		VIGILANTE JUSTICE	CP	350
		BACKGROUND LENS		**30**
		20-30 CP in Advantages	25	
		-20 CP in Disadvantages	-20	
		20-30 CP in Skills	25	
		INFILTRATOR TEMPLATE		**320**
Traits	Attribute	DX 16	120	220
		IQ 14	80	
		HT 12	20	
	Advantages	Language (Native) (English) [0]	0	132
		Culture (Native) (Western) [0]	0	
		Patron (A powerful figure, remaining in the background)	30	
		Combat Reflexes [15]	15	
		Luck|Daredevil|Serendipity [15]	15	
		Flexibility	5	
		Perfect Balance	15	
		Burglar 2 (Acrobatics, Filch, Electronics Operation (Security), Lockpicking, Stealth, Traps)	12	
		+ST 1-4 [10/level], +DX 1-2 [20/level], +IQ 1-2 [20/level], +HT 1-4 [10/level], +HP 1-2 [2/level], +FP 1-2 [3/level], Ambidexterity [5], Daredevil [15], Destiny 1-3 [5/level], Fearlessness [2/level], Fit [5], Gizmo [5/level], Lifting ST 1-2 [3/level], Luck [15], Rapid Healing [5], Regeneration [10], Serendipity [15], Signature Gear [1/level], Wild Talent [20/level], Perks [1], Brave [1], Honest Face [1], Off Hand Weapon Basic Move 1-3 [5/level], Burglar 3-6 [6/level], Absolute Direction [5] or 3D Spatial Sense [10], Absolute Timing [2], Acute Senses (Any) [2/level], Breath-Holding [2/level], Catfall [10], Danger Sense [15], Enhanced Dodge 1-2 [15/level], Very Fit [15], High Manual Dexterity [5/level], Night Vision 1-9 [1/level], Peripheral Vision [15], improve Flexibility to Double-Jointed [10], Acrobatics Galore [1]	40	
	Disadvantages	Sense of Duty (Team) [-5]	-5	-60
		Vigilante Duty [-20]	-20	
		Secret (Vigilante) [-30]	-30	
		Loner	-5	
		Greed [-15*], Kleptomania [-15*], Obsession (Steal a particular item) [-5*], Secret (Past crimes) [-5 or -10], Sense of Duty (Team) [-5], Social Stigma (Criminal Record) [-5], Trickster [-15*], Cowardice [-10*], Curious [-5*], Impulsiveness [-10*], Jealousy [-10], Overconfidence [-5*], Selfish [-5*], Shyness [-5 or -10], Skinny [-5], Stubbornness [-5], Trademark [-5 to -15], or worsen Loner from (12) [-5] to (9) [-7] for -2 points or to (6) [-10] for -5 points	-25	
Skills	Talent	Acrobatics	1	53
		Electronics Operation (Security)	1	
		Filch	1	
		Lockpicking	1	
		Stealth	1	
		Traps	1	
	Prima	Guns (Pistol | Shotgun | SMG | Rifle)	4	
		Search	4	
	Secondary	Boxing | Brawling | Karate	2	
		Wrestling | Judo	2	
		Knife | Axe/Mace | Broadsword | Shortsword | Staff | Tonfa	2	
		Carousing @ HT+1| Fast-Talk | Interrogation @ IQ+0| Diplomacy IQ-1 [2]	2	
		Scrounging | Observation	2	
		Climbing	2	
		Driving (Motorcycle)	2	
		Escape	2	
		Forced Entry	2	
		Hidden Knowledge (Gang)	2	
		Pickpocket	2	
	Tertiary	Connoisseur (Visual Arts | Jewelry | Drugs | Alcohol)	1	
		Fast-Draw (Pistol | Longarm)	1	
		Guns (Pistol | Shotgun | SMG | Rifle)	1	
		Parachuting, Piloting (Glider), Submarine (Free-Flooding Sub), Scuba	1	
		Architecture	1	
		Cartography	1	
		Computer Operations	1	
		Driving (Automobile)	1	
		Electronics Repair (Security)	1	
		Fast-Draw (Ammo)	1	
		First Aid	1	
		Gesture	1	
		Holdout	1	
		Jumping	1	
		Running	1	
		Swimming	1	
		Throwing	1	
		+ 5 CP from Quirks to customize your character		