

# Hank Williams

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

## DETAILS

- **Name:** Hank Williams
- **Idea:** Sherlock Holmes
- **Height/Frame:** Tall, Thin
- **Gender:** Male
- **Details:** imposingly tall, eyes that seem to constantly boggle, a mass of curls for hair, large teeth,

## ABILITIES, TRAINING AND POWER

### CORE

- Fight **3** [ ]
- Guile **2** [ ]
- Hack **6** [X]
- Hand-Eye **3** [ ]
- Prowess **3** [ ]
- Prowl **3** [ ]

### SUPPLEMENTAL

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

- ?: Class; Features; Step/Cost; Force; *Description*
- ?: Class; Features; Step/Cost; Force; *Description*

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- ?: Class; Features; Step/Cost; Force; *Description*

## 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
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  - 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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