

VIGILANTE JUSTICE		CP	350
BACKGROUND LENS			30
	20-30 CP in Advantages	25	
	-20 CP in Disadvantages	-20	
	20-30 CP in Skills	25	
ASSASSIN TEMPLATE			320
Attributes	ST 12 [20]	20	200
	DX 16 [120]	120	
	IQ 12 [40]	40	
	HT 12 [20]	20	
Traits	Language (Native) (English) [0]	0	126
	Culture (Native) (Western) [0]	0	
	Patron (A powerful figure, remaining in the background)	30	
	Combat Reflexes [15]	15	
	Luck Daredevil Serendipity [15]	15	
	Sudden Death 4 (Acting, Camouflage, Disguise, Holdout, Shadowing, Stealth)	24	
	Improvised Weapon (Boxing Brawling Karate) [1]	1	
	Standard Operating Procedure (Sleep with one eye open)	1	
	+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 Training [1], Weapon Bond [1], Trademark Move [1], Techniques [varies]	40	
	+Basic Speed 1.00 [20], Sudden Death 5-6 [6/level], Absolute Timing [2], Acute Senses(Any) [2/level], Danger Sense [15], Enhanced Tracking [6/level], Gunslinger [25*], Night Vision 1-9 [1/level], Peripheral Vision [15], Weapon Master [varies]		
	Sense of Duty (Team) [-5]	-5	-85
	Vigilante Duty [-20]	-20	
	Secret (Vigilante) [-30]	-30	
	Callous	-5	
	Fanaticism (The Mission) [-15], Intolerance (Gang Bangers Corrupt Officials) [-5], Obsession (Assassinate a particular target) [-5*], Social Stigma (Criminal Record) [-5], Bloodlust [-10*], Insomniac [-10 or -15], Loner [-5*], Nightmares [-5*], No Sense of Humor [-10], Odious Personal Habits [-5 to -15], Overconfidence [-5*], Paranoia [-10], Post-Combat Shakes [-5*], Selfish [-5*], or Trademark [-5 to -15]	-25	
Talent	Acting	1	79
	Camouflage	1	
	Disguise	1	
	Holdout	1	
	Shadowing	1	
	Stealth	1	
Primary	Guns (Pistol Shotgun SMG Rifle) Knife Axe/Mace Broadsword Shortsword Staff Tonfa	12	
	Scrounging @ Per+2 Observation Search @ Per+1 [4]	4	
	Boxing Brawling Karate	8	
	Wrestling Judo	8	
	Guns (Pistol Shotgun SMG Rifle) Knife Axe/Mace Broadsword Shortsword Staff Tonfa	8	
Poisons	8		
Skills	Carousing @ HT+1 Fast-Talk Interrogation @ IQ+0 Diplomacy IQ-1 [2]	2	
	Acrobatics	2	
	Driving (Automobile) @ DX+0 [2]	2	
	Hidden Knowledge (Gang) @ IQ+0 [2]	2	
	Smuggling	2	
	Tracking	2	
	Armoury (Small Arms) Armoury (Melee Weapons)	1	
	Driving (Construction Equipment Heavy Wheeled Motorcycle) Riding (Equines) @ DX-1 [1]	1	
	Escape, Forced Entry, Forgery, Lockpicking, Tactics, Traps	1	
	Guns (Pistol Shotgun SMG Rifle) [1]	1	
Guns (Pistol, Shotgun, SMG, Rifle) or Crossbow or Bow or Blowpipe or Lasso or Thrown Weapon (Any) or Fast-Draw (Any) or Garrote or Liquid Projector (Sprayer or Squirt Gun)	1		
Tertiary	Guns (Pistol, Shotgun, SMG, Rifle) or Crossbow or Bow or Blowpipe or Lasso or Thrown Weapon (Any) or Fast-Draw (Any) or Garrote or Liquid Projector (Sprayer or Squirt Gun)	1	
	Fast-Draw (Pistol Longarm Knife Axe/Mace Broadsword Shortsword Staff Tonfa)	1	
	Climbing @ DX-1 [1]	1	
	Computer Operation	1	
	Fast-Draw (Ammo)	1	
	First Aid @ IQ+0 [1]	1	
	Gesture @ DX+0 [1]	1	
	Throwing	1	

+ 5 CP from Quirks to customize your character