The Whitelist: Suit

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

Monkey Suit

- **Cost**: 28 kcred, 7 steps
- **Training**: Prowess **Force**: 4
- **Feature(s)**: 2; Break, Step/+3
- **Scope**: Self
- The monkey suit is a power suit that looks almost like a brown frame about the user. It enhances strength, and if those are applicable to a conflict so is it's features. When an agent rolls a break in an applicable conflict, they may burn a fortune to add three steps to the stack. When an agent commits to the behavior “flexing on it” they earn the steps towards that conflict.

Jet Suit

- **Cost**: 3 kcred, 2 steps
- **Training**: Prowess **Force**: 1
- **Feature(s)**: 1; Step/+2
- **Scope**: Self
- This suit lets the user take flight, a system of jets connected to an assembly strapped onto the arms and legs of the user. In any applicable conflict the agent can commit to the behavior “soaring” and add the steps to the stack. If the agent takes a hurdle when committed to this behavior, they stack a penalty onto the conflict as the jets begin to fail.

Tritanium Suit

- **Cost**: 15 kcred, 5 steps
- **Training**: Prowess & Fight **Force**: 4
- **Feature(s)**: 1; Step/+2
- **Scope**: Self
- This suit is a large and heavy power armor meant to act as arm but is actually just as effective for many feats of prowess. While the suit is on the Agent count them as a hardened target, making them immune to some conventional weaponry. When the Agent commits to the behavior “moving slow and strong” they earn the steps to an applicable conflict.

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