

VIGILANTE JUSTICE		CP	350
BACKGROUND LENS			30
	20-30 CP in Advantages	25	
	-20 CP in Disadvantages	-20	
	20-30 CP in Skills	25	
SHOOTER TEMPLATE			320
Attributes	ST 12	20	180
	DX 16	120	
Traits	IQ 11	20	
	HT 12	20	
Advantages	Language (Native) (English) [0]	0	150
	Culture (Native) (Western) [0]	0	
Disadvantages	Patron (A powerful figure, remaining in the background)	30	
	Combat Reflexes [15]	15	
Talents	Luck Daredevil Serendipity [15]	15	
	Gunslinger	25	
Skills	Shootist 4 (Acrobatics, Armoury (Small Arms), Explosives (Demolition), Leadership, Tactics)	20	
	Acrobatics Galore	1	
Primary	Flimsy Cover	1	
	Pistol Fist	1	
Secondary	Tracer Eyes	1	
	Quick Reload (Detachable Magazine)	1	
Tertiary	+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], Basic Move 1-3 [5/level], Shootist 5-6 [5/level], Acute Vision [2/level], Enhanced Dodge 1-2 [15/level], Enhanced Tracking [6/level], Extra Attack (Multistrike) [30*], High Pain Threshold [10] or Very High Pain Threshold [15], Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], Peripheral Vision [15], Dual-Shooting (Guns (Any)) [varies], Quick-Shot (Guns(Any)) [3], Upgrade Combat Reflexes to Enhanced Time Sense [30], Acrobatic Feints [6], Telescopic Vision [5/level]		
Disadvantages	Sense of Duty (Team) [-5]	-5	-85
	Vigilante Duty [-20]	-20	
Talents	Secret (Vigilante) [-30]	-30	
	Fanaticism (The Mission) [-15], Intolerance (Gang Bangers   Corrupt Officials) [-5], Social Stigma (Criminal Record) [-5], Bad Temper [-10*], Berserk [-10*], Bloodlust [-10*], Bully [-10*], Honesty [-10*], Callous [-5], Flashbacks [-5 or -10], Impulsiveness [-10*], Odious Personal Habits [-5 to -15], Odious Personal Habit ("Nobody touches my guns!") [-5], On the Edge [-15*], Overconfidence [-5*], Paranoia [-10], Stubbornness [-5], Wounded [-5]	-30	
Skills	Acrobatics	1	75
	Armoury (Small Arms)	1	
Primary	Explosives (Demolition)	1	
	Leadership	1	
Secondary	Tactics	4	
	Guns (Pistol   Shotgun   SMG   Rifle)	12	
Tertiary	Boxing   Brawling   Karate	8	
	Wrestling   Judo	4	
Skills	Knife   Axe/Mace   Broadsword   Shortsword   Staff   Tonfa	4	
	Scrounging @ Per+1   Observation   Search @ Per+0 [2]	4	
Primary	Carousing @ HT+1   Fast-Talk   Interrogation @ IQ+0   Diplomacy IQ-1 [2]	2	
	Driving (Automobile)	2	
Secondary	Hidden Knowledge (Gang)	2	
	Holdout	2	
Tertiary	Jumping	2	
	Running	2	
Skills	Swimming	2	
	Throwing	2	
Primary	Crossbow   Bow   Blowpipe   Lasso   Thrown Weapon (Any)   Fast-Draw (Any)	1	
	Crossbow   Bow   Blowpipe   Lasso   Thrown Weapon (Any)   Fast-Draw (Any)	1	
Secondary	Guns (Pistol   Shotgun   SMG   Rifle) @ Main Weapon-2 [1]	1	
	Guns (Pistol   Shotgun   SMG   Rifle) @ Main Weapon-2 [1]	1	
Tertiary	Guns (Pistol   Shotgun   SMG   Rifle) @ Main Weapon-2 [1]	1	
	Guns (Light Machine Gun   Grenade Launcher   Light Antiarmor Weapon)	1	
Skills	Guns (Light Machine Gun   Grenade Launcher   Light Antiarmor Weapon)	1	
	Gunner (Cannon   Machine Gun)	1	
Primary	Liquid Projector (Flamethrower, Squirt Gun)	1	
	Armoury (Heavy Weapons)	1	
Secondary	Climbing	1	
	Computer Operations	1	
Tertiary	Fast-Draw (Pistol)	1	
	Fast-Draw (Longarm)	1	
Skills	Fast-Draw (Ammo)	1	
	First Aid	1	
Primary	Forced Entry	1	
	Gesture	1	
Secondary	Stealth	1	
		1	

+ 5 CP from Quirks to customize your character