Agents in Paradox

[Paradox](#) is the latest attempt to create a viable system for [Karbon](#).

Every player has an Agent in the game, a Karbon hunter they get to design as they wish using the construction set presented below. You create Powers and Features for your Agent, then pick Aspects and and Explicit Steps for your Agent. All of these define them in the rules.

Powers

You create one to three Powers for your Agent. These are the most powerful assets they have at their command, from innermost virtue to learned skills. Regardless each power is something sweeping, something with broad application that makes your Agent special. Each power also has detail, something about that agent that ties specifically into it - almost an example. Finally each power ends with the text: earns one or more Advantage where applicable. Here is an example:

- **Astonishingly Capable Soldier**, *Intense Eyes* - earns one more Advantage where applicable.

Whenever a Power is applicable, it will give your Agent Advantage within the fiction and rules.

Features

While a Power just grants advantage outright, a Feature gives the possibility of earning Advantage with a roll of the dice by exploiting that Feature. Features aren't narrow of purpose (see Explicit Steps later), but aren't sweeping like Powers either. A Feature could be looked at as a duty the Agent can fulfill in the story. In fact, it is how you define them: You tag them with the duty they support. Here are the applicable roles:

- **Duties**: Bruiser, Director, Doctor, Ghost, Hacker, Hustler, Investigator, Kingpin, Pilot, Scientist, Soldier, and Technician.

Aspects

Explicit Steps

You can get Explicit Steps from your Agent in a few manners:

- You may create them directly using the [Explicit Step Toolkit](#), in which can they are illustrations of one or more of your Agent's [Powers](#).
- You may get them from [Agent Gear](#).
- You may get them from some [Aspects](#).

Creating An Agent

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