

Paramilitary Footman

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

CONCEPT

The

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* *

From:

<https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link:

https://wiki.wishray.com/doku.php?id=karbon:paramilitary_footman&rev=1348337784

Last update: **2012/09/22 11:16**

