Judiciary

Since The Emergence, the varied pockets of New Humanity have struggled to recreate 'civilisation', fighting to install new laws, and new structures of justice on the world. Tasked with trying to impose this Law and Order under the Domes, in the Tunnel towns, and occasionally out on the roads of The Unciv, are the Judiciary. Some are no more than hired thugs with badges and guns, running protection rackets in border towns, others are true believers of the concept of justice, fighting to protect the innocent from the more predatory individuals in the world. Either way, they all have the weight of the Law both behind their backs, and upon their weary shoulders.

A Judicary's 8 Career skills are Athletics, Melee, Perception, Driving, Knowledge (New Humanity) Ranged (Light), Streetwise, and Vigilance. They automatically gain one rank in four of these skills (of their choosing) without spending experience, and he receives a discount when he spends experience to purchase ranks in any of these skills.

Judiciary Specialisations

Quint

The world is filled with dangerous predators, many of them human. When one of these becomes too much of a danger to a settlement, when no one else has manged to bring them to justice, that's when they call in a Quint. Quints loves nothing more than the thrill of the hunt, they specialise in tracking down the most feared individuals out there, and for the right price, they'll kill 'em for ya too.

A Quint adds the skills **Knowledge (Unciv)**, **Ranged (Heavy)**, **Stealth**, **and Survival** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.

Shirley

Shirleys have that ability to get to the bottom of situation, that sixth sense to know when someone's spinning them a line, and an unrivalled level of attention to detail. Whether deputised by a Sheriff or hiring their services out to anyine with enough Grubs, if there's a mystery to be unravelled, or a murder to be solved, a Shirley will hunt down the clues to figure it out.

A Shirley adds the skills **Cool, Knowledge (Unciv), Negotiation, Skulduggery** to their career skills, and

they may choose two of these skills and gain one free rank in each, without spending starting experience.

Sheriff

Most small domes will have a Sheriff, and those with a decent amount of Grub may even give him the budget to hire some permanent deputies. Sheriffs are charged with keeping the peace and enforcing whatever laws the local Baron has put in place, and often serving as Judge, Jury, and executioner too.

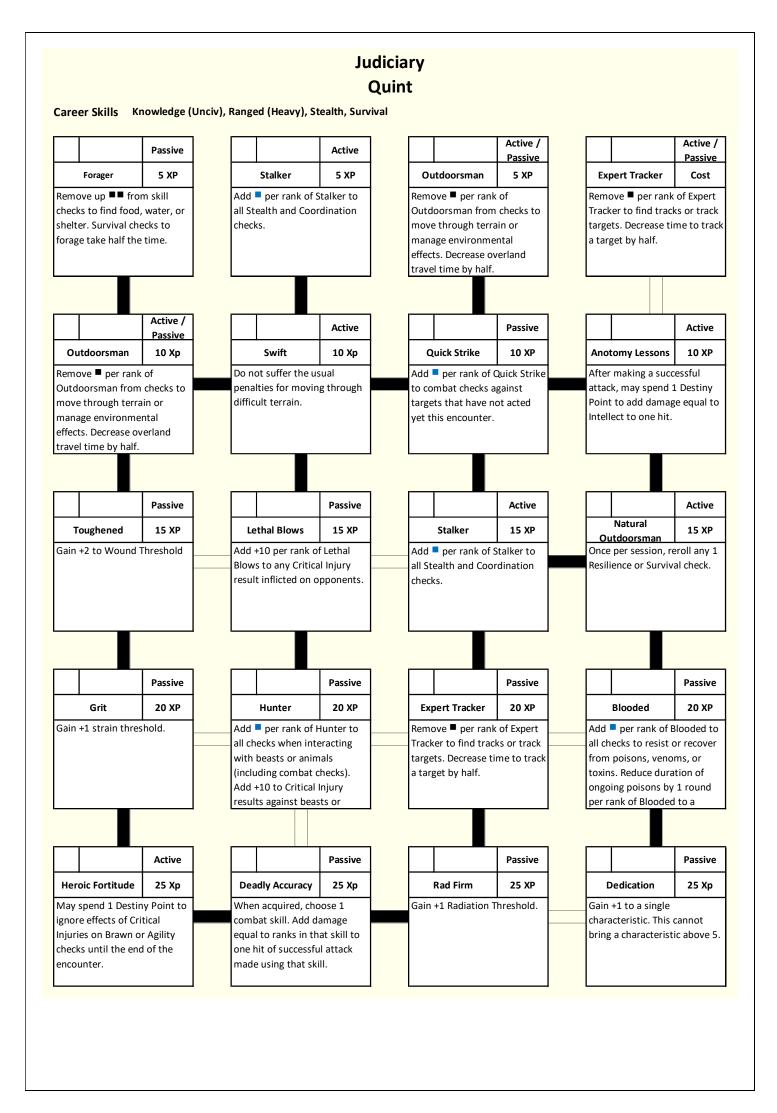
A Sheriff adds the skills **Coercion**, **Knowledge (Unciv)**, **Ranged (Light)**, **Vigilance** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.

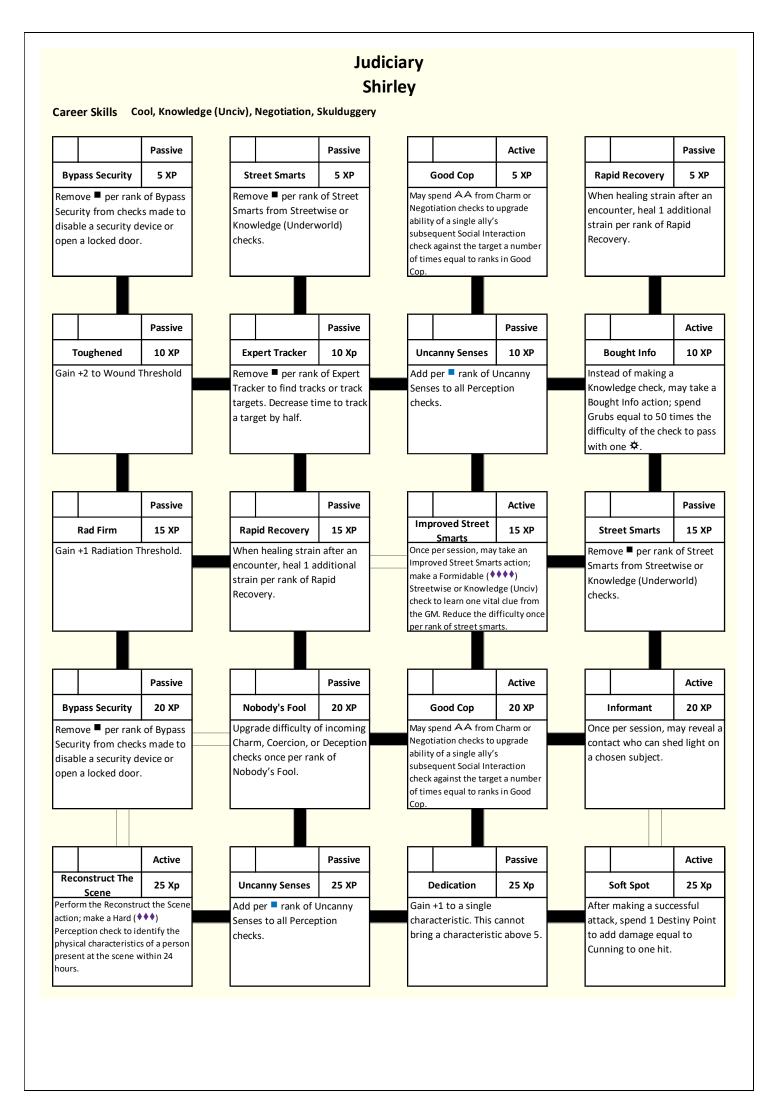
Warden

From the deepest Tunnel Towns to the most distant frontier Domes, every populace needs to be kept safe, guarded from gangs of raiders, and mutated monsters. Wardens patrol the walls, man the watch towers, and defend new humanity from everything the wilds can throw at it.

A Warden adds the skills **Discipline**, **Ranged (Heavy)**, **Ranged (Light)**, **Resilience** to their career skills, and they may choose two of these skills and gain one free rank in each, without spending starting experience.







Judiciary **Sheriff** Career Skills Coercion, Knowledge (Unciv), Ranged (Light), Vigilance Active / **Passive Passive Passive Passive** Hard Headed 5 XP Grit 5 XP **Street Smarts** 5 XP Toughened 5 XP When staggered or disoriented, Gain +1 strain threshold. Talent Description Gain +2 to Wound Threshold perform the Hard Headed action; make a Daunting (****) Discipline check to remove status. Difficulty reduced per additional rank of Hard Headed. Passive Active Active Active Durable 10 Xp Good Cop 10 Xp **Bad Cop** 10 XP **Quick Draw** 10 XP May spend AA from a Deception May reduce any Critical Injury May spend AA from Charm or Once per round, draw or Negotiation check to upgrade or Coercion check to upgrade suffered by 10 per rank of holster a weapon or accessible ability of a single ally's ability of a single ally's Durable to a minimum of 1. item as an incidental. subsequent Social Interaction subsequent Social Interaction check against the target a number check against the target a number of times equal to ranks in Good of times equal to ranks in Bad Cop. Passive **Passive** Active **Passive Rad Firm** 15 XP Grit 15 XP **Good Cop** 15 XP **Point Blank** 15 XP Gain +1 Radiation Threshold. Gain +1 strain threshold. May spend AA from Charm or Add 1 damage per rank of Negotiation check to upgrade Point Blank to damage of one ability of a single ally's hit of successful attack while subsequent Social Interaction using Ranged (Heavy) or check against the target a number Ranged (Light) skills at close of times equal to ranks in Good range or engaged. Passive Active Passive Passive Unrelenting 20 XP 10 XP 20 XP **Point Blank** 20 XP Durable **Bad Cop** Skeptic May spend AA from a Deception May reduce any Critical Injury When targeted by a Deception Add 1 damage per rank of or Coercion check to upgrade Point Blank to damage of one suffered by 10 per rank of check, the character ability of a single ally's Durable to a minimum of 1. automatically adds imes to the hit of successful attack while subsequent Social Interaction using Ranged (Heavy) or check equal to ranks in check against the target a number Ranged (Light) skills at close Vigilance of times equal to ranks in Bad Cop. range or engaged. Active / Active / Active **Passive Passive Passive** Improved 25 Xp 25 Xp Natural Marksman 25 Xp Dodge 25 Xp Dedication **Unrelenting Skeptic** When targeted by combat check, When targeted by a Deception Gain +1 to a single Once per session, may re-roll may perform a Dodge incidental to check that fails, may spend 1 characteristic. This cannot any 1 Ranged (Light) or suffer a number of strain no Destiny Point to add 🅸 to the bring a characteristic above 5. Ranged (Heavy) check. greater than ranks of Dodge, then result. upgrade the difficulty of the check by that number.

Judiciary Warden

Career Skills Discipline, Ranged (Heavy), Ranged (Light), Resilience

