

# 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 - Add one step to physical injury, add two to ability points.
- Mastermind - Once per scene you may elect win a conflict by simply describing how your agent outsmarts the opposition with a cunning plan. Your agent may only do this if their highest rank meets or exceeds the conflict's challenge levels. You burn fortune based on consequence: one for minor, two for moderate, and three for major. If you resolve an Agenda with this Extra, pay one fortune to the Narrator's agent. Agents may only have Mastermind if they have Scheme.

## FORTUNE, INJURY, RANKS

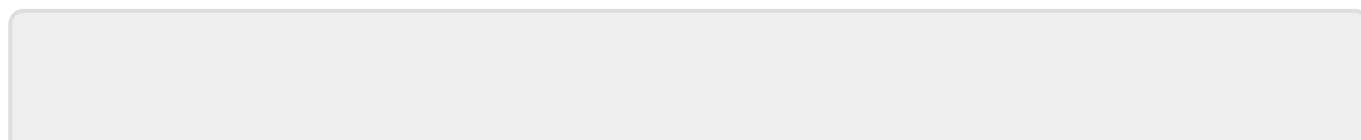
- **Fortune:** 5 dice
- **Injury**
  - Physical
  - Mental
  - Social
- **Immunity**
  - Physical 0
  - Mental 0
  - Social 1
- **Ranks**
  - Agency 2
  - Mainstream 4
  - Infamy

## DOUBT

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

## KCREDS AND ASSETS

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



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