

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
Attribute	DX 16	120	220
	IQ 14	80	
HT 12	Language (Native) (English) [0]	0	102
	Culture (Native) (Western) [0]	0	
Advantages	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, +DX, +IQ, +HT, Ambidexterity, Brave, Daredevil, Destiny, Fit, Gizmo, Fearlessness, Lifting ST 1-2, Off	40	
	Hand Weapon Training, Patron [10-30], Rapid Healing [5], Regeneration [10], Signature Gear, Serendipity, Trademark Move, Weapon Bond, Wild Talent, Perks, Gun Perks, Techniques		
	Basic Move 1-3, Burglar 3-6, Absolute Direction or 3D Spatial Sense, Absolute Timing, Acute Senses (Any), Breath-Holding, Catfall, Danger Sense, Enhanced Dodge 1-2, Very Fit, High Manual Dexterity, Night Vision 1-9, Peripheral Vision, improve Flexibility to Double-Jointed, Acrobatics Galore		
	Sense of Duty (Team) [-5]	-5	-30
	Vigilante Duty [-20]	-20	
Disadvantages	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	
	Acrobatics	1	53
	Electronics Operation (Security)	1	
Talent	Filch	1	
	Lockpicking	1	
	Stealth	1	
	Traps	1	
	Prime	Guns (Pistol Shotgun SMG Rifle)	4
Secondary	Search	4	
	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	
Skills	Hidden Knowledge (Gang)	2	
	Pickpocket	2	
	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		
Tertiary	Throwing	1	
+ 5 CP from Quirks to customize your character			