The Whitelist: Projector

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

Yesterday's Shadowbox

- **Cost**: 10 kcred, 4 steps
- **Training**: Guile **Force**: 1
- **Feature(s)**: 1; Break
- **Scope**: Range, One-target
- This projector creates something, medium or lesser sized, that holds the impression of a keepsake that brings strong feelings to the target. While in its range, the impression is real but turns to a burst of light and disintegrates outside that range. Scammers often use the shadowbox to create something a victim desires, and con men create things that cloud the mind of the victim. Regardless of method, an agent puts two steps on the stack toward guile applicable conflicts when they roll a break.

Shockwave

- **Cost**: 15 kcred, 5 steps
- **Training**: Guile **Force**: 4
- **Feature(s)**: 1; Steps/+1
- **Scope**: Short-Range, Everyone
- This projector creates waves of force that disturb the universe itself in their area. The user wears a dampener that prevents them from affect them, but all others within 10m feel the effect. The waves will disrupt all gear and their affects within the area, subject to the force rules. When the user attempts to manipulate or influence a target in the area using Guile, they earn two steps on their stack as the universe itself changes in small ways to make their words have more meaning. However, the effect wears off slowly once the projector runs out of time (after the current conflict).

Nightmare Wrap

- **Cost**: 6 kcred, 3 steps
- **Training**: Guile **Force**: 3
- **Feature(s)**: 1; Trigger(5, Green)
- **Scope**: Short-Range, One-Target
- This projector is difficult to operate, requiring the user to first take a few seconds to scan the target's mind and discover something they greatly fear. It then generates a physical wrapping for this, like a suit the user wears. If the trigger conflict fails, the target is driven mad (like they suffer a moment of madness). Otherwise the agent can make any demands of them they wish, and they will comply if the agent burns a fortune. If the agent doesn't burn a fortune its likely the target will try to escape or attack them.

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