

NAME
Talbert Twoheads

CONCEPT
Bizarre gestalt of heavy diving suit and purple octopus. Luminous glitter dancing within the iron helmet, whereas the octohead flops disturbingly. Animated by a hive mind of a few hundred tiny pixie-like nano-automatons.

BRAWN
SCORE **13**
AFFINITY 1 2 3
DAMAGE
MODIFIER **+3**
BUFFER

TRAUMA

AGILITY
SCORE **9**
AFFINITY 1 2 3
DAMAGE
MODIFIER **-1**
BUFFER

ARMOR
2

MIND
SCORE **10**
AFFINITY 1 2 3
DAMAGE
MODIFIER **0**
BUFFER

DRIVE
Become the richest of them all, by assimilating the most heads into your form.

WEAKNESS
Neurotic compulsion—but not ability—to squeeze into tiny, dark places.

DEFENSE
9

EQUIPMENT

Perpetually moist, super old school diving suit (medium armor, attached)	Tubes and tubing, and valves	Assorted lengths of chains	Heavy, iron boots (heavy weapon; 1d10 damage; attached, blunt, knockback)		
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18

POWERS

BATTERY POWERED. You don't eat, you are energized by your internal batteries. You don't sleep, but you power down to recharge—a night's recharging brings your batteries back to normal. You don't breathe, but use atmospheric ventilation. And you don't tire, provided your batteries have charge left.

Your batteries can store 6 charges. Use up 1 charge to:

- eschew a regular recharging power down session for the night,
- close down the hatches and stop ventilation for a few hours,
- as an action, reduce your Brawn damage by 1.

If you run out of charges, you power down, and might need hotwiring.

SUDDEN DISCHARGE. By accumulating and focussing your energy, you can release a galvanic burst at a close creature. For each action spent accumulating, your discharge pool gains 1d6. If you take any trauma in a round you spent accumulating, the energy dissipates uncontrollably, dealing your discharge pool in damage to yourself and everyone close.

At any point after collecting at least 1 die in your discharge pool, you can unleash its crippling power at one or more close targets, as a free action. Make an Agility check against their Defense; if you miss, the energy might

do interesting things to the scenery. The accumulated dice can be spread across valid targets or concentrated on one. For each action spent accumulating, you take 1 point of Brawn damage at the moment of discharge.

CAPTURE THE MOMENT. For 1 battery charge, you can save a moment—a blink of an eye—in your internal memory and in perpetuity perfectly recall everything you saw, including any text that was in your field of vision, such as a page of a book, or scrawlings on a wall.

PART OF THE WHOLE. You can detach one of your limbs—such as a forearm—as an action and send it off on a mission. While detached, your Brawn score is reduced by 3; this is the amount of damage the limb can take before breaking down. The limb also breaks down if it's ever more than a long distance away from you. Once reattached, your Brawn is restored by 3, minus any damage the limb has suffered in the meantime.

If you close your eyes and concentrate, you can see and hear through the limb, albeit in a fuzzy, distorted kind of way. The limb crawls, rolls, or slides, but slowly. It takes 2 actions for it to move a short distance, unless, you know, it's rolling downhill, or falling.

ABSORB MASS. Add non-living, non-sentient, head-size things to your body.