

PATRICK

As a child, Patrick's parents put him through an illegal procedure called accelerated critical neural pathway formation, which gave him highly augmented mental abilities. However, he has also developed a childlike personality as a result of the procedure. He currently lives at the institute under psychiatric care.

Traits: Human, Augment, Jack Pack

Attributes

Control	Daring	Fitness	Insight	Presence	Reason
9	7	9	10	9	12

Disciplines

Command	Conn	Security	Engineering	Science	Medicine
1	1	2	5	5	2

Focuses: Playacting, Engineering Science, Programming, Cosmology, Observation, Memory

Values: I Want To Go Home
That's A Stupid Question!
It's A Party!
That's Not Where It Was Last Time

Determination: (Start with 1) **Stress:** 11 **Resistance:** 0

Attacks:

- Unarmed Strike (Melee, 3A, Nonlethal, Knockdown, 1H)

Equipment: Only what's given to him

Talents

Augment Ability (Reason): Each Task using Reason gains 1 automatic success, but the Complication Range of the roll is increased by 2.

Augment Ability (Insight): Each Task using Insight gains 1 automatic success, but the Complication Range of the roll is increased by 2.

Technical Expertise: When you attempt a Task assisted by the ship's Computers or Sensors, you may re-roll one d20 (which may be the ship's die).

Intense Scrutiny: Whenever you succeed at a Task using Reason or Control as part of an Extended Task, you may ignore up to two Resistance for every Effect rolled.

