



Crawl / Finn Walsh  
Garage Bio-hacker / Barrista

Army brat, troublemaker and drop out. Lives above his parents garage, house-sitting while they are deployed out of state. It turns out messing around with bio experiments in the garage doesn't help your SAT scores and anyway who wants years worth of student loan debt just to get a research assistant job and get exploited even more? Unfortunately you can't build a garage start-up in bio hacking either - apparently these things need proper regulation, so a job in Starbucks and self experimentation it is. A black market formula acquired at the local bio hackers meetup and he's a superhero now?! Still trying to work out what that means.

STR 40, DEX 21, CON 23, BOD 12, INT 10, PRE 10, EGO 10, COM 16  
PD 8, ED 5, SPD 5, REC 13, END 46, STUN 44

CV 7, ECV 3, Phases 3 5 8 10 12 Perception roll 11-, Intelligence roll 11-, Ego roll 11-

1 Skill Level in Grab - Skills Cost = 3

Powers: Only in Hero ID (¼ limitation)

- Mass of Tentacles from Shoulders - Extra Limbs x 4 (+4 OCV, no END cost)
- Stretching 2" (2 END cost)
- Clinging (for 20 STR, 2 END cost)
- Running +4" (END as per movement 1 END per 5")
- Gelatinous Form - (Resistant, No END Cost)
- Physical Armour +14 (Total PD 22)
- Energy Armour +16 (Total ED 21)
- Knockback Resistance -3" (No END Cost)

Cost:  $(40 + 10 + 10 + 8 + 50 + 9) / 1.25 = 127 / 1.25 = 102$

Instant Change (No END Cost) (5) Tracking Scent (No END Cost) (15) Danger Sense (11- No END Cost) (10)

Characteristics Cost:  $30 + 33 + 26 + 4 + 3 + 19 = 115$

Powers Total Cost:  $102 + 5 + 15 + 10 = 132$

Total Cost:  $115 + 3 + 132 = 250$

Disadvantages:

- Unusual Looks 11- (10), In hero form has glowing violet eyes, tentacles and weird gelatinous flesh - mottled purple, violet and pink patterns which shift, normally too slowly to see but in unsettling ways, and also when he gets hit - (I hope the colourist likes this)
- Resentful of white-collar success (common, not irrational) (15)
- Dependent Non-Player Character (normal, constantly involved) (20), "the girl in the tank" - Jennifer Edwards, childhood friend and now a student on partial scholarship at UTSA. Also has to have regular tank time to maintain the bio repair Finn did for her, as her health insurance wouldn't help, surprisingly.
- Secret Identity (15)
- Compulsive Helper-Out (common, irrational) (20)
- Hunted (Military Administrative owners of the formula) (20) AmyBiota - Building Community Through Genetic Research - also something to do with Brooke Army Medical Centre?
- Dependency/Susceptibility/Vulnerability (to Bio-gunk super serum) (40)
- Enraged - When confronted or attacked by privileged supers (licenced, good or, corporate etc.) (Unusual, Response 11-, Recover 11-) (10)

$= 10 + 15 + 20 + 15 + 20 + 20 + 40 + 10 = 150$