Young Wire Runner

A Concept Agent for Karbon.

CONCEPT

The young wire runner is hacker of excellent capability. They started in their youth and now travel the wire in search of things that excite them. However that all changes when they stumbled into a protected zone of the program. Now they work for them, and while they don't like it, they do enjoy the amazing new powers they have been given.

OPTIONS

(6 points)

- Cyberbrain: *you may burn fortune for bonus dice when making any Hack or Savvy rolls, up to three per roll.*
- Fragile Flower: *When your agent suffers physical injury, increase it one step. Promote all minor conditions to conditions.*
- Talent+: *roll an extra die for each fortune draft, counting only the highest*

ABILITIES

(12 point, 10 Ability, 2 Training)

CORE

- Fight **1** [ ]
- Prowess **3** [ ]
- Hand-Eye **3** [**X**]
- Prowl **3** [ ]
- Guile **2** [**X**]
- Hack **5** [**X**]

SUPPLEMENTAL

- Charm **2** [ ]
- *Standing* **0** [ ]
- Savvy **5** [**X**]
- *Trickery* **4** [ ]
- Insight **2** [ ]
- *Scheme* **0** [ ]

GEAR

(7 points = 69 kcred)

- Sinister Omni
- Security Essentials XXV
- Harlequin
- 27 kcreds

From:
https://wiki.wishray.com/ - **Wishray Wiki**

Permanent link:
https://wiki.wishray.com/doku.php?id=karbon:young_wire_runner&rev=1348429860

Last update: **2012/09/23 12:51**