

The Whitelist: C2 Drone

This is the list of stock C2 Drone gear for [Karbon](#), part of [The Whitelist](#).

Think Tank

- **Cost:** 21 kcred, 6 steps
- **Training:** Prowess or Fight **Force:** 3
- **Feature(s):** 1; Break
- **Scope:** Range, One-Target
- This C2 drone technology is a fully autonomous, AI controlled, thinking tank. Many forms were used in the ten years war, and all have been decommissioned afterward. However a few have fallen into the hands of the program. The player of the agent must cast the think tank into a form, and then decide what its issue is. The issue is something that prevents the tank from being effective, generally a mental quality like "insanely curious". When an agent uses the tank for backup or as a personal ride, they have a 4+ chance of winning the conflict on a break. However if they don't win the conflict, the Think Tank will lose control to its issue and become unhelpful for the rest of it.

Gibson

- **Cost:** 10 kcred, 4 steps
- **Training:** Fight **Force:** 1
- **Feature(s):** 1; Step/+2
- **Scope:** Range, One-Target
- The Gibson was an attempt to mainstream androids shortly after the ten years war. The designer created several models that all appear as Gibson girls, what he thought was the personification of beauty, and gave them automated functions. As it turns out, they aren't too good in the home, but nasty in battle. They are strong and accurate but not too smart. When an agent commits to the behavior "commanding my Gibson in battle" they earn the step bonus to the applicable conflict.

Grade C Replica

- **Cost:** 21 kcred, 6 steps
- **Training:** Fight & Hack **Force:** -
- **Feature(s):** 1; Trigger(5, Yellow)
- **Scope:** Self
- The replica is a drone that looks much like the user, unless you are face to face. It is controlled remotely, and must initially be linked each time through a complex and exhausting training process. This is the trigger conflict using Hack, and the agent risks mental injury from exhaustion. The agent ignores minor injuries or conditions when acting as the drone, and it is demolished when it takes a condition or injury, ending the conflict. However the agent is protected and away from the conflict. If the agent chooses they may raise the challenge level one and continue it normally when their replica is ruined. It can be repaired between scenes for the cost of 6 kcred (3 steps).

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