

# The Whitelist: Amplifiers

This is the list of stock Amplifier gear for [Karbon](#), part of [The Whitelist](#).

## Vox

- **Cost:** 15 kcred, 5 steps
- **Training:** Hand-Eye **Force:** 2
- **Feature(s):** 1; Trigger(5, Yellow)
- **Scope:** Short-range, Everyone
- Vox is a performance tool. It consists of a small neck strap and a wired, chorded finger control. A performer uses Vox to make people feel the emotion they are projecting with their voice, via audio harmonics. The words and presentation should back up that emotion. When an agent uses Vox, they decided what they want the listeners to feel, and then pick steps of intensity. That intensity plus five is the trigger challenge, and they risk mental injury caused by feedback from the device if they can't properly manage it with the finger control. The intensity of the emotion felt by the listener can be applied as a step penalty and bonus as the agent desires over the course of the current scene.
- **Halo** 28 kcred, 7 steps
  - **Training:** Prowl **Force:** 3
  - **Feature(s):** 1; Step/+2
  - **Scope:** Short-range, All Links
  - The Halo is a band worn on the head of the user and must be exposed. It has a visor that comes down over the eyes and allows the user to see and influence links (wireless) in the area. If the agent commits to the behavior: "scanning the air" they may influence these links, to either boost or jam the signal. They do this with Prowl and this can be used to mask their appearance on any device, or to jam others communications. Apply this feature step bonus to prowl rolls of all agents in range unless this clearly would not be helpful.
- **Suspensors** 6 kcred, 3 steps
  - **Training:** Hand-Eye & Prowess **Force:** 1
  - **Feature(s):** 1; Break
  - **Scope:** Self
  - Suspensors are a set of 7 coin sized devices that are wore over the torso and limbs (often under clothes). These, when activated, make the user weightless for short bursts of a few seconds, and energize your movements. You can activate this break feature to earn a 3 step advantage for any prowess and hand-eye combo actions, without any break test or chance of failure. Think of this as a sudden burst of agility and motion.

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