

Jack B. Nimble



Perhaps the strangest member of **the Kids Unlimited** team, Jeck (to use the pronunciation she prefers) is a refugee from **the World More Sorcerous**, arriving on the World Less Magical when the **Academy**'s current team returned from a recent expedition there. As she was not present when they departed, and her account of events indicates she was nowhere near there, it seems likely that her journey was caused by some unknown party on that world, possibly one of the Immortals who reside there. Her presence on Earth was not discovered until a few days afterwards when the confused youngster first encountered **Black Mouser**, who managed to calm her panic and bring her back to the Academy to find out what was going on.

Physical examination suggested that Jeck was around thirteen years of age, and extremely malnourished. When communication was established, she was unable to explain much about her background. While she has dim memories of growing up in a castle in the mountains, her clearest memories are of the giants descending from those mountains and devastating her home, *eating* many of the people who lived there, among them "the nice lady" (likely her mother.) The man she remembers as "sir" (likely her father) survived and began training her as a guerilla warrior against the giants but died in battle about a year before her translocation. She continued her struggle alone, knowing nothing else.

Uncertain about the motivation of whoever had arranged for Jeck to come here, Exelion

nevertheless decided that the best course of action was to arrange for her to be a student at the Bethany Ryan School. There, she could learn how to use her abilities in a less lethal manner than she had to this point, and hopefully heal some of the trauma that she had endured in her short life. It remains an uphill battle, but she is making progress -- notably, she no longer draws her knives at any provocation. That said, the faculty of the school have given up on trying to get her to stop carrying them with her wherever she goes, since she always seems to have a few on hand even if she surrenders those she seemed to be carrying.

Jack has powers of superspeed and enhanced agility, though she has noted that she is both slower and weaker than she remembers being. She is also a deadly knife fighter, though she *has* had a superheroic code of ethics drilled into her and will generally attack to incapacitate rather than kill. (On at least one occasion, she has demonstrated the ability to cut a suit of clothes to rags without harming the person wearing them.) She also heals wounds more quickly than normal.

While still both shy and skittish, Jeck has established friendships with her teammates, and views herself as charged with their protection. Her closest relationship, however, is with her effective foster mother, Agnes Crystal, who agreed to take her in when she arrived in Columbus. It was Agnes who read her the nursery rhyme from which she took her current *nomme de guerre*. Jeck refers to her as "the new nice lady" and comes closest to genuine peace when they are together. However, she does *not* get along at all with Mel, her son, though they both try to pretend to an amity that neither of them feels when Agnes is present. Something about the boy really bothers her, though she has no idea that he is the son of **a notorious witch**.

Jack B. Nimble -- PL 6

Abilities:

STR 1 | STA 1 | AGL 5 | DEX 2 | FGT 4 | INT 0 | AWE 2 | PRE 1

Powers:

Faster Than The Eye: Concealment 4 (visual), Limited to While Moving; Enhanced Advantages 3 (Defensive Roll, Improved Initiative 2); Enhanced Defenses 8 (Dodge 4, Parry 4) - 15 points

Knife Tricks: Array (5 points); Removable (-1 point)

- **Bladestorm:** Selective Burst Area Strength-based Damage 1 - 5 points
- **Twin Blades:** Strength-based Damage 2, Improved Critical, Split Attack - 1 points

Rapid Metabolism: Immunity 2 (disease, poison); Quickness 6; Regeneration 5; Speed 6 (120 MPH) - 19 points

Advantages:

Close Attack, *Defensive Roll*, Evasion, *Improved Initiative 2*, Move-by Action

Skills:

Athletics 4 (+5), Insight 4 (+6), Investigation 6 (+6), Deception 5 (+6), Perception 5 (+7), Stealth 4 (+9).

Offense:

Initiative +13

Unarmed +5 (Close Damage 1)

Twin Blades +5 (Close Damage 3 or 2, Crit 19-20)

Bladestorm -- (Burst Area Damage 2)

Defense:

Dodge 9/5, Parry 8/4, Fortitude 4, Toughness 3/1, Will 4.

Totals:

Abilities 32 + Powers 39 + Advantages 3 + Skills 14 + Defenses 5 = 93 points

Offensive PL: 4

Defensive PL: 6

Resistance PL: 4

Skill PL: 4

Complications:

Survival--Motivation. Family (Agnes.) ***Minor. Phobia*** (loud noises.) ***Rivalry*** (Mel.) ***Unfamiliar With Modern Earth Culture. Unfamiliar With Technology.***

Update 2022: Having had a number of adventures with her classmates in the months since the school opened its doors, Jack has reported regaining *some* of her original strength and speed, though not all. Considering the increased mystical energy of the World in the Aftermath, it has been hypothesized by **the Warwitch** that Jack may be deliberately suppressing her full talents in order to enjoy being a child. (Increase STR to 2, DEX to 3, AWE to 3, and PRE to 2, increase her Quickness to 7 ranks and Speed to 7 ranks, and add Tracking to her advantages.)