

# SARINA DOUGLAS

As a child, Sarina Douglas underwent the illegal procedure, *accelerated critical neural pathway formation*. While it made her a genius, and her cerebral cortex was able to process information faster, her visual and auditory systems could not deliver that data fast enough, causing her to seem oblivious to her surroundings and making her seem mute. (After Bashir's procedure in 2375, she no longer suffers from those conditions.)

**Traits:** Human, Augment, Jack Pack

## Attributes

Control	Daring	Fitness	Insight	Presence	Reason
10	7	9	10	8	12

## Disciplines

Command	Conn	Security	Engineering	Science	Medicine
1	1	2	3	5	4

**Focuses:** Exobiology, Physics, Psychology, Silence, Chemistry, Mathematics

**Values:** I Want To Thank You  
There's So Much I Want To Say To You All  
We Have Our Own Little World, Just The Four Of Us  
They're Used To My Being Quiet; It's Easier This Way

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

## Attacks:

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

**Equipment:** Only what she is given

## Talents

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

**In The Nick of Time:** Whenever you succeed at an Engineering or Science Task as part of an Extended Task, you score 1 additional Work for every Effect rolled.

**Collaboration (Science):** Whenever an ally attempts a Task using Science, you may spend one Momentum (Immediate) to allow them to use your score for that Discipline, and one of your Focuses.

**Cautious (Science):** Whenever you attempt a Task with Science, and you buy one or more d20s, you may re-roll a single d20.

