# Inga Gozerian

An agent of Lxndr for the Karbon Play Test Solaris.

## DETAILS

- **Name**: Inga Gozerian
- **Idea**: Heavy Agent
- **Height/Frame**: Tall, Thin
- **Gender**: Feminine
- **Details**: Uncanny Valley Girl
- **Power**: Wow, that was close!

## ABILITIES AND SKILLS

#### CORE

- Fight **3** [**X**]
- Prowess **3** [**X**]
- Hand-Eye **3** [**X**]
- Prowl **3** [**X**]
- Guile **0** [ ]
- Hack **2** [**X**]

#### SUPPLEMENTAL

- Charm **0** [ ]
- *Standing* **0** [ ]
- Savvy **2** [**X**]*
- *Trickery* [ ]
- Insight **0** [**X**]*
- *Scheme* **0** [ ]

*Savvy training comes from Cyberbrain. Insight Training comes from Foresight.

## GEAR

Windfall:

- 55 Hypertech Body 3
  - When the agent commits to the behavior “doing something a human can’t” they earn +3 steps to their conflict.
  - On a break roll result for prowess they may elect to burn a fortune and roll it for a 4+ chance of winning the conflict.

Body Overhaul:

- 15 Vermillion
  - When an agent rolls low (result of three or less) during any Fight applicable conflict, they may burn a fortune to make that result instead count as a 4.
  - If the agent commits to the behavior “glowing red hot” they earn +1 steps to Fight applicable conflicts
- 21 Lunar Lightwire
  - When an agent rolls a break on any applicable conflict using Fight, Prowess, or Prowl, they count their level as three higher for this conflict if they expend the lightwire.
- 21 Solar Lightwire
  - When the agent commits to the risky behavior “acting without regard to injury” they earn the steps to Fight or Prowess applicable conflicts. If the agent suffers injury or a physical condition (minor or otherwise), they then treat their levels as three higher for this conflict if they expend the lightwire
- 3 Shamrock

NOTE: Lightwire may only be recharged by spending 3 steps of kcreds (6 kcred) from an agent’s card.

Gear:

- 36 Midnight Indigo
- 21 Elfin Cloak
  - Everyone trying to affect or conflict with the user of Elfin Cloak has a 6+ chance to affect them effectively
  - Recharge 4+
- 10 Field Silk
  - 5+ chance of hitting a unshielded area and losing its effect for this moment.
  - When the agent commits to the behavior “running and dodging”, they are immune to physical injury (respecting limitation) and gains +2 steps in their fight ability.

# OPTIONS

- Foresight
  - During any conflict roll, may sacrifice a fortune to say they never did that and choose a new course of action.
  - Use more than Insight in a scene leads to the condition 'distracted by dreams.'
- Body Overhaul
  - At the end of any scene where you have seven or more fortune, you have a 4+ chance of losing one.
- Cybrbrain
  - may burn fortune for any Hack or Savvy rolls, up to three per roll. Dice given to conflict rolls remain for subsequent rolls.
- Windfall
  - Used for the Hypertech Body 3
  - *How did they come across this amazing piece of gear?*

# FORTUNE, INJURY, RANKS

- **Fortune**: 7 dice
- **Injury**
  - Physical*
  - Mental
  - Social

*note all physical injuries are reduced by 1 (Hypertech Body III)

- **Immunity**
  - Physical 1
  - Mental 1
  - Social 1
- **Ranks**
  - Agency 5
  - Mainstream 1
  - Infamy 0

# DOUBT

- **Current**: 0
- **Minimum**: 0

# KCREDS AND ASSETS

- **CARD**: 15
- **BANK**: 50

1. Favor from Ogurun (3 steps)

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