

Ariel Tanaka

An agent of Mike for the [Karbon Play Test Solaris](#).

DETAILS

- **Name:** Ariel Tanaka
- **Idea:** Gifted Agent
- **Height/Frame:** Tall, Frail
- **Gender:** Male
- **Details:** Very pale
- **Power:** “Crap, I'm on it!”

ABILITIES AND SKILLS

CORE

- Blitz 0 - Anemic
 - Fight [] () () ()
 - Prowess [] () () ()
- Eyes 0 - Anemic
 - Hand-Eye [] () () ()
 - Prowl [] () () ()
- Omni 5
 - Guile [**X**] () () ()
 - Hack [] () () ()

SUPPLEMENTAL

- Charisma 6
 - Charm [] () () ()
 - *Standing* [**X**] () () ()
- Intellect 6
 - Savvy [] () () ()
 - *Trickery* [] () () ()
- Sense 6
 - Insight [**X**] () () ()
 - *Scheme* [**X**] () () ()

GEAR

- **Celestial System:** This is a treatment that gives the user a replacement immune system drive by nano. The nano also links the users brain and devices more effectively, allowing a +1 step bonus to Hack applicable conflicts when the agent commits to the behavior “linking up”. This system also acts as nano armor, resisting the effects of any nano that might directly affect the

user such as PSI-9 devices, Black Nano, and other Sparkle Nano. Consider the user and their items immune to any force 2 or less gear of these types, and give them a 4+ chance of resisting force 3.

EXTRAS

- Heredity - gives one step of immunity to social injury, and a level of Standing (sans Charm).
- Fragile Flower x2 - Add two steps to physical injury, add four to ability points.

FORTUNE, INJURY, RANKS

- **Fortune:** 5 dice
- **Injury**
 - Physical
 - Mental
 - Social
- **Immunity**
 - Physical 0
 - Mental 0
 - Social 1
- **Ranks**
 - Agency 2
 - Mainstream 4
 - Infamy

DOUBT

- **Current:** 4
- **Minimum:** 4

KCREDS AND ASSETS

- **CARD:** 10
- **BANK:** 49

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