

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*

- ?: Class; Features; Step/Cost; Force; *Description*
- ?: 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 deplete 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:** 6
- **Injury**
 - Physical
 - Mental
 - Social
- **Immunity**
 - Physical 0
 - Mental 0
 - Social 1
- **Ranks**
 - Agency 5
 - Mainstream 2
 - Infamy 0

DOUBT

- **Current:** 2
- **Minimum:** 1

KCREDS AND ASSETS

- **CARD:** 1 Kcred
- **BANK:** 24 Kcred
- **ASSETS**
 - (asset 1)
 - (asset 2)

QUESTIONS

- How did the agent use the Insight skill over their life to benefit them? (Marketable Skill)
- How did the agent get this special instruction? (Deep Instruction)
 - Hank has a very analytical mind, and can pierce the veil of lies and shadows with easy. This makes him both dangerous and valuable. In order to steer him onto the 'right course', he get regular 'training simulations', helping the Program to track down it's enemies. Hank suspects that something about the Program is wrong, and is careful as to not show this to anybody.
- Who were the agent's powerful ancestors? (Heredity)
 - Hank is related to somebody high up in the Program, and this has led to Hank gaining a lot of power and status. They will pull strings for him, but only as long as Hank is obedient.
- (question)
- (answer)

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