

Finnegan Brustarf

Finnegan Brustarf is a PC played by [Sirskully](#)

Finnegan Brustarf	
Gender:	Male
Race:	Human
Faction:	Independent
Occupation:	Mercenary
Rank:	N/A

Physical Appearance

Even before he took up arms in the name of coin, Finnegan was a fairly fit person, his 5'6" frame remains somewhat lithe however. His pale skin and icy blue eyes stick out against his partially unkempt, medium length black hair and thin black beard.

However, this is under all of the armour that he rarely takes off, a form fitting black pressure suit underneath interlocking plates of gunmetal grey coloured armour, which protects the user as well as the actuators and such that gives the suit its status of 'power armour', the torso of this armour is partially hidden by a ragged mantle with a hood.

Biography

Finn was born the only child of two scrappers who made a decent living re-purposing space debris, anything and everything from chunks of junked ships to the belongings of those that they used to hold.

While not the shiniest not the most illustrious living, it was an honest one that Finn easily fit into, showing an aptitude for fixing things that were labelled as broken beyond repair, yet he found himself wanting to have a life with more... excitement.

His wants were answered one day, when the 17-year-old and his parents came across the remains of a military cargo freighter that had been blown to smithereens along with its shipment. Finn found a mostly intact helmet within the debris and made it his goal to restore the suit to its former glory. Three years later, he had a fully functional suit of (older generation) military-grade powered armour, along with many spare parts and a supply of weapons, nearly all of which were sold off.

Besides the suit, a sword and a rifle that he managed to keep hidden. Seeing this suit as his ticket out, Finnegan waited for the next time they stopped in at a station to jump in with the cargo of another ship that was headed far away.

A lot of ship and planet jumping occurred in the years that passed, along with injuries as the young man learned how to fight, thankfully the injuries had begun to lessen as he started to get a handle on it. Money started coming in more and more as his skills grew, luckily, he always seemed to find himself in a place where there were money and people who could pay him for his services.

Personality

Despite often needing to kill for money, Finnegan is a rather laid back and chill individual, not one to get offended often but willing to crack a joke or two to lighten somebody's day. Finn acts on his thoughts, sometimes coming off as brash and irresponsible to others, yet once he puts his mind to a goal, few things can sway him from it.

The only things that seem to make him stop and think, are his minor addiction to weak anaesthetics (originally for pain management), and his love of cute animals.

Abilities/Skills

* slayer of foes: due to the nature of his chosen line of work, Finn would be dead if he hadn't learned how to efficiently fight and kill, and as such he is skilled with bladed weapons and conventional firearms, as well as his fists on the odd occasion.

* mechanical prodigy: give Finnegan something broken, access to his tools along with a reasonable amount of time and chances are that he can get it working again, even in ways they weren't meant to be put together...

* tracker: seeing as most of the people Finnegan is tasked with dealing with are hardened criminals who hide out in hard to reach places, he has gotten decent at tracking and then following them through the treacherous terrain they surround themselves with.

Items

* armoured power suit that enhances the user's strength and agility as well as providing a great deal of protection, but being an older model that was jury rigged from several other suits.. it is far from invincible.

* a backsword with a wide blade, both the edge and the piercing point are finely sharpened. The blade is around the length of your bog-standard longsword with a hand and a half grip, made of lightweight metal with an industrial and highly machined look to it.

* A bulky anti-material rifle chambered in NTW-20, so heavy that it requires two average people to transport, and intended to take down large, heavily armoured vehicles. it has a scope system that is connected to the HUD of his helmet, for accurate firing from the hip.

* a small bag filled with odds and ends as well as tools.

OOO Notes

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