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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