

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=1348337875

Last update: **2012/09/22 11:17**

