

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
Traits	Attributes		200
	ST 12 [20]	20	
	DX 16 [120]	120	
	IQ 12 [40]	40	
	HT 12 [20]	20	
	Feature (Caucasian)	0	96
	Language (Native) (English) [0]	0	
	Culture (Native) (Western) [0]	0	
	Combat Reflexes [15]	15	
	Luck Daredevil Serendipity [15]	15	
	Advantages		
	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, +DX, +IQ, +HT, Ambidexterity, Brave, Daredevil, Destiny, Fit, Gizmo, Fearlessness, Lifting ST 1-2, Off Hand Weapon Training, Patron [10-30], Rapid Healing [5], Regeneration [10], Signature Gear, Serendipity, Trademark Move, Weapon Bond, Wild Talent, Perks, Gun Perks, Techniques	40	
Basic Speed 1.00, Sudden Death 5-6, Absolute Timing, Acute Senses(Any), Danger Sense, Enhanced Tracking, Gunslinger, Gun Perks, Honest Face, Night Vision 1-9, Peripheral Vision, Weapon Master, Per 1-6			
Disadvantages			
Sense of Duty (Team) [-5]	-5	-55	
Vigilante Duty [-20]	-20		
Callous	-5		
Fanaticism (The Mission) [-15], Intolerance (Gang Bangers Corrupt Officials) [-5], Obsession (Assassinate a particular target) [-5*], Secret (Professional killer) [-20], 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		
Skills	Talent		79
	Acting	1	
	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	
	Secondary		
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		
Tertiary			
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		
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