

Hank Williams

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

DETAILS

- **Name:** Hank Williams
- **Idea:** Officer Agent
- **Height/Frame:** Tall, Thin
- **Gender:** Male
- **Details:**

ABILITIES AND POWER

CORE

- Fight **2** []
- Guile **1** []
- Hack **6** [B]
- Hand-Eye **2** []
- Prowess **2** []
- Prowl **2** []

SUPPLEMENTAL

- Charm **0** []
- *Standing* **0** [B]
- Insight **6** [B]
- *Scheme* **6** [B]
- Savvy **3** [B]
- *Trickery* **0** []

POWER

- *Yea... I've seen that before.*
- Your Agent are more likely to have experienced something like a given conflict in their past. As long as your agent is not in jeopardy, they may burn a fortune to give a bonus die to another agent in the same scene (they need not be participating in the conflict). In any scene when your agent is in a conflict while in jeopardy, you roll a fortune draft for them at the end of it.

GEAR

- cost + name
 - effect 1
 - effect 2

- cost + name
 - effect 1
 - effect 2

OPTIONS

- Marketable Skill
 - Your agent has some marketable skill that has helped them in their life. Insight +L +T
- Cyberbrain
 - Your agent gets training in Savvy for free. In addition, you may burn fortune for bonus dice when making any Hack or Savvy rolls, up to three per roll.
- Heredity
 - Your agent has a past that gives them some established advantage. You add one step of social immunity for your agent, and they earn training in Standing, ignoring the need for Charm.
- Experience
 - Your agent has gained real world experience, making them better at their abilities. Hack +T +L
- Experience
 - Your agent has gained real world experience, making them better at their abilities. Scheme +T +L
- Deep Instruction
 - Your agent has gotten specialized deep instruction from agent operatives. Hack +L, Savvy +L

FORTUNE, INJURY, RANKS

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

DOUBT

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

KCREDS AND ASSETS

- **CARD:** 1 Kcred
- **BANK:** 24 Kcred

QUESTIONS

- How did the agent use the Insight skill over their life to benefit them? (Marketable Skill)
 - (answer)
- Who were the agent's powerful ancestors? (Heredity)
 - (answer)
- How did the agent get this special instruction? (Deep Instruction)
 - (answer)
- (question)
 - (answer)

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