

VIGILANTE JUSTICE		CP	350
BACKGROUND LENS			30
	20-30 CP in Advantages	25	
	-20 CP in Disadvantages	-20	
	20-30 CP in Skills	25	
CLEANER TEMPLATE			320
Attributes	ST 11	10	220
	DX 14	80	
	IQ 16	120	
	HT 11	10	
Traits	Language (Native) (English) [0]	0	98
	Culture (Native) (Western) [0]	0	
	Combat Reflexes [15]	15	
	Luck Daredevil Serendipity [15]	15	
	Unfazeable	15	
	Problemsolver 2 (Camouflage, Forgery, Housekeeping, Holdout, Search, Smuggling)	12	
	Honest Face	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	
	Will 1-6, Problemsolver 3-6, Acute Senses (Any), Contact Group (Junkyard, Pig Farm, Port Authority...), Danger Sense		
	Sense of Duty (Team) [-5]	-5	-30
	Vigilante Duty [-20]	-20	
	Callous	-5	
	Fanaticism (The Mission) [15], Intolerance (Gangs Corrupt Officials), [-5], Secret (Accessory to many crimes) [-20], Compulsive Behavior (Cleaning)† [-5*], Insomniac [-10 or -15], Loner [-5*], Nightmares [-5*], No Sense of Humor [-10], Odious Personal Habits [-5 to -15], Overconfidence [-5*], Paranoia [-10], Pyromania [-5*], Selfish [-5*], or Stubbornness [-5]	-25	
	Camouflage	1	57
	Forgery	1	
Housekeeping	1		
Holdout	1		
Search	1		
Smuggling	1		
Primary	Guns (Pistol Shotgun SMG Rifle)	4	
	Carousing @ HT+1 Fast-Talk Interrogation @ IQ+0 Diplomacy IQ-1 [2]	4	
	Scrounging Observation	4	
	Boxing Brawling Karate	2	
	Wrestling Judo	2	
	Knife Axe/Mace Broadsword Shortsword Staff Tonfa	2	
	Explosives (Demolition Fireworks)	2	
	Acting	2	
	Chemistry	2	
	Disguise	2	
Secondary	Driving (Heavy Wheeled)	2	
	Forensics	2	
	Freight Handling	2	
	Hazardous Materials (Chemical)	2	
	Hidden Knowledge (Gang)	2	
	Tracking	2	
	Fast-Draw (Pistol Longarm)	1	
	Guns (Pistol Shotgun SMG Rifle)	1	
	Climbing	1	
	Computer Operations	1	
Tertiary	Driving (Automobile)	1	
	Electronics Operation (Media)	1	
	Fast-Draw (Ammo)	1	
	First Aid	1	
	Forced Entry	1	
	Gesture	1	
	Hazardous Materials (Biological)	1	
	Stealth	1	
	Throwing	1	

+ 5 CP from Quirks to customize your character