

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 Judiciary'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 managed to bring them to justice, that's when they call in a Quint. Quints love 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 anyone 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 Quint

Career Skills Knowledge (Unciv), Ranged (Heavy), Stealth, Survival

		Passive
Forager	5 XP	
Remove up ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.		

		Active
Stalker	5 XP	
Add ■ per rank of Stalker to all Stealth and Coordination checks.		

		Active / Passive
Outdoorsman	5 XP	
Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel time by half.		

		Active / Passive
Expert Tracker	Cost	
Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.		

		Active / Passive			
Outdoorsman	10 Xp				
Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel time by half.					

		Active
Swift	10 Xp	
Do not suffer the usual penalties for moving through difficult terrain.		

		Passive
Quick Strike	10 XP	
Add ■ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.		

		Active
Anotomy Lessons	10 XP	
After making a successful attack, may spend 1 Destiny Point to add damage equal to Intellect to one hit.		

		Passive			
Toughened	15 XP				
Gain +2 to Wound Threshold					

		Passive
Lethal Blows	15 XP	
Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.		

		Active
Stalker	15 XP	
Add ■ per rank of Stalker to all Stealth and Coordination checks.		

		Active
Natural Outdoorsman	15 XP	
Once per session, reroll any 1 Resilience or Survival check.		

		Passive			
Grit	20 XP				
Gain +1 strain threshold.					

		Passive
Hunter	20 XP	
Add ■ per rank of Hunter to all checks when interacting with beasts or animals (including combat checks). Add +10 to Critical Injury results against beasts or		

		Passive
Expert Tracker	20 XP	
Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.		

		Passive
Blooded	20 XP	
Add ■ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded to a		

		Active			
Heroic Fortitude	25 Xp				
May spend 1 Destiny Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.					

		Passive
Deadly Accuracy	25 Xp	
When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill.		

		Passive
Rad Firm	25 XP	
Gain +1 Radiation Threshold.		

		Passive
Dedication	25 Xp	
Gain +1 to a single characteristic. This cannot bring a characteristic above 5.		

Judiciary Shirley

Career Skills Cool, Knowledge (Unciv), Negotiation, Skulduggery

<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Bypass Security</td><td>5 XP</td><td></td></tr><tr><td colspan="3">Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.</td></tr></table>			Passive	Bypass Security	5 XP		Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.			<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Street Smarts</td><td>5 XP</td><td></td></tr><tr><td colspan="3">Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.</td></tr></table>			Passive	Street Smarts	5 XP		Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.			<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Good Cop</td><td>5 XP</td><td></td></tr><tr><td colspan="3">May spend AA from Charm or Negotiation checks to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.</td></tr></table>			Active	Good Cop	5 XP		May spend AA from Charm or Negotiation checks to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.			<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Rapid Recovery</td><td>5 XP</td><td></td></tr><tr><td colspan="3">When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.</td></tr></table>			Passive	Rapid Recovery	5 XP		When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.		
		Passive																																					
Bypass Security	5 XP																																						
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.																																							
		Passive																																					
Street Smarts	5 XP																																						
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.																																							
		Active																																					
Good Cop	5 XP																																						
May spend AA from Charm or Negotiation checks to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.																																							
		Passive																																					
Rapid Recovery	5 XP																																						
When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.																																							
<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Toughened</td><td>10 XP</td><td></td></tr><tr><td colspan="3">Gain +2 to Wound Threshold</td></tr></table>			Passive	Toughened	10 XP		Gain +2 to Wound Threshold			<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Expert Tracker</td><td>10 Xp</td><td></td></tr><tr><td colspan="3">Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.</td></tr></table>			Passive	Expert Tracker	10 Xp		Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.			<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Uncanny Senses</td><td>10 XP</td><td></td></tr><tr><td colspan="3">Add per ■ rank of Uncanny Senses to all Perception checks.</td></tr></table>			Passive	Uncanny Senses	10 XP		Add per ■ rank of Uncanny Senses to all Perception checks.			<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Bought Info</td><td>10 XP</td><td></td></tr><tr><td colspan="3">Instead of making a Knowledge check, may take a Bought Info action; spend Grubs equal to 50 times the difficulty of the check to pass with one ✨.</td></tr></table>			Active	Bought Info	10 XP		Instead of making a Knowledge check, may take a Bought Info action; spend Grubs equal to 50 times the difficulty of the check to pass with one ✨.		
		Passive																																					
Toughened	10 XP																																						
Gain +2 to Wound Threshold																																							
		Passive																																					
Expert Tracker	10 Xp																																						
Remove ■ per rank of Expert Tracker to find tracks or track targets. Decrease time to track a target by half.																																							
		Passive																																					
Uncanny Senses	10 XP																																						
Add per ■ rank of Uncanny Senses to all Perception checks.																																							
		Active																																					
Bought Info	10 XP																																						
Instead of making a Knowledge check, may take a Bought Info action; spend Grubs equal to 50 times the difficulty of the check to pass with one ✨.																																							
<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Rad Firm</td><td>15 XP</td><td></td></tr><tr><td colspan="3">Gain +1 Radiation Threshold.</td></tr></table>			Passive	Rad Firm	15 XP		Gain +1 Radiation Threshold.			<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Rapid Recovery</td><td>15 XP</td><td></td></tr><tr><td colspan="3">When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.</td></tr></table>			Passive	Rapid Recovery	15 XP		When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.			<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Improved Street Smarts</td><td>15 XP</td><td></td></tr><tr><td colspan="3">Once per session, may take an Improved Street Smarts action; make a Formidable (◆◆◆) Streetwise or Knowledge (Unciv) check to learn one vital clue from the GM. Reduce the difficulty once per rank of street smarts.</td></tr></table>			Active	Improved Street Smarts	15 XP		Once per session, may take an Improved Street Smarts action; make a Formidable (◆◆◆) Streetwise or Knowledge (Unciv) check to learn one vital clue from the GM. Reduce the difficulty once per rank of street smarts.			<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Street Smarts</td><td>15 XP</td><td></td></tr><tr><td colspan="3">Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.</td></tr></table>			Passive	Street Smarts	15 XP		Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.		
		Passive																																					
Rad Firm	15 XP																																						
Gain +1 Radiation Threshold.																																							
		Passive																																					
Rapid Recovery	15 XP																																						
When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.																																							
		Active																																					
Improved Street Smarts	15 XP																																						
Once per session, may take an Improved Street Smarts action; make a Formidable (◆◆◆) Streetwise or Knowledge (Unciv) check to learn one vital clue from the GM. Reduce the difficulty once per rank of street smarts.																																							
		Passive																																					
Street Smarts	15 XP																																						
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.																																							
<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Bypass Security</td><td>20 XP</td><td></td></tr><tr><td colspan="3">Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.</td></tr></table>			Passive	Bypass Security	20 XP		Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.			<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Nobody's Fool</td><td>20 XP</td><td></td></tr><tr><td colspan="3">Upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.</td></tr></table>			Passive	Nobody's Fool	20 XP		Upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.			<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Good Cop</td><td>20 XP</td><td></td></tr><tr><td colspan="3">May spend AA from Charm or Negotiation checks to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.</td></tr></table>			Active	Good Cop	20 XP		May spend AA from Charm or Negotiation checks to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.			<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Informant</td><td>20 XP</td><td></td></tr><tr><td colspan="3">Once per session, may reveal a contact who can shed light on a chosen subject.</td></tr></table>			Active	Informant	20 XP		Once per session, may reveal a contact who can shed light on a chosen subject.		
		Passive																																					
Bypass Security	20 XP																																						
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.																																							
		Passive																																					
Nobody's Fool	20 XP																																						
Upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.																																							
		Active																																					
Good Cop	20 XP																																						
May spend AA from Charm or Negotiation checks to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.																																							
		Active																																					
Informant	20 XP																																						
Once per session, may reveal a contact who can shed light on a chosen subject.																																							
<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Reconstruct The Scene</td><td>25 Xp</td><td></td></tr><tr><td colspan="3">Perform the Reconstruct the Scene action; make a Hard (◆◆◆) Perception check to identify the physical characteristics of a person present at the scene within 24 hours.</td></tr></table>			Active	Reconstruct The Scene	25 Xp		Perform the Reconstruct the Scene action; make a Hard (◆◆◆) Perception check to identify the physical characteristics of a person present at the scene within 24 hours.			<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Uncanny Senses</td><td>25 XP</td><td></td></tr><tr><td colspan="3">Add per ■ rank of Uncanny Senses to all Perception checks.</td></tr></table>			Passive	Uncanny Senses	25 XP		Add per ■ rank of Uncanny Senses to all Perception checks.			<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Dedication</td><td>25 Xp</td><td></td></tr><tr><td colspan="3">Gain +1 to a single characteristic. This cannot bring a characteristic above 5.</td></tr></table>			Passive	Dedication	25 Xp		Gain +1 to a single characteristic. This cannot bring a characteristic above 5.			<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Soft Spot</td><td>25 Xp</td><td></td></tr><tr><td colspan="3">After making a successful attack, spend 1 Destiny Point to add damage equal to Cunning to one hit.</td></tr></table>			Active	Soft Spot	25 Xp		After making a successful attack, spend 1 Destiny Point to add damage equal to Cunning to one hit.		
		Active																																					
Reconstruct The Scene	25 Xp																																						
Perform the Reconstruct the Scene action; make a Hard (◆◆◆) Perception check to identify the physical characteristics of a person present at the scene within 24 hours.																																							
		Passive																																					
Uncanny Senses	25 XP																																						
Add per ■ rank of Uncanny Senses to all Perception checks.																																							
		Passive																																					
Dedication	25 Xp																																						
Gain +1 to a single characteristic. This cannot bring a characteristic above 5.																																							
		Active																																					
Soft Spot	25 Xp																																						
After making a successful attack, spend 1 Destiny Point to add damage equal to Cunning to one hit.																																							

Judiciary Sheriff

Career Skills Coercion, Knowledge (Unciv), Ranged (Light), Vigilance

<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Hard Headed</td><td>5 XP</td><td></td></tr><tr><td colspan="3">When staggered or disoriented, perform the Hard Headed action; make a Daunting (♦♦♦♦) Discipline check to remove status. Difficulty reduced per additional rank of Hard Headed.</td></tr></table>			Passive	Hard Headed	5 XP		When staggered or disoriented, perform the Hard Headed action; make a Daunting (♦♦♦♦) Discipline check to remove status. Difficulty reduced per additional rank of Hard Headed.				<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Grit</td><td>5 XP</td><td></td></tr><tr><td colspan="3">Gain +1 strain threshold.</td></tr></table>			Passive	Grit	5 XP		Gain +1 strain threshold.				<table><tr><td></td><td></td><td>Active / Passive</td></tr><tr><td>Street Smarts</td><td>5 XP</td><td></td></tr><tr><td colspan="3">Talent Description</td></tr></table>			Active / Passive	Street Smarts	5 XP		Talent Description				<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Toughened</td><td>5 XP</td><td></td></tr><tr><td colspan="3">Gain +2 to Wound Threshold</td></tr></table>			Passive	Toughened	5 XP		Gain +2 to Wound Threshold		
		Passive																																								
Hard Headed	5 XP																																									
When staggered or disoriented, perform the Hard Headed action; make a Daunting (♦♦♦♦) Discipline check to remove status. Difficulty reduced per additional rank of Hard Headed.																																										
		Passive																																								
Grit	5 XP																																									
Gain +1 strain threshold.																																										
		Active / Passive																																								
Street Smarts	5 XP																																									
Talent Description																																										
		Passive																																								
Toughened	5 XP																																									
Gain +2 to Wound Threshold																																										
<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Durable</td><td>10 Xp</td><td></td></tr><tr><td colspan="3">May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.</td></tr></table>			Passive	Durable	10 Xp		May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.				<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Good Cop</td><td>10 Xp</td><td></td></tr><tr><td colspan="3">May spend AA from Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.</td></tr></table>			Active	Good Cop	10 Xp		May spend AA from Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.				<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Bad Cop</td><td>10 XP</td><td></td></tr><tr><td colspan="3">May spend AA from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.</td></tr></table>			Active	Bad Cop	10 XP		May spend AA from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.				<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Quick Draw</td><td>10 XP</td><td></td></tr><tr><td colspan="3">Once per round, draw or holster a weapon or accessible item as an incidental.</td></tr></table>			Active	Quick Draw	10 XP		Once per round, draw or holster a weapon or accessible item as an incidental.		
		Passive																																								
Durable	10 Xp																																									
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.																																										
		Active																																								
Good Cop	10 Xp																																									
May spend AA from Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.																																										
		Active																																								
Bad Cop	10 XP																																									
May spend AA from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.																																										
		Active																																								
Quick Draw	10 XP																																									
Once per round, draw or holster a weapon or accessible item as an incidental.																																										
<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Rad Firm</td><td>15 XP</td><td></td></tr><tr><td colspan="3">Gain +1 Radiation Threshold.</td></tr></table>			Passive	Rad Firm	15 XP		Gain +1 Radiation Threshold.				<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Grit</td><td>15 XP</td><td></td></tr><tr><td colspan="3">Gain +1 strain threshold.</td></tr></table>			Passive	Grit	15 XP		Gain +1 strain threshold.				<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Good Cop</td><td>15 XP</td><td></td></tr><tr><td colspan="3">May spend AA from Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.</td></tr></table>			Active	Good Cop	15 XP		May spend AA from Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.				<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Point Blank</td><td>15 XP</td><td></td></tr><tr><td colspan="3">Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.</td></tr></table>			Passive	Point Blank	15 XP		Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.		
		Passive																																								
Rad Firm	15 XP																																									
Gain +1 Radiation Threshold.																																										
		Passive																																								
Grit	15 XP																																									
Gain +1 strain threshold.																																										
		Active																																								
Good Cop	15 XP																																									
May spend AA from Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.																																										
		Passive																																								
Point Blank	15 XP																																									
Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.																																										
<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Durable</td><td>20 XP</td><td></td></tr><tr><td colspan="3">May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.</td></tr></table>			Passive	Durable	20 XP		May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.				<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Bad Cop</td><td>10 XP</td><td></td></tr><tr><td colspan="3">May spend AA from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.</td></tr></table>			Active	Bad Cop	10 XP		May spend AA from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.				<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Unrelenting Skeptic</td><td>20 XP</td><td></td></tr><tr><td colspan="3">When targeted by a Deception check, the character automatically adds X to the check equal to ranks in Vigilance</td></tr></table>			Passive	Unrelenting Skeptic	20 XP		When targeted by a Deception check, the character automatically adds X to the check equal to ranks in Vigilance				<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Point Blank</td><td>20 XP</td><td></td></tr><tr><td colspan="3">Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.</td></tr></table>			Passive	Point Blank	20 XP		Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.		
		Passive																																								
Durable	20 XP																																									
May reduce any Critical Injury suffered by 10 per rank of Durable to a minimum of 1.																																										
		Active																																								
Bad Cop	10 XP																																									
May spend AA from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.																																										
		Passive																																								
Unrelenting Skeptic	20 XP																																									
When targeted by a Deception check, the character automatically adds X to the check equal to ranks in Vigilance																																										
		Passive																																								
Point Blank	20 XP																																									
Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at close range or engaged.																																										
<table><tr><td></td><td></td><td>Active</td></tr><tr><td>Dodge</td><td>25 Xp</td><td></td></tr><tr><td colspan="3">When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.</td></tr></table>			Active	Dodge	25 Xp		When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.				<table><tr><td></td><td></td><td>Active / Passive</td></tr><tr><td>Improved Unrelenting Skeptic</td><td>25 Xp</td><td></td></tr><tr><td colspan="3">When targeted by a Deception check that fails, may spend 1 Destiny Point to add X to the result.</td></tr></table>			Active / Passive	Improved Unrelenting Skeptic	25 Xp		When targeted by a Deception check that fails, may spend 1 Destiny Point to add X to the result.				<table><tr><td></td><td></td><td>Passive</td></tr><tr><td>Dedication</td><td>25 Xp</td><td></td></tr><tr><td colspan="3">Gain +1 to a single characteristic. This cannot bring a characteristic above 5.</td></tr></table>			Passive	Dedication	25 Xp		Gain +1 to a single characteristic. This cannot bring a characteristic above 5.				<table><tr><td></td><td></td><td>Active / Passive</td></tr><tr><td>Natural Marksman</td><td>25 Xp</td><td></td></tr><tr><td colspan="3">Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.</td></tr></table>			Active / Passive	Natural Marksman	25 Xp		Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.		
		Active																																								
Dodge	25 Xp																																									
When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.																																										
		Active / Passive																																								
Improved Unrelenting Skeptic	25 Xp																																									
When targeted by a Deception check that fails, may spend 1 Destiny Point to add X to the result.																																										
		Passive																																								
Dedication	25 Xp																																									
Gain +1 to a single characteristic. This cannot bring a characteristic above 5.																																										
		Active / Passive																																								
Natural Marksman	25 Xp																																									
Once per session, may re-roll any 1 Ranged (Light) or Ranged (Heavy) check.																																										

Judiciary Warden

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

