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
  - The user may add their bonus steps to any prowl or fight conflicts.
  - Any Shadowlink item in use within range of the agent with active Midnight Indigo will automatically detect them and can choose to cancel bonus unless the agent using Indigo elects to burn one fortune.
- 21 Elfin Cloak - ONLY ACTIVATES ON A BREAK
  - 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**: 65

1. Favor from Ogurun (3 steps)

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