed save, the target is either under your control for the next 24 hours and cannot remember the time you spent controlling it, or is reduced to 0 hit points.

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## Origin Suits:

### Symbiote:

With the symbiote class, your armour type now changes to be more protective as the symbiote forms with you. Your rage and strength as a symbiote host has no concern for being stealthy. Your AC is now 11+Str+Dex with disadvantage on stealth checks. This improves as you level up. You also have vulnerability to fire damage. All thunder damage stuns you for one turn.

### 3. Form Weapon, Symbiotic Regeneration

- Form Weapon: You can now form your hands into various bludgeoning, piercing or slashing weapons. As an action, you may form your hand(s) into one of these weapons and make an attack. These attacks are rolled as regular attack rolls using strength, they are not considered unarmed for Spider brawl. You can then use a weapon attack with one hand as a normal weapon attack, and an unarmed attack with the other using the spider brawl ability. The damage of your formed weapons increases as your suit levels up as well.

- Symbiotic regeneration: While taking damage may hurt you, your symbiote regenerates itself slowly over time. You may not regenerate when you have taken fire damage in a round. You regain hit points at the end of each of your turns. The amount of HP you regain increases at various determined levels.

- Form Weapon damage: 1d8, Regeneration dice 1d4

### 6. Venomous Bite

- As an attack action, you can use your bite attack on an enemy. The bite attack is rolled as a regular attack roll with strength. On a hit, it deals 1d8 piercing damage (+strength) plus 1d6 poison damage, and you regain half of the damage as HP. You can make only one bite attack per turn.

- Form weapon damage: 1d10, Regeneration dice 1d6

## 6. Symbiotic resistance

- Your symbiote is now prepared for combat. You gain resistance to Bludgeoning and Poison damage.

## 10. Otherworldly Strength

- You now gain advantage on Strength saving throws/checks. Your strength score goes up by 3, and all non-ranged attacks you make do an extra 3 damage on top of other modifiers.

- Form weapon damage: 1d12, Regeneration 1d8

## 14. True Power

- Your symbiote has now unlocked its full potential. Your Strength and Constitution scores become 20, increasing to 24 at level 20.

- Form weapon damage: 2d8, Regeneration 2d8

## 18. Absolute Carnage

- After a long relationship with your symbiote, you've come even closer to becoming one solidified being. Once per long rest, you can release 4 symbiotic tentacles from your back. Each tentacle can be used to grapple an enemy. While an enemy is grappled, it drains its life for 1d8 damage, and you gain half back as HP. The creature must make a DC Strength check VS your strength or become grappled. You may use more than one tentacle to grapple a creature. For each additional tentacle after the 1st, it adds +1 to your strength DC. The tentacles will also do more damage when more than one is attached. Your tentacles stay out for 1d4+2 rounds. The tentacles also have a reach of 15ft

- Tentacles:

- 1 - Str DC (must beat your strength score), 1d8 necrotic damage, 1d8 life drain damage

- 2 - Str DC (+1 to your score), 1d10 necrotic damage, 2d8 life drain damage

- 3 - Str DC (+2 to your score), 1d12 necrotic damage, 3d8 life drain damage

- 4 - Str DC (+3 to your score), 1d12+4 necrotic damage, 4d8 life drain damage

- You gain back half of the life drain damage, not the necrotic damage.

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## Tech:

### 3. Spider-Drone, Armoured Suit,

- Spider drone: The new suit you've created is equipped with advanced technology. One of which includes a spider drone which can fly. You can see what the drone sees and use it much like a familiar. The AC of the drone is 11, with an HP of 15 and a speed of 35ft. The drone can be up to 150 ft away from you before it loses signal and falls to the ground. If the drone is destroyed, it takes 1d4 days for you to craft another one.

- Armoured suit: You've upgraded your suits armour to be better for your ventures. It has thicker padding, but without sacrificing mobility and fast access to your gear. Your suit is now equal to studded leather (12 + dex and int mod).

### 6. Web Bomb

- Through your mechanical study and experiments, you've crafted an optimal weapon for restraints and crowd control. You can throw a web bomb as an action. Upon explosion, the bomb has a 40ft blast radius of webbing that grapples targets within the radius, covering them in webs. Enemies must make a Dexterity saving throw, or be grappled until they break free of the webs on their turn using strength or cutting the webs. Your web bomb power increases as your suit levels up.

- Web bomb stats: 2 per day. DC 11+your dexterity modifier dex save. 2d12 force damage on a failed save, half on a success.

## 10. Electric Web

- More experimentation has given you experience with using electrical energy. Twice per long rest, you can do one of the following as an action:

- Send an electric surge to an enemy which has a web attached to them from a web yank. 3d8 electric damage.

- Shoot a web blast infused with electric energy at an enemy. 1d6 force damage, 2d10 electric damage.

- Enemies hit with an electric web attack, and any players/creatures within 5 ft of the hit enemy, must make a DC 16 Con saving throw or become stunned for one round. You get 3 electric webs per long rest at level 10, 4 at level 14 and 5 at level 18.

- Web bomb stats: 3 per day. DC 12+your dexterity modifier dex save. 3d12 force damage on failed save, half on a success.

## 14. Web Wings

- You've realised that there are some situations you cannot swing your way out of. As a backup plan, you've crafted web wings that expand like a glide suit from your hero suit. The web wings can be used when falling, to reduce your falling speed by half. Additionally, they can be used to glide from various structures with appropriate acrobatic/athletic checks determined by your DM. Fall damage is reduced to 0 when using these wings.

- Web bomb stats: 4 per day. DC 13+your dexterity modifier dex save. 4d12 force damage on a failed save, half on a success.

## 18. Iron Spider

- You've crafted the perfect suit for your adventures. The iron spider suit now makes your AC 14+dex and int, without suffering disadvantage on Dexterity saves. Your nimbleness and iron suit make you a deadly foe that strikes fear into your enemies. Additionally, once per long rest, you sprout 4 mechanical spider arms from your back for 1d4+2 rounds. The arms can be used to make their own attacks on your turn. The arms have a reach of 15 ft. Any enemy that moves to within 10ft of you takes 4 opportunity attacks from the arms. The arms do 1d6+3 piercing damage and have +7 to hit. All the arms roll their attacks separately. When you attack with the mechanical arms, roll each of their attacks separately as well. Each arm can attack the same enemy, different enemies or various combinations. They also grant you an additional +5 to Dexterity saving throws.

-Web Bomb stats: 5 per day. DC 14+your dexterity modifier dex save. 5d12 force damage on a failed save, half as much on success.

### Web Bomb Statistics

At level:	No. of Web Bombs per Day	Saving throw DC	Damage (Failed Save)	No. of Electric Webs per Long Rest
6	2	11+Dexterity Mod	2d12 Force	-
10	3	12+Dexterity Mod	3d12 Force	3
14	4	13+Dexterity Mod	4d12 Force	4

18	5	14+Dexterity Mod	5d12 Force	5
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## Ghost:

### 3.Lockbreaker, Lock Analysis, Expert

-Lockbreaker: Your suit has thieves tools embedded inside it. You can use an action to activate these thieves tools. You have proficiency with these thieves tools and any check you make with them.

-Lock Analysis: Your suit has an interface which allows you to evaluate the complexity of a lock. You automatically know the DC to pick any lock.

-Expert: You may double 1 of your skill proficiency bonuses and your proficiency with the thieves tools in your suit.

### 6. Fast Hands, Spider-Drone

-Fast Hands: Starting at 6rd level, you can use a bonus action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap, open a lock or take the Use an Object action.

-Spider Drone: You can spend 1 hour and 20gp worth of materials to craft a spider drone. You can see what the drone sees and use it much like a familiar. The AC of the drone is 14, with an HP of 20 and a walking, climbing and flying speed of 40ft. The drone can be up to 150 ft away from you before it loses signal and falls to the ground inactive. If the drone is destroyed, it takes 1 long rest before you can craft another one.

### 10. Stealth Mode, I Know You're There

-Stealth Mode: You've equipped your suit with an inbuilt stealth device. Once per long rest, you can turn yourself invisible. This also makes you undetectable to creatures with blindsight and tremorsense for 10 minutes. You do not make any noise unless you choose to. This increases to twice per long rest at 14th level and three times at 18th level.

- I Know You're There: You have advantage on checks to spot invisible creatures and sense invisible creatures. You also gain Expertise in Perception.

### 14.Ghost Phasing

-You may use your bonus action to phase 30ft. You may phase through a wall, a solid object or living being. While you phase, you are undetectable and invisible, even to creatures with blindsight, truesight and tremorsense. If you end your turn within a solid object or character, both you and the thing you are in take 2d8 force damage and are knocked prone. You are pushed 10ft. in any direction away from him. You may use this ability a number of times equal to your Dexterity modifier.

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