

Jacklynn

Jacklynn is a [player character](#) played by [IQ](#).

Jacklynn	
Species & Gender:	Human Female
Date of Birth:	35日 9月 YE 24
Organization:	NDC
Occupation:	Demolitionist / Engineer
Rank:	E2-TD - Trooper 2nd class
Current Placement:	NDC Ground Forces "Duskerian Legion"

Physical Description

Jacklynn, or just Lynn for short, is a female Jane clone from project Fenrir, though somewhat altered. She is the third batch sibling to Jacky and Talos. Though featuring a mix match of DNA from both, Lynn is somewhat of a colourful oddity. Looking quite a bit like her sister, Jacky, Lynn has a smooth, porcelain skin with high and pronounced cheekbones and a triangular jaw. Feauturing somewhat more almond shaped eyes. With a deep purple colour to them, though dots and flecks of both blue and red can be found in both her purple irisses.

Another thing to note about Lynn is that she's missing a bit of her fingers. On her left hand, her ringfinger is missing and the top of her pinky is non existent. Her middlefinger has also been cut in half.

Furthermore, Lynn stands tall at a 170 centimeters, sporting a modest bust, though a sculpted set of legs and buttocks. Her stomach is visibly trained and shows clear outlines of her abs, though she's rather skinny, so the muscle in and of itself look wirey.

Lynn's haircolour is an odd, gunmetal grey. So are her eyebrows, her lengthy eyelashes and any other hair she might grow. The grey pigment is a natural colour for the Jane clone. As for a hairstyle, Lynn has a sort of mullet, side-shaven and tied up in a bun at the end to form her [hairdo](#).

The Jane clone can often be seen wearing a set of round-framed glasses, as often shades as normal glasses, preferring a white tee and her favourite brand of [working pants](#), littered with tools and tape. Over her traditional shirt, she usually sports the Section 6 dress jacket.

Personality

Jacklynn, as a Jane clone, has had a very improper waking sequence. Still with her original programming, the Jane clone was rather violent. Assailing the people that woke her almost instantly, though she didn't pose much of a threat due to just being woken from 16 years of stasis. Lynn was headstrong, often refusing to even speak to anyone of the people that woke her. Furthermore, neurological scans have shown her original programming was still stuck in her mind. Though, they were able to approach her with

the new knowledge and managed to make her free, to a certain degree. The first emotion she remembers is fear.

Lynn herself, as she is now, is a shy and abrasive character. She's kind and gentle, somewhat energetic and mayhaps bubbly to those she knows and trusts, maybe even annoying at some point. Though it doesn't take away that her programming still remains stuck, coped with her general self, Lynn has several issues with delusions at the time. Falling back into her original programming, she perceives reality differently. Having stated that during these periods of black outs, her demons are all around. Prescribed medication and anti-depressants keep these periods at bay and make it so she's able to live her life.

Though, it doesn't take away from who she is still. Lynn is easily shaken and somewhat of a coward. Breaking, rather than thriving due to the stress of the battlefield. Virtue unlikely, ire inevitable.

History

In YE24, cloning began for the Fenrir project, a initiative that sought to create mass produce-able soldiers. In this they were successful with the creation of their prototype who later became known as [Jack Pine](#). A batch of 100 were created from him, 50 male, and 50 female. The males became known as Jacks, while the females were known as Janes. Jane bares this name just like her batch sisters, and was a slave to be used as a expendable soldier. But event were put in motion that saw the products shelved in cryogenic sleep, the data being used else where. for 16 years, Jane and her siblings slept, fated to be forgotten, but the prototype rose against the wishes of his masters. In YE39, Jack Pine founded Section 6, which he would later use to free the batch of siblings, having been unaware of their existence. He took them in, gave them a military to fight with that actually cared about them, and through it, hoped to help them break their changes. It was proven it could be done, as two before her had grown into unique individuals, later known as Sparks, and Talos. Though with the new freedom to think for herself, Jane had no clue what to think. Originally hostile towards her rescuers. Though they managed to strip her off of her programming to some extent, where she dropped her batch number and took on the name Jacklynn, a small play on her sister [Jacky](#)'s name. Though preferring to be named Lynn.

Skills Learned

Jacklynn has the following notable skills:

- Communications: Lynn has a basic understanding of military communications, able to speak fluent Trade and Yamataigo
- Starship operations: Basic understanding in the operation of small space craft and light vessels. Helm operation, and Astrometrics Navigation.
- Vehicles: Basic understanding in the operation, modification, and maintenance of most vehicles: mecha, tanks, cars, trucks.
- Medical: A basic crash course on first aid and battlefield triage, Lynn knows how to bandage up and keep pressure on a wound, which is about the most of her medical abilities.
- Fighting: Well-versed in personal defense, Lynn knows how to fight with both fists and a knife. Though, she's no expert and is easily beaten out by most other soldiers with similar training.

- **Military / Survival:** Being exceptionally good at LandNav, Lynn has a knack for the technicalities of a soldier's life. She's been taught the basics of camouflage, hunting, shelter construction, signaling, finding water, etc.
- **Maintenance & Repair:** As a technician, Lynn has a knack for machinery and can properly repair, or even jury rig if need be, surprisingly swift.
- **Demolitions:** Being well versed with explosives due to her job as a battlefield technician, Lynn is a solid character for the role of demolitionist. Be it placing explosives or dismantling them.

Social Connections

Jacklynn is connected to:

- [Sarah Pine](#) - mother
- [Jack Pine](#) - brother
- Sparks - sister
- [Jane F-35\(Armora\)](#) - sister
- [Talos](#) - "twin" brother
- [Jacky Pine](#) - "twin" sister

Inventory & Finance

Jacklynn has the following;

Clothing

- assorted clothes(bland colors, general style)
- assorted sports bras
- assorted panties
- [NDC Enlisted Dress Uniform](#)

Armour

- [Revenant Power Armor R1-SPA](#)
- [Revenant Power Armor Mk II](#)

Weaponry & Ammunition

- [BW-6AS "Sickle"](#)
- [BW-P2 "Wraith"](#)
- [BW-KAS "Hailstorm"](#)
- [S6-Long Combat Knife "Cross"](#)

- 36S6-FG
- 36S6-PG Plasma Grenade
- 1,000S6 6mm Bullets
- 1,000S6-10mm
- 7,000S6-ICGR(assorted)¹⁾

Misc.

- Geist Advanced Interfacing Implant

Jacklynn currently has 3000 KS.

OOO Information

This article was created on 2018/12/10 05:04 using the namespace template.

In the case iq becomes inactive:

- Can this character be used as an NPC by a GM or FM? YES
- Can this character be adopted after I've been gone for a year? YES

Character Data	
Character Name	Jacklynn Pine
Character Owner	IQ
Character Status	Inactive Player Character

¹⁾
1,000 of each caliber

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