

| 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  | 128  |   |  |
|  | Culture (Native) (Western) [0]   | 0  |  |   |  |
|  | Patron (A powerful figure, remaining in the background)  | 30   |  |   |  |
|  | Combat Reflexes [15]   | 15   |  |   |  |
|  | Luck   Daredevil   Serendipity [15]  | 15   |  |   |  |
|  | Unfazeable   | 15   |  |   |  |
|  | Problemsolver 2 (Camouflage, Forgery, Housekeeping, Holdout, Search, Smuggling)  | 12   |  |   |  |
|  | Honest Face  | 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   |  |   |  |
|  | Will 1-6 [5/level], Problemsolver 3-6 [6/level], Acute Senses (Any) [2/level], Contact Group (Junkyard, Pig Farm, Port Authority...) [varies], Danger Sense [15]   |  |  |   |  |
|  | Sense of Duty (Team) [-5]  | -5   | -85  |   |  |
|  | Vigilante Duty [-20]   | -20  |  |   |  |
|  | Secret (Vigilante) [-30]   | -30  |  |   |  |
|  | Callous  | -5   |  |   |  |
|  | Fanaticism (The Mission) [15], Intolerance (Gangs   Corrupt Officials), [-5], Secret (Accessory to many crimes) [-20], Compulsive Behavior (Cleaning) <sup>+</sup> [-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  |  |   |  |
| Talent   |  | 57   |  |   |  |
|  | Camouflage   | 1  |  |   |  |
|  | Forgery  | 1  |  |   |  |
|  | Housekeeping   | 1  |  |   |  |
|  | Holdout  | 1  |  |   |  |
|  | Search   | 1  |  |   |  |
|  | Smuggling  | 1  |  |   |  |
| Skills   | Primary  |  |  |   |  |
|  |  | Guns (Pistol   Shotgun   SMG   Rifle)                                    | 4  |   |  |
|  |  | Carousing @ HT+1   Fast-Talk   Interrogation @ IQ+0   Diplomacy IQ-1 [2] | 4  |   |  |
|  |  | Scrounging   Observation   | 4  |   |  |
|  | Secondary  |  | 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 |  |
|  |  |  | Driving (Heavy Wheeled)                                    | 2 |  |
|  |  |  | Forensics  | 2 |  |
|  |  |  | Freight Handling   | 2 |  |
|  |  | Hazardous Materials (Chemical)   | 2  |   |  |
|  | Hidden Knowledge (Gang)  | 2  |  |   |  |
|  | Tracking   | 2  |  |   |  |
| Tertiary                                       |  | Fast-Draw (Pistol   Longarm)   | 1  |   |  |
|  |  | Guns (Pistol   Shotgun   SMG   Rifle)                                    | 1  |   |  |
|  |  | Climbing   | 1  |   |  |
|  |  | Computer Operations  | 1  |   |  |
|  |  | 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 |  |  |  |   |  |