

Exceptional Confidence Man

A concept Agent for [Karbon](#).

CONCEPT

The Exceptional Confidence Man prides themselves on their quick wit and charm. They aren't afraid to use any means to get the job done, scamming and deceiving all the way.

OPTIONS

6 points

- **Attractive:** *When they are interacting with others they may burn fortune to add bonus dice to applicable conflicts. In addition, add a level to Charm.*
- **Career Criminal:** *You can burn fortune after you spend kcred from your card and roll those dice. Keep the highest result and put that much kcred back onto your card.*
- **Natural Genius:** *You add one level to Hack and Guile. All rolls you make for Hack get a bonus die.*

ABILITIES

14 points (11 ability, 3 training)

CORE

- Fight **2** []
- Prowess **2** [X]
- Hand-Eye **2** []
- Prowl **2** []
- Guile **5** [X]
- Hack **3** [X]

SUPPLEMENTAL

- Charm **5** [X]
- Standing **0** []
- Savvy **1** []
- Trickery **0** []
- Insight **3** []
- Scheme **0** []

GEAR

5 points = 36 kcreds

- [Corporate Encoded Sig](#)
- [Reality Filter](#)
- 6 kcreds

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