

EXPLOITS & TRAIT

Enduring	Humans may not be the fastest or the strongest, but they are known for their resilience. Humans get +1 to their 1d6 die roll to shake off a temporary condition.
Academy of Law Curriculum	You gained one rank in each of the following skills: law, pistols, riding, light armour, clubs (already included). You are also able to use law as a MENTAL DEFENCE skill.
Sense Emotion	You can automatically sense strong emotions in those you can see.
Voice of the Law	You know how to speak with an authoritative voice which citizens and perps alike respond to. By making a CHA mental attack, you can make a target who can hear you perform one action. That action cannot be directly harmful to the target or another individual. You might order a perp to freeze or to drop his weapons, or you might order a civilian to move aside. If you fail in the attempt your target cannot be affected by you using this ability in future.
Distinction	You passed your rookie assignment with distinction. You gained +2 REP (already included).
Precog Defence	You instinctively sense attacks before they happen. You gain +2 to both MELEE and RANGED DEFENCE (already included).
Aim	This is identical to the Feint exploit, but for ranged combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the aiming action.
Psi-blast	You can use an action and make a PSI vs. MENTAL DEFENCE attack to blast an opponent with a mental burst which does 2d6 psychic damage, +1d6 per additional 4 PP you spend, and has a range increment of 10.
Inspiring	You are able to instil positive emotions in people with your words, using an action to give one ally a +1d6 bonus to their next attribute check if they are within 30' feet of you.

BIOGRAPHY & NOTES

Sera Devi showed psychic aptitude from the day she was recruited into the Academy of Law at age 5. However, until she was 16, it seemed to be nothing but a minor talent she could use to make others see her in a more positive light. It wasn't until a jealous classmate attempted to frame her for cheating in a test that her powers truly blossomed, allowing her to see, and share, the truth of the matter with her superiors.

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Enduring	Humans may not be the fastest or the strongest, but they are known for their resilience. Humans get +1 to their 1d6 die roll to shake off a temporary condition.
Erudite	You remember a vast catalogue of knowledge. At any time you may make a LOG check in place of any CHA check to interact with someone by recalling a piece of trivia of interest to them, although only once per target.
Academy of Law Curriculum	You gained one rank in each of the following skills: law, pistols, riding, light armour, clubs (already included). You are also able to use law as a MENTAL DEFENCE skill.
Performance Tweak	You can increase the SPEED of a vehicle by 2 by spending one minute tweaking its engine and throttle. The increase lasts for one hour, after which the vehicle operates at half SPEED until an hour is spent restoring it.
Lawmaster Kick	You can knock down a fleeing perp using a well timed kick as you sweep past on your Lawmaster. From a moving Lawmaster (or any other motorcycle), make an unarmed melee attack against an adjacent target using your riding skill rather than an unarmed combat skill. On a successful attack, the perp takes your unarmed damage and is knocked prone.
Hardened	Your time as a cadet toughened you physically and emotionally. You gained +2 to both MENTAL and VITAL DEFENCE (already included).
Explosives	You can create explosives from common items and surroundings. The explosive takes 30 minutes to make and causes 3d6 heat damage to all within 5'. The explosive can be stored, but only for up to two hours.
Achilles Heel	Identifying a weakness in your target, you pay 2d6 and bypass its soak score. This exploit can only be performed once per target. Alternatively, you may grant this bonus to one ally who must use it within one round.
Aim	This is identical to the Feint exploit, but for ranged combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the aiming action.

BIOGRAPHY & NOTES

Tek Judge Terence Novak showed an aptitude for mechanics early on. After he dismantled and alphabetically arranged the components of every single electronic device in their home, his parents sought counselling, and Terence was almost immediately removed to the custody of the Justice Department to be trained as a Tek Judge.

Cadet Novak received a commendation when he used his mechanical skills to assist noted Judge Jack in the arrest of a disaffected cadet who attempted to destroy the academy with an improvised explosive device.

Since becoming a qualified Judge, Novak has not missed an opportunity to remind his peers of his achievement, a habit that has not made him popular with his fellow Judges.

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