# The Whitelist: Green Lace

This is the list of stock Green Lace gear for Karbon, part of The Whitelist.

**Mantis**

- **Cost**: 26 kcred, 7 steps
- **Training**: Hack & Savvy **Force**: 2
- **Feature(s)**: 1; Break
- **Scope**: Self
- This lace invades and augments the user's brain, giving them impressive linkage with omnis and the wire itself. When the agent rolls a break in any applicable conflict using Hack, Savvy, or Trickery, they may burn a fortune to make any one rolled die show the result they wish (just like the use of Perfect Move). An agent's eyes glow lime green when using Mantis.

**Shamrock**

- **Cost**: 3 kcred, 2 steps
- **Training**: Hack **Force**: 1
- **Feature(s)**: 1; Trigger(5, Yellow)
- **Scope**: Self
- This lace is grafted onto the user's spine and exists as an apple sized organ in their chest. It is effectively an internal form of a Reflection, and can duplicate the function of any the agent encounters. The agent risks a condition called "memory loss" when triggering to copy a reflection, and it may only copy one at any given time.

**Harlequin**

- **Cost**: 15 kcred, 5 steps
- **Training**: Hack **Force**: 3
- **Feature(s)**: 1; Step/+3
- **Scope**: Self
- This lace includes a tag-a-long AI that acts as the user's mind wishes. Its not actually controlled by command, but instead by desires. When the user desires something when hacking, the AI executes actions to fulfill that desire. In an applicable hacking conflict, the agent may commit to the behavior "communing with my digital self" and earn the steps. The first hurdle taken by an agent in this behavior has a 4+ chance of causing a mental condition "Harlequin runs rampant" instead of the normal effect. After a roll, if the player of the agent so wishes, they may sacrifice a fortune, roll a die, and place that many steps on the stack of an applicable conflict.

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