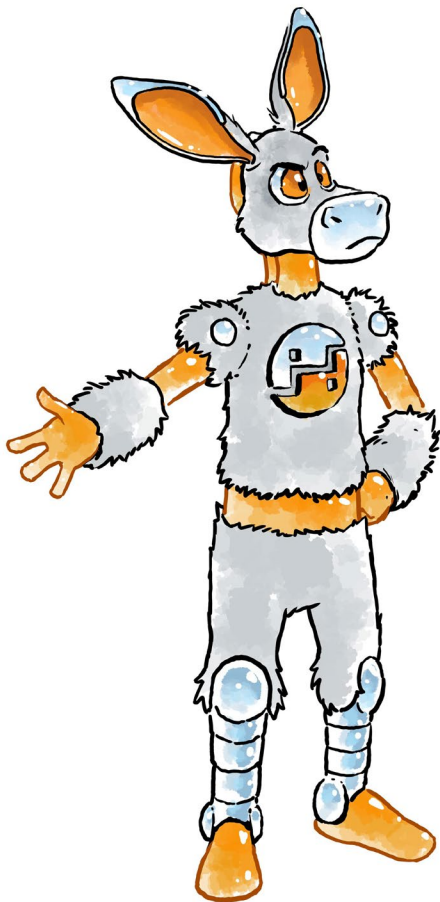


Half-Ass



A report by Guppwrallgurwatt
(ingesting graphofocus linear
communicating methods and ex-
ercising same method as output)

“Half ass, whole hero!”

Half-Ass is the master of starting
projects, then letting them fall to
the wayside. But somehow, all that
potential energy that would have
been put into those projects—he’s
got access to! Not just that, but pos-
sibly the energies that could have
arisen out of inspiration from the
unfinished endeavors!

He's typed outlines or first pages to hundreds of novels and screenplays. He's got designs for comic strips and sketches of comic book characters. His garage is filled with the shells of inventions and his workbench is piled with the startings of sculptures. He's got start-ups, societies, clubs—all yet to have their first meetings.

And where does all this potential energy go? This energy of becoming allows Half-Ass to half become anything. Half another animal, half some other substance—pretty much half another anything.

The only limit seems to be the energy stored up from unended endeavors. If he ever starts to run out of power, he just starts a few more projects.

Though he's got no shortage of ideas and goals to fail at, there is one goal he spends most his time trying to actually achieve. He wants to develop his potentiality powers to the point where he need only intend to start a project in order to draw on it's energies. He's sure he'll achieve this and spends hours focusing on unstarted proj-

ects, even while swimming or sunbathing.

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