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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.
- 1
- 38 kcred

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