

VIGILANTE JUSTICE		CP	350
BACKGROUND LENS			30
Advantages	Appearance, Fashion Sense, Pitiabile, Cultural Familiarity, Language, Wealth, Independent Income, Reputation, Status, Allies, Charisma, Clerical Investment, Contact Groups, Contacts, Cultural Adaptability, Lightning Calculator, Signature Gear (No combat gear), Social Regard, Talent, Versatile, Voice	25	
	Appearance, Odious Personal Habits, Mistaken Identity, Reputation, Status, Absent-Mindedness, Addiction, Alcoholism, Amnesia [-10], Appearance, Bad Temper, Bloodlust, Bully, Charitable, Chronic Depression, Chummy or Gregarious, Clueless, Code of Honor, Compulsive Behaviour, Delusions [-5/-10], Dependents, Destiny [-15], Disciplines of Faith, Disturbing Voice, Easy to Read, Extra Sleep, Flashbacks, Fanaticism, Fat or Very Fat, Gluttony, Guilt Complex, Gullibility, Honesty, Intolerance, Jealousy, Kleptomania, Lecherousness, Manic-Depressive, Nightmares, Oblivious, Obsession, On the Edge, Overconfidence, Paranoia, Phobia, Selfish, Selfless, Sense of Duty, Shyness, Slow Riser, Social Stigma, Stubbornness, Stuttering, Truthfulness, Mistaken Identity	-20	
Disadvantages	20-30 CP in Skills	25	
ASSASSIN TEMPLATE			320
Attributes	ST 12 [20]	20	200
	DX 16 [120]	120	
	IQ 12 [40]	40	
	HT 12 [20]	20	
	Language (Native) (English) [0]	0	126
	Culture (Native) (Western) [0]	0	
	Patron (A powerful figure, remaining in the background)	30	
	Combat Reflexes [15]	15	
	Luck Daredevil Serendipity [15]	15	
	Sudden Death 4 (Acting, Camouflage, Disguise, Holdout, Shadowing, Stealth)	24	
Advantages	Improvised Weapon (Boxing   Brawling   Karate) [1]	1	
	Standard Operating Procedure (Sleep with one eye open)	1	
	+ST 1-4 [10/level], +DX 1-2 [20/level], +Q 1-2 [20/level], +HT 1-4 [10/level], +HP 1-3 [2/level], +FP 1-3 [3/level], Ambidexterity [5], Daredevil [15], Destiny 1-3 [5/level], Fearlessness [2/level], Fit [5], Gizmo [5/level], Higher Purpose (Any) [5/level], Lifting ST 1-2 [3/level], Luck [15], Rapid Healing [5], Regeneration [10], Serendipity [15], Signature Gear [1/level], Special Rapport [5], Wild Talent [20/level]	40	
	+Basic Speed 1.00 [20], Sudden Death 5-6 [6/level], Absolute Timing [2], Acute Senses(Any) [2/level], Danger Sense [15], Enhanced Tracking [6/level], Gunslinger [25], Heroic Archer [20], Night Vision 1-9 [1/level], Peripheral Vision [15], Telescopic Vision [varies], Weapon Master (any) [varies]		
Traits	Each Perk costs [1]. You may take 1 Perk / 50 CP spent. So 7 in total when you create your Character. Alcohol Tolerance, Brave, Dual Ready, Deep Sleeper, Equipment Bond, Eye for Distance, Focused, Forgettable Face, Good with (Animal), Good with (Social Group), Efficient, Honest Face, Natural Pockets, No Hangover, No Nuisance Rolls, Off-Hand Training, One-Task Wonder (Hotwiring Cars), One-Task Wonder (Intuitive Repairman), Passing Appearance, Penetrating Voice, Shticks (Convincing Nod), Shticks (Disarming Smile), Shticks (Fearsome Stare), Shticks (Gangster Swagger), Shticks (Haughty Sneer), Shticks (Sexy Pose), Standart Operating Procedure (Back to the Wall), Standart Operating Procedure (On Alert), Standart Operating Procedure (Sleep with One Eye Open), Standart Operating Procedure (Last Man Out)		
	Perks		
	Each Combat Perk costs [1]. You may take one perk per 20 spent CP in combat advantages and skills. If you have Gunslinger, Heroic Archer or Weaponmaster, you make take one perk per 10 spent CP. Acrobatics Galore, Akimbo, Area Defense, Bank Shot, Bend the Bullet, Cookie Cutter, Cool Under Fire, Dial-a-Round, Dirty Fighting, Drunken Fighting, Dual Ready, Drive-by Shooting, Fastest Gun in the West, Focused Fury, Grip Mastery, Improvised Weapons, Flimsy Cover, Gun Shticks (Next Time, It's Your Head), Gun Shticks (Stone-Cold Killer), Gun Shticks (Trick Reload), Gun Shticks (Twirl), Gun Shticks (Wall o' Lead), Off-Hand Weapon Training, One-Armed Bandit, Pistol-Fist, Quick Reload, Quick-Sheathe, Reach Mastery, Sacrificial Parry, Shield-Wall Training, Sure-Footed, Strongbow, Tacticool, Tracer Eyes, Trademark Move, Walking Armoury, Weapon Bond		
	Sense of Duty (Team) [-5]	-5	-85
	Vigilante Duty [-20]	-20	
Disadvantages	Secret (Vigilante) [-30]	-30	
	Callous	-5	
	Fanaticism (The Mission) [-15], Intolerance (Gang Bangers   Corrupt Officials) [-5], Obsession (Assassinate a particular difficult target) [-5*], 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	
Talent	Acting	1	79
	Camouflage	1	
	Disguise	1	
	Holdout	1	
	Shadowing	1	
	Stealth	1	
Primary	Guns (Pistol   Shotgun   SMG   Rifle)   Knife   Axe/Mace   Broadsword   Shortsword   Staff   Spear   Tonfa   Flail   Bow   Crossbow)	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   Spear   Tonfa   Flail   Bow   Crossbow)	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	

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Advantages	Appearance, Fashion Sense, Pitiabile, Cultural Familiarity, Language, Wealth, Independent Income, Reputation, Status, Allies, Charisma, Clerical Investment, Contact Groups, Contacts, Cultural Adaptability, Lightning Calculator, Signature Gear (No combat gear), Social Regard, Talent, Versatile, Voice	25	
	Appearance, Odious Personal Habits, Mistaken Identity, Reputation, Status, Absent-Mindedness, Addiction, Alcoholism, Amnesia [-10], Appearance, Bad Temper, Bloodlust, Bully, Charitable, Chronic Depression, Chummy or Gregarious, Clueless, Code of Honor, Compulsive Behaviour, Delusions [-5/-10], Dependents, Destiny [-15], Disciplines of Faith, Disturbing Voice, Easy to Read, Extra Sleep, Flashbacks, Fanaticism, Fat or Very Fat, Gluttony, Guilt Complex, Gullibility, Honesty, Intolerance, Jealousy, Kleptomania, Lecherousness, Manic-Depressive, Nightmares, Oblivious, Obsession, On the Edge, Overconfidence, Paranoia, Phobia, Selfish, Selfless, Sense of Duty, Shyness, Slow Riser, Social Stigma, Stubbornness, Stuttering, Truthfulness, Mistaken Identity	-20	
Disadvantages	20-30 CP in Skills	25	
CLEANER TEMPLATE			320
Attributes	ST 11	10	220
	DX 14	80	
Advantages	IQ 16	120	
	HT 11	10	
Traits	Language (Native) (English) [0]	0	128
	Culture (Native) (Western) [0]	0	
Perks	Patron (A powerful figure, remaining in the background)	30	
	Combat Reflexes [15]	15	
Disadvantages	Luck   Daredevil   Serendipity [15]	15	
	Unfazeable	15	
Skills	Problemsolver 2 (Camouflage, Forgery, Holdout, Housekeeping, Search, Smuggling)	12	
	Shtick (Can carry bodies without getting forensic evidence on himself)	1	
Advantages	+ST 1-4 [10/level], +DX 1-2 [20/level], +Q 1-2 [20/level], +HT 1-4 [10/level], +HP 1-3 [2/level], +FP 1-3 [3/level], Ambidexterity [5], Daredevil [15], Destiny 1-3 [5/level], Fearlessness [2/level], Fit [5], Gizmo [5/level], Higher Purpose (Any) [5/level], Lifting ST 1-2 [3/level], Luck [15], Rapid Healing [5], Regeneration [10], Serendipity [15], Signature Gear [1/level], Special Rapport [5], Wild Talent [20/level]	40	
	Will 1-6 [5/level], Problemsolver 3-6 [6/level], Acute Senses (Any) [2/level], Common Sense [10] or Common Sense (Conscious, +50%) [15], Corrosion Attack 1d (Melee Attack (Reach C, no parry), -35%; Preparation Required (1 minute) -20%; Accessibility (Only on evidence) -20%) [3/level], Contact Group (Junkyard, Pig Farm, Port Authority...) [varies], Danger Sense [15], Detect (Clues; Must be able to perceive with some sense, -10%) [varies], Lifting ST (Only corpses, -80%) [1/level], Single Minded [5], Zeroed [10]		
Perks	Each Perk costs [1]. You may take 1 Perk / 50 CP spent. So 7 in total when you create your Character.		
	Alcohol Tolerance, Brave, Dual Ready, Deep Sleeper, Equipment Bond, Eye for Distance, Focused, Forgettable Face, Good with (Animal), Good with (Social Group), Efficient, Honest Face, Natural Pockets, No Hangover, No Nuisance Rolls, Off-Hand Training, One-Task Wonder (Hotwiring Cars), One-Task Wonder (Intuitive Repairman), Passing Appearance, Penetrating Voice, Shticks (Convincing Nod), Shticks (Disarming Smile), Shticks (Fearsome Stare), Shticks (Gangster Swagger), Shticks (Haughty Sneer), Shticks (Sexy Pose), Standart Operating Procedure (Back to the Wall), Standart Operating Procedure (On Alert), Standart Operating Procedure (Sleep with One Eye Open), Standart Operating Procedure (Last Man Out)		
Disadvantages	Each Combat Perk costs [1]. You may take one perk per 20 spent CP in combat advantages and skills. Cool Under Fire, Dirty Fighting, Drunken Fighting, Dual Ready, Drive-by Shooting, Fastest Gun in the West, Improvised Weapons, Gun Shticks (Trick Reload), Gun Shticks (Twirl), Off-Hand Weapon Training, Quick Reload, Quick-Sheathe, Reach Mastery, Sacrificial Parry, Shield-Wall Training, Sure-Footed, Strongbow, Tacticool, Trademark Move, Weapon Bond		
	Sense of Duty (Team) [-5]	-5	-85
Advantages	Vigilante Duty [-20]	-20	
	Secret (Vigilante) [-30]	-30	
Disadvantages	Callous	-5	
	Fanaticism (The Mission) [15], Intolerance (Gangs   Corrupt Officials), [-5], 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	
Talent	Camouflage	1	57
	Forgery	1	
Primary	Housekeeping	1	
	Holdout	1	
Secondary	Search	1	
	Smuggling	1	
Skills	Guns (Pistol   Shotgun   SMG   Rifle)	4	
	Carousing @ HT+1   Fast-Talk   Interrogation @ IQ+0   Diplomacy IQ-1 [2]	4	
Tertiary	Scrounging   Observation	4	
	Boxing   Brawling   Karate	2	
Advantages	Wrestling   Judo	2	
	Knife   Axe/Mace   Broadsword   Shortsword   Staff   Tonfa	2	
Disadvantages	Explosives (Demolition   Fireworks)	2	
	Acting	2	
Skills	Chemistry	2	
	Disguise	2	
Advantages	Driving (Heavy Wheeled)	2	
	Forensics	2	
Disadvantages	Freight Handling	2	
	Hazardous Materials (Chemical)	2	
Skills	Hidden Knowledge (Gang)	2	
	Tracking	2	
Advantages	Fast-Draw (Pistol   Longarm)	1	
	Guns (Pistol   Shotgun   SMG   Rifle)	1	
Disadvantages	Climbing	1	
	Computer Operations	1	
Skills	Driving (Automobile)	1	
	Electronics Operation (Media)	1	
Advantages	Fast-Draw (Ammo)	1	
	First Aid	1	
Disadvantages	Forced Entry	1	
	Gesture	1	
Skills	Hazardous Materials (Biological)	1	
	Stealth	1	
Advantages	Throwing	1	

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Advantages	Appearance, Fashion Sense, Pitiabile, Cultural Familiarity, Language, Wealth, Independent Income, Reputation, Status, Allies, Charisma, Clerical Investment, Contact Groups, Contacts, Cultural Adaptability, Lightning Calculator, Signature Gear (No combat gear), Social Regard, Talent, Versatile, Voice	25
	Appearance, Odious Personal Habits, Mistaken Identity, Reputation, Status, Absent-Mindedness, Addiction, Alcoholism, Amnesia [-10], Appearance, Bad Temper, Bloodlust, Bully, Charitable, Chronic Depression, Chummy or Gregarious, Clueless, Code of Honor, Compulsive Behaviour, Delusions [-5/-10], Dependents, Destiny [-15], Disciplines of Faith, Disturbing Voice, Easy to Read, Extra Sleep, Flashbacks, Fanaticism, Fat or Very Fat, Gluttony, Guilt Complex, Gullibility, Honesty, Intolerance, Jealousy, Kleptomania, Lecherousness, Manic-Depressive, Nightmares, Oblivious, Obsession, On the Edge, Overconfidence, Paranoia, Phobia, Selfish, Selfless, Sense of Duty, Shyness, Slow Riser, Social Stigma, Stubbornness, Stuttering, Truthfulness, Mistaken Identity	-20
Disadvantages	20-30 CP in Skills	25

**INFILTRATOR TEMPLATE**

**320**

Tri	DX 16	120	220
	IQ 14	80	
Ad	HT 12	20	
	Language (Native) (English) [0]	0	129
Perks	Culture (Native) (Western) [0]	0	
	Patron (A powerful figure, remaining in the background)	30	
Ski	Combat Reflexes [15]	15	
	Luck Daredevil Serendipity [15]	15	
Tal	Perfect Balance	15	
	Burglar 2 (Acrobatics, Electronics Operation (Security), Filch, Lockpicking, Pickpocket, Stealth, Traps)	14	
Ter	+ST 1-4 [10/level], +DX 1-2 [20/level], +IQ 1-2 [20/level], +HT 1-4 [10/level], +HP 1-3 [2/level], +FP 1-3 [3/level], Ambidexterity [5], Daredevil [15], Destiny 1-3 [5/level], Fearlessness [2/level], Fit [5], Gizmo [5/level], Higher Purpose (Any) [5/level], Lifting ST 1-2 [3/level], Luck [15], Rapid Healing [5], Regeneration [10], Serendipity [15], Signature Gear [1/level], Special Rapport [5], Wild Talent [20/level]	40	
	Basic Move 1-3 [5/level], Burglar 3-6 [7/level], Absolute Direction [5] or 3D Spatial Sense [10], Absolute Timing [2], Acute Senses (Any) [2/level], Breath-Holding [2/level], Catfall [10], Danger Sense [15], Enhanced Dodge 1-2 [15/level], Very Fit [15], High Manual Dexterity [5/level], Night Vision 1-9 [1/level], Peripheral Vision [15], Flexibility [5] or Double-Jointed [15]		
Seri	Each Perk costs [1]. You may take 1 Perk / 50 CP spent. So 7 in total when you create your Character. Alcohol Tolerance, Brave, Dual Ready, Deep Sleeper, Equipment Bond, Eye for Distance, Focused, Forgettable Face, Good with (Animal), Good with (Social Group), Efficient, Honest Face, Natural Pockets, No Hangover, No Nuisance Rolls, Off-Hand Training, One-Task Wonder (Hotwiring Cars), One-Task Wonder (Intuitive Repairman), Passing Appearance, Penetrating Voice, Shticks (Convincing Nod), Shticks (Disarming Smile), Shticks (Fearsome Stare), Shticks (Gangster Swagger), Shticks (Haughty Sneer), Shticks (Sexy Pose), Standart Operating Procedure (Back to the Wall), Standart Operating Procedure (On Alert), Standart Operating Procedure (Sleep with One Eye Open), Standart Operating Procedure (Last Man Out)		
	Each Combat Perk costs [1]. You may take one perk per 20 spent CP in combat advantages and skills. Acrobatics Galore, Cool Under Fire, Dirty Fighting, Drunken Fighting, Dual Ready, Drive-by Shooting, Fastest Gun in the West, Improvised Weapons, Gun Shticks (Trick Reload), Gun Shticks (Twirl), Off-Hand Weapon Training, Quick Reload, Quick Sheathe, Reach Mastery, Sacrificial Parry, Shield-Wall Training, Sure-Footed, Strongbow, Tacticool, Trademark Move, Weapon Bond		
Disadvantages	Sense of Duty (Team) [-5]	-5	-60
	Vigilante Duty [-20]	-20	
Seri	Secret (Vigilante) [-30]	-30	
	Loner	-5	
Seri	Greed [-15*], Kleptomania [-15*], Obsession (Steal a particular item) [-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	
Seri	Acrobatics	1	56
	Electronics Operation (Security)	1	
Seri	Filch	1	
	Lockpicking	1	
Seri	Pickpocket	1	
	Stealth	1	
Seri	Traps	1	
	Guns (Pistol   Shotgun   SMG   Rifle)	4	
Seri	Search	4	
	Boxing   Brawling   Karate	2	
Seri	Wrestling   Judo	2	
	Knife   Axe/Mace   Broadsword   Shortsword   Staff   Tonfa   Spear	2	
Seri	Carousing @ HT+1   Fast-Talk   Interrogation @ IQ+0   Diplomacy IQ-1 [2]	2	
	Scrounging   Observation	2	
Seri	Climbing	2	
	Driving (Motorcycle)	2	
Seri	Escape	2	
	Forced Entry	2	
Seri	Hidden Knowledge (Gang)	2	
	Connoisseur (Visual Arts   Jewelry   Drugs   Alcohol)	1	
Seri	Connoisseur (Visual Arts   Jewelry   Drugs   Alcohol)	1	
	Fast-Draw (Pistol   Longarm)	1	
Seri	Guns (Pistol   Shotgun   SMG   Rifle)	1	
	Piloting (Any)	1	
Seri	Architecture	1	
	Cartography	1	
Seri	Computer Operations	1	
	Driving (Automobile)	1	
Seri	Electronics Repair (Security)	1	
	Fast-Draw (Ammo)	1	
Seri	First Aid	1	
	Gesture	1	
Seri	Holdout	1	
	Jumping	1	
Seri	Parachuting	1	
	Running	1	
Seri	Scuba	1	
	Submarine (Free-Flooding Sub)	1	
Seri	Swimming	1	
	Throwing	1	

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## BACKGROUND LENS

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Advantages	Appearance, Fashion Sense, Pitable, Cultural Familiarity, Language, Wealth, Independent Income, Reputation, Status, Allies, Charisma, Clerical Investment, Contact Groups, Contacts, Cultural Adaptability, Lighting Calculator, Signature Gear (No combat gear), Social Regard, Talent, Versatile, Voice	25	
	Appearance, Odious Personal Habits, Mistaken Identity, Reputation, Status, Absent-Mindedness, Addiction, Alcoholism, Amnesia [-10], Appearance, Bad Temper, Bloodlust, Bully, Charitable, Chronic Depression, Chummy or Gregarious, Clueless, Code of Honor, Compulsive Behaviour, Delusions [-5/-10], Dependents, Destiny [-15], Disciplines of Faith, Disturbing Voice, Easy to Read, Extra Sleep, Flashbacks, Fanaticism, Fat or Very Fat, Gluttony, Guilt Complex, Gullibility, Honesty, Intolerance, Jealousy, Kleptomania, Lecherousness, Manic-Depressive, Nightmares, Oblivious, Obsession, On the Edge, Overconfidence, Paranoia, Phobia, Selfish, Selfless, Sense of Duty, Shyness, Slow Riser, Social Stigma, Stubbornness, Stuttering, Truthfulness, Mistaken Identity	-20	
20-30 CP in Skills		25	

## INVESTIGATOR TEMPLATE

320

Attributes	DX 12	40	200
	IQ 16	120	
	HT 12	20	
	Per 20	20	
Traits	Language (Native) (English) [0]	0	129
	Culture (Native) (Western) [0]	0	
	Patron (A powerful figure, remaining in the background)	30	
	Combat Reflexes [15]	15	
	Luck Daredevil Serendipity [15]	15	
	Intuition	15	
	Gumshoe 2 (Criminology, Detect Lies, Electronics Operation (Surveillance), Intelligence Analysis, Interrogation, Observation, Search)	14	
		40	
Advantages	+ST 1-4 [10/level], +DX 1-2 [20/level], +IQ 1-2 [20/level], +HT 1-4 [10/level], +HP 1-3 [2/level], +FP 1-3 [3/level], Ambidexterity [5], Daredevil [15], Destiny 1-3 [5/level], Fearlessness [2/level], Fit [5], Gizmo [5/level], Higher Purpose (Any) [5/level], Lifting ST 1-2 [3/level], Luck [15], Rapid Healing [5], Regeneration [10], Serendipity [15], Signature Gear [1/level], Special Rapport [5], Wild Talent [20/level]		
	Gumshoe 3-6 [7/level], Acute Senses (Any) [2/level], Contact Group (Investigative Agency   Police Departement) [varies], Common Sense [10] or Common Sense (Conscious, +50%) [15], Cultural Familiarity (Any) [1], Danger Sense [15], Detect (Clues; Must be able to perceive with some sense, -10%) [varies], Honest Face [1], Languages (Any) [varies], Psychometry (Active Only, -20%; Directed, +50%) [26], Sensitive [5] or Empathy [15], Serendipity (Aspected (Clues), -20%; Usable only once per investigative scene, -20%) [9/level], improve Intuition to Intuition (Inspired, +100%) [15]		
Perks	Each Perk costs [1]. You may take 1 Perk / 50 CP spent. So 7 in total when you create your Character. Alcohol Tolerance, Brave, Dual Ready, Deep Sleeper, Equipment Bond, Eye for Distance, Focused, Forgettable Face, Good with (Animal), Good with (Social Group), Efficient, Honest Face, Natural Pockets, No Hangover, No Nuisance Rolls, Off-Hand Training, One-Task Wonder (Hotwiring Cars), One-Task Wonder (Intuitive Repairman), Passing Appearance, Penetrating Voice, Shticks (Convincing Nod), Shticks (Disarming Smile), Shticks (Fearsome Stare), Shticks (Gangster Swagger), Shticks (Haughty Sneer), Shticks (Sexy Pose), Standart Operating Procedure (Back to the Wall), Standart Operating Procedure (On Alert), Standart Operating Procedure (Sleep with One Eye Open), Standart Operating Procedure (Last Man Out)		
	Each Combat Perk costs [1]. You may take one perk per 20 spent CP in combat advantages and skills. Cool Under Fire, Dirty Fighting, Drunken Fighting, Dual Ready, Drive-by Shooting, Fastest Gun in the West, Improvised Weapons, Gun Shticks (Trick Reload), Gun Shticks (Twirl), Off-Hand Weapon Training, Quick Reload, Quick-Sheathe, Reach Mastery, Sacrificial Parry, Shield-Wall Training, Sure-Footed, Strongbow, Tacticalool, Trademark Move, Weapon Bond		
	Sense of Duty (Team) [-5]	-5	-85
Disadvantages	Vigilante Duty [-20]	-20	
	Secret (Vigilante) [-30]	-30	
	Honesty [-10*], Obsession (Solve a particular case) [-5*], Alcoholism [-15], Bad Temper [-10*], Chummy [-5] or Gregarious [-10], Guilt Complex [-5], Insomniac [-10 or -15], Nightmares [-5*], Overconfidence [-5*], Paranoia [-10], Stubbornness [-5], Truthfulness [-5*], Workaholic [-5], or one of Overweight [-1], Fat [-3], or Very Fat [-5]	-30	
Talent	Criminology	1	76
	Detect Lies	1	
	Electronics Operation (Surveillance)	1	
	Interrogation	1	
	Intelligence Analysis	1	
	Observation	1	
	Search	1	
	Guns (Pistol   Shotgun   SMG   Rifle)	12	
	Body Language	4	
	Diplomacy	4	
Primary	Forensics	4	
	Lip Reading	4	
	Boxing   Brawling   Karate	2	
	Wrestling   Judo	2	
	Knife   Axe/Mace   Broadsword   Shortsword   Staff   Tonfa   Spear	2	
	Accounting	2	
	Administration	2	
	Carousing	2	
	Cryptography	2	
	Fast-Talk	2	
Secondary	Hidden Knowledge (Gang)	2	
	Psychology	2	
	Shadowing	2	
	Stealth	2	
	Driving (Construction Equipment   Heavy Wheeled   Motorcycle)   Riding (Equines)	1	
	Fast-Draw (Pistol   Longarm)	1	
	Guns (Pistol   Shotgun   SMG   Rifle)	1	
	Climbing	1	
	Computer Operations	1	
	Driving (Automobile)	1	
Tertiary	Fast-Draw (Ammo)	1	
	First Aid	1	
	Forced Entry	1	
	Gesture	1	
	Holdout	1	
	Law (Criminal)	1	
	Research	1	
	Photography	1	
	Speed-Reading	1	
	Throwing	1	
Tracking	1		

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<b>BACKGROUND LENS</b>			<b>30</b>	
Advantages	Appearance, Fashion Sense, Pitiabile, Cultural Familiarity, Language, Wealth, Independent Income, Reputation, Status, Allies, Charisma, Clerical Investment, Contact Groups, Contacts, Cultural Adaptability, Lightning Calculator, Signature Gear (No combat gear), Social Regard, Talent, Versatile, Voice	25		
	Appearance, Odious Personal Habits, Mistaken Identity, Reputation, Status, Absent-Mindedness, Addiction, Alcoholism, Amnesia [-10], Appearance, Bad Temper, Bloodlust, Bully, Charitable, Chronic Depression, Chummy or Gregarious, Clueless, Code of Honor, Compulsive Behaviour, Delusions [-5/-10], Dependents, Destiny [-15], Disciplines of Faith, Disturbing Voice, Easy to Read, Extra Sleep, Flashbacks, Fanaticism, Fat or Very Fat, Gluttony, Guilt Complex, Gullibility, Honesty, Intolerance, Jealousy, Kleptomania, Lecherousness, Manic-Depressive, Nightmares, Oblivious, Obsession, On the Edge, Overconfidence, Paranoia, Phobia, Selfish, Selfless, Sense of Duty, Shyness, Slow Riser, Social Stigma, Stubbornness, Stuttering, Truthfulness, Mistaken Identity	-20		
20-30 CP in Skills		25		
<b>SHOOTER TEMPLATE</b>			<b>320</b>	
Attributes	ST 12	20	180	
	DX 16	120		
	IQ 11	20		
	HT 12	20		
	Language (Native) (English) [0]	0	150	
	Culture (Native) (Western) [0]	0		
	Patron (A powerful figure, remaining in the background)	30		
	Combat Reflexes [15]	15		
	Luck   Daredevil   Serendipity [15]	15		
	Gunslinger	25		
	Shootist 4 (Acrobatics, Armoury (Small Arms), Fast-Draw, Leadership, Tactics)	20		
	Acrobatics Galore	1		
	Flimsy Cover	1		
Advantages	Pistol Fist	1		
	Tracer Eyes	1		
	Quick Reload (Detachable Magazine)	1		
	+ST 1-4 [10/level], +DX 1-2 [20/level], +IQ 1-2 [20/level], +HT 1-4 [10/level], +HP 1-3 [2/level], +FP 1-3 [3/level], Ambidexterity [5], Daredevil [15], Destiny 1-3 [5/level], Fearlessness [2/level], Fit [5], Gizmo [5/level], Higher Purpose (Any) [5/level], Lifting ST 1-2 [3/level], Luck [15], Rapid Healing [5], Regeneration [10], Serendipity [15], Signature Gear [1/level], Special Rapport [5], Wild Talent [20/level]	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)) [5], Quick-Shot (Guns(Any)) [3], Upgrade Combat Reflexes to Enhanced Time Sense [30], Acrobatic Feints [6], Telescopic Vision (Snap-Shot) [6/level]			
	Each Perk costs [1]. You may take 1 Perk / 50 CP spent. So 7 in total when you create your Character. Alcohol Tolerance, Brave, Dual Ready, Deep Sleeper, Equipment Bond, Eye for Distance, Focused, Forgettable Face, Good with (Animal), Good with (Social Group), Efficient, Honest Face, Natural Pockets, No Hangover, No Nuisance Rolls, Off-Hand Training, One-Task Wonder (Hotwiring Cars), One-Task Wonder (Intuitive Repairman), Passing Appearance, Penetrating Voice, Shticks (Convincing Nod), Shticks (Disarming Smile), Shticks (Fearsome Stare), Shticks (Gangster Swagger), Shticks (Haughty Sneeer), Shticks (Sexy Pose), Standart Operating Procedure (Back to the Wall), Standart Operating Procedure (On Alert), Standart Operating Procedure (Sleep with One Eye Open), Standart Operating Procedure (Last Man Out)			
	Each Combat Perk costs [1]. You may take one perk per 10 spent CP in combat advantages and skills. Akimbo, Area Defense, Bank Shot, Bend the Bullet, Cookie Cutter, Cool Under Fire, Dial-a-Round, Dirty Fighting, Drunken Fighting, Dual Ready, Drive-by Shooting, Fastest Gun in the West, Grip Mastery, Improvised Weapons, Gun Shticks (Next Time, It's Your Head), Gun Shticks (Stone-Cold Killer), Gun Shticks (Trick Reload), Gun Shticks (Twirl), Gun Shticks (Wall o' Lead), Off-Hand Weapon Training, One-Armed Bandit, Quick Reload, Quick-Sheathe, Reach Mastery, Sacrificial Parry, Shield-Wall Training, Sure-Footed, Strongbow, Tacticool, Trademark Move, Walking Armoury, Weapon Bond			
	Sense of Duty (Team) [-5]	-5	-85	
	Vigilante Duty [-20]	-20		
	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		
	Tal		<b>75</b>	
	Skills	Acrobatics	1	
Armoury (Small Arms)		1		
Fast-Draw (Pistol)		1		
Fast-Draw (Longarm)		1		
Fast-Draw (Ammo)		1		
Leadership		1		
Tactics		4		
Guns (Pistol   Shotgun   SMG   Rifle)		12		
Boxing   Brawling   Karate		8		
Wrestling   Judo		4		
Knife   Axe/Mace   Broadsword   Shortsword   Staff   Tonfa   Spear		4		
Scrounging @ Per+1   Observation   Search @ Per+0 [2]		4		
Carousing @ HT+1   Fast-Talk   Interrogation @ IQ+0   Diplomacy IQ-1 [2]		2		
Primary	Driving (Automobile)	2		
	Hidden Knowledge (Gang)	2		
	Holdout	2		
	Jumping	2		
	Running	2		
	Swimming	2		
	Throwing	2		
	Crossbow   Bow   Blowpipe   Lasso   Thrown Weapon (Any)   Fast-Draw (Any)	1		
	Guns (Pistol   Shotgun   SMG   Rifle) @ Main Weapon-2 [1]	1		
	Guns (Pistol   Shotgun   SMG   Rifle) @ Main Weapon-2 [1]	1		
	Guns (Pistol   Shotgun   SMG   Rifle) @ Main Weapon-2 [1]	1		
	Guns (Light Machine Gun   Grenade Launcher   Light Antiarmor Weapon)	1		
	Guns (Light Machine Gun   Grenade Launcher   Light Antiarmor Weapon)	1		
Secondary	Gunner (Cannon   Machine Gun)	1		
	Liquid Projector (Flamethrower, Squirt Gun)	1		
	Armoury (Heavy Weapons)	1		
	Climbing	1		
	Computer Operations	1		
	Explosives (Demolition)	1		
	First Aid	1		
	Forced Entry	1		
	Gesture	1		
	Stealth	1		
	Tertiary			
+ 5 CP from Quirks to customize your character				