

# JACK

As a child, Jack's parents put him through an illegal procedure called accelerated critical neural pathway formation, which gave him augmented mental abilities as well as augmented physical capabilities. However, this procedure also destabilized him, turning him into an anti-social and aggressive person who cannot integrate into normal society. He resents being at the institute.

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

## Attributes

Control	Daring	Fitness	Insight	Presence	Reason
7	11	10	7	9	12

## Disciplines

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

**Focuses:** Speed Learning, Drama, Statistical Analysis, Law, Linguistics, Astrophysics

**Values:** Normal People Can't Compete

We've Got To Take Things Into Our Own Hands

They're Going To Experiment On Us

I Will Not Be A Part of A Society That Put Me Away For Being Too Smart

**Determination:** (Start with 1)      **Stress:** 15      **Resistance:** 0

## Attacks:

- Unarmed Strike (Melee, 6A, 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 (Control):** Each Task using Control gains 1 automatic success, but the Complication Range of the roll is increased by 2.

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

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

