Agent Concepts

This is a collect of stock ideas for Agents in Karbon, a roleplaying game about a future which questions many aspects of humanity. Each of these is a nearly complete character, with most of the Agent points used. These concepts only define: Options, Abilities, and Gear for an Agent and have a little idea of who the agent is attached. It will take only minor effort to complete them and have an Agent ready to play.

Concepts

- Exceptional Confidence Man: This Agent was one hell of a con man, and it translates into their abilities as an Agent of the Program.
- Paramilitary Footman: This Agent was recruited from some paramilitary outfit, making them a serious fighter as an Agent.
- Young Wire Runner: The traditional hacker type, this Agent abuses the wire for knowledge and profit.
- Hard-boiled Detective: This Agent was a detective before being recruited, and their keen insight offers them an edge navigating the murky waters of the program's lies.
- Captain of Industry: This Agent was once a powerful CEO, before they learned too much and the program brought them into the fold.
- Old Centauri Sniper: The support and sniper type, trained on the Centauri stations, known for their ability and harsh demeanor.

From:
https://wiki.wishray.com/ - **Wishray Wiki**

Permanent link:
https://wiki.wishray.com/doku.php?id=karbon:agent_concepts&rev=1348335937

Last update: **2012/09/22 10:45**