

Paramilitary Footman

A [Concept Agent](#) for [Karbon](#).

CONCEPT

The Paramilitary footman was an accomplished fighter, part of a mercenary or corporate combat unit before being recruited by the program. Once they were, the trainers of the program saw their potential and raised their abilities to a whole new level. The highlight abilities of the Footman are Fight (with some Savvy too!) and the gear to back that up.

OPTIONS

(4 points)

- [Body Overhaul](#): Raise all your immunities one step. At the end of any scene where you have seven or more fortune, you have a 4+ chance of losing one.
- [Deep Instruction](#): How did the agent get this special instruction?

ABILITIES

(14 Points, 11 Ability, 3 Training)

CORE

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

SUPPLEMENTAL

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

GEAR

(7 points = 69 kcred)

- [Hypertech Body 3](#) (Body Overhaul)
- [Field Silk](#)
- [Think Tank](#) - *Issue: Depressed?, Type: One rider, Crawler Type.*
- [TransTech SMG](#)
- 23 kcred

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