JUDGE SERA DEVI

a[m] YOUNG INSPIRING HUMAN PSI-JUDGE

who/with CANNOT TELL A LIE.

ATTRIBUTES



SKILLS

la	ıw	pist	ols	rid	ing	light a	armour	clu	ıbs	clairse	entience
3	2 d6	3	2 d6	1	1 d6	1	1 d6	1	1 d6	1	1 d6
telep	athy	persua	asion	intu	ition	dodg	ging	surv	ival		
1	2 d6	1	1 d6	1	1 d6	1	1 d6	1	¹ d6	200000	d6
	d6		d6		d6		d6		d6		d6

DERIVED STATS

SPEED 6 CLIMB	2 SWIM	CARRY 801b	INITIATIVE 3	PERCEPTION 3 de
JUMP 6'/4'	OTHER	2001b Max.Lift	ACTIONS 2	NAT. DMG

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Lawgiver	4d6			sidearm
Standard Ex.		2d6+4 ballistic	12	
Armour-piercing		half SE ballistic	6	half damage; ignores 10 SOAK
High-explosive		2d6+2 heat	8	burst 1; x2 dam. robots/obj.
Incendiary		ld6+2 heat	8	combust
Rubber ricochet		1d6+4 blunt	6	+2d6 in enclosed spaces
Heat-seeker		2d6+2 ballistic	10	+2d6 but not in 1st range inc.
Stun charge		2d6+2 electricity	3	stun
Brawling	2d6	1d6+3 blunt		
Daystick	3d6	2d6+3 blunt		
Bootknife	2d6	2d6+3 piercing		thrown
Psi-Blast	4d6	varies	10	

DEFENCES

MELEE 16	MENTAL 18	SOAK Judge uniform & helment	5	HEALTH	
		VULN none	~		20
RANGED 16	VITAL 11	IMMUNE none		Current	ightharpoonup

EQUIPMENT

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Lawaiyar	Weight
Lawgiver	3
Lawmaster	
Daystick	3
Bootknife	1
Judge uniform	20
Judge helmet (with inbuilt radio)	3
Handcuffs	1
Birdie lie detector	1
	_
	Total
	10104

PSIONIC POINTS

20 Current

PORTRAIT



CAREERS YEARS

IIILLIIIO	ILAIN
Cadet	13
Basic Psionics	1
Citizen Manipulation	1
Rookie	1
Psi-Judge	3
GRADE Max Dice Pool AGE	24
	17.10

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
, and the second	(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.
Bolliso Emodicin	200 dan dagomatizati, bonbo bir ong amotizan in triobe you dan book
Voice of the Law	You know how to speak with an authoritative voice which citizens and perps alike respond
Voice of the nam	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
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	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
Tuppu nig	one ally a +1d6 bonus to their next attribute check if they are within 30' feet of you.
	one arry a . 100 bonds to their next attribute theth if they are within 50 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 18, 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.

EXPERIENCE POINTS

JUDGE CLAYTON HALSEY

CLUMSY

CLONE

MED JUDGE

who/with ALWAYS TRIES TO IMPRESS.

ATTRIBUTES



SKILLS

perce	ption	clim	bing	convi	ction	la	a.w	pist	ols	rid	ing
3	2 d6	1	1 d6	1	1 d6	3	3 d6	1	1 d6	1	1 d6
light a	armour	clu	lbs	medi	cine	surv	rival	runr	ning	psych	ology
1	1 d6	1	1 d6	2	2 d6	1	1 d6	1	1 d6	1	1 d6
gene	tics	dodg	ging								
1	1 d6	1	1 d6		d6		d6		d6		d6

DERIVED STATS

SPEED 6	CLIMB 4	SWIM	CARRY 1101b	INITIATIVE	3	PERCEPTION 5
JUMP 6'/4	1' OTHE	R	2001b Max .Lift	ACTIONS	2	NAT. DMG

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Lawgiver Standard Ex. Armour-piercing High-explosive Incendiary Rubber ricochet Heat-seeker Stun charge		2d6+4 ballistic half SE ballistic 2d6+2 heat 1d6+2 heat 1d6+4 blunt 2d6+2 ballistic 2d6+2 electricity	8 8 6 10	sidearm half damage; ignores 10 SOAK burst 1: x2 dam. robots/obj. combust +2d6 in enclosed spaces +2d6 but not in 1st range inc. stun
Brawling Daystick Bootknife	2d6 3d6 3d6	1d6+3 blunt 2d6+3 blunt 2d6+3 piercing		thrown

DEFENCES

MELEE 11 MENTAL	14	SOAK Judge uniform & helment	5	HEALTH	
	\approx	VULN none	~		25
RANGED 10 VITAL	14	IMMUNE none	\perp	Current	$\overline{}$

EQUIPMENT

	Weight
Lawgiver	3
Lawmaster	
Daystick	3
Bootknife	1
Judge uniform	20
Judge helmet (with inbuilt radio)	3
Handcuffs	1
Birdie lie detector	1
Medical kit	
	Tota

PSIONIC POINTS O

PORTRAIT



CAREERS YEARS

Cadet	13
Trauma First Aid	1
Hot Dog Run	1
Rookie	1
Med Judge	6
GRADE Max AGE	27

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.
	·
Clumsy	You often stumble or drop items. You are so used to falling that you take less damage than
Oramby	most from a fall. Reduce the height fallen by 10' when calculating falling damage.
	mose from a farts heduce the herght farten by 10 when carcurating fartring damages
And down of Low Characters and Low	Very recipied and marketing and a field following shilled law at the law in this way and a link a manuscript in
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.
On Your Feet!	You can heal an adjacent creature 1d6 HEALTH with two actions. No creature can benefit from
	this healing more than once per day.
One Eye Open	You learned to sleep with one eye open. When you are asleep, you gain the benefits of a full
·	rest but you are considered to be awake for all other purposes.
	· · ·
Only Knocked Out	One time only, when you would normally have been killed, you are simply knocked out. You
oning misoniou out	wake the next day with 1 HEALTH. Once you have used this ability, it is permanently gone.
	water one next day with I manaris once you have used only ability, to its per manerially gones
Medical Savant	You can automatically alleviate a temporary condition, removing it, on an adjacent creature.
Medical Davaiic	
	A creature can only benefit from this once per day.
Leadership	You are able to donate one or more of your available LUC dice to another character as a free
	reaction to their attempting an attribute check. You must declare this before they roll the
	dice.
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

Grown as a clone, all Judge Clayton Halsey has known is the Academy. His fellow cadets and Judges are his family and, like all Judges, he is fiercely loyal in his belief and commitment. He was assigned to become a Med Judge despite his inner dream of being a Street Judge. He sometimes battles his own inner self who still resents the fact that he isn't on the streets cleaning Mega-City One up, as opposed to having to patch and seal-up Judges incompetent enough to get hurt in the line of duty. He knows that if he was walking the streets he wouldn't end up on the slab half as much as some of the Judges he regularly attends to. These feelings cause him anxiety at times as he struggles between his fierce loyalty and belief, and his inner anger and resentment.

He is, however, very good at his job and often seems to put himself in harm's way to help fellow Judges, although that might be more so he has an excuse to get into a fight himself, satisfying his inner turmoil.

EXPERIENCE POINTS

JUDGE JESSICA MORRIS

a[n] ATHLETIC HUMAN STREET JUDGE

who/with COLLECTS ANTIQUES.





SKILLS

clu	ıbs	har	dy	1.	aw	pist	tols	light a	armour	rid	ing
3	2 d6	1	1 d6	1	1 d6	3	2 d6	1	1 d6	1	1 d6
tact	tics	forti	tude	run	ning	rif	les	interro	ogation		
3	2 d6	1	1 d6	1	1 d6	1	1 d6	1	1 d6	-	d6
	d6		d6		d6		d6		d6		d6

DERIVED STATS

SPEED 6	CLIMB	4	SWIM	CARRY 1601b	INITIATIVE	5	PERCEPTION	3 46
JUMP 6'/	4'	OTHE	₹	4501b Max .Lift	ACTIONS	2	NAT. DMG	

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Lawgiver Standard Ex. Armour-piercing High-explosive Incendiary Rubber ricochet Heat-seeker Stun charge Brawling Daystick Bootknife		2d6+4 ballistic half SE ballistic 2d6+2 heat ld6+2 heat ld6+4 blunt 2d6+2 ballistic 2d6+2 electricity ld6+3 blunt 3d6+4 blunt 2d6+4 piercing	12 6 8 8 6 10 3	sidearm half damage: ignores 10 SOAK burst 1: x2 dam. robots/obj. combust +2d6 in enclosed spaces +2d6 but not in 1st range inc. stun

DEFENCES

MELEE 11	MENTAL	16	SOAK Judge uniform & helment	HEALTH
	8 2	\times	VULN none	28
RANGED 10	VITAL	16	IMMUNE none	Current
		\sim		*

EQUIPMENT

	the decrease process and the same of the same of
Lawaiyar	Weight
Lawgiver	3
Lawmaster	
Daystick	3
Bootknife	1
Judge uniform	20
Judge helmet (with inbuilt radio)	3
Handcuffs	1
Birdie lie detector	1
	_
	Total
	10104

PSIONIC POINTS Current

PORTRAIT



CAREERS YEARS

Applied Violence Rookie	1 1 1
Rookie	
	1
Street Judge	
7111 3861 2 7	4
GRADE Dice Pool AGE	25

Enduring	Humans may not be the fastest or the strongest, but they are known for their resilience.
ll	Humans get +1 to their 1d6 die roll to shake off a temporary condition.
Athletic	Brawny and strong, you are able to plough through difficult terrain. Difficult terrain does
Mulicore	not reduce your speed.
	not reduce your speeds
Academy of Law Curriculum	You gained one rank in each of the following skills: law, pistols, riding, light armour, clubs
Academy of Law Curriculum	
M	(already included). You are also able to use law as a MENTAL DEFENCE skill.
Good Position	Enemies do not get ranged attack bonuses against you when they have you in a crossfire.
Pacification	It is not Judge brutality; it is efficient pacification measures. You do +1d6 damage when
	using a baton or club (already included in daystick stats).
Hardened	Your time as a cadet toughened you physically and emotionally. You gained +2 to both MENTAL
	and VITAL DEFENCE (already included).
No Collateral Damage	Holding a human shield is pointless when you are around. You will fire anyway. You suffer no
and the same of th	penalties when firing into melee.
	Powerton when III I'm Moreon
Cleave	When using STR as your attack attribute, you follow through in one mighty swing, and make
Olcave	an additional attack at -1d6 against an adjacent foe if the first one hits.
	an additional accack ac Ido against an adjacent foe II the III at one hits.
Aim	This is identical to the Point complete but for managed compete it amounts that he managed as
ATII	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

Judge Jessica Morris has, in her short time on the streets, become feared by the local street gangs in her assigned sector. This has been mostly achieved through an uncompromising attitude and liberal use of her daystick. As a cadet she always excelled in the Applied Violence classes and as a rookie was assigned to Judge Ocks.

Ocks, while young for a Senior Judge, is well known within Justice Department for using his formidable physical strength in confrontations with perps. Unsurprisingly his rookie has followed his example in becoming a scourge for the city's street thugs.

Judge Morris is currently awaiting reassignment having successfully tracked down a kidnapping gang operating in the sector. While it is possible she has brought all those perps to justice, she is almost certain that some of the gang escaped and is currently on the lookout for any leads that might bring them within her grasp.

REQUISITION CAP 320cr EXPERIENCE POINTS

JUDGE TERENCE NOVAK a[p] a[p] ae LOVES CELEBRITY GOSSIP. who/with





SKILLS

compi	uters	perce	otion	la	a.w	pis	tols	ridi	ing	light	armour
3	2 d6	1	1 d6	1	1 d6	1	1 d6	3	2 d6	1	1 d6
tacti	i.cs	clu	bs	engin	eering	dodg	ing				
1	1 d6	1	1 d6	3	2 d6	1	1 d6		d6	-	d6
	d6		d6		d6		d6		d6		d6

DERIVED STATS

SPEED 6 CLIMB 2 SWIM	CARRY INITIATIVE 4 d6 PERCEPTION 4 d6
JUMP14'/4' OTHER	2001b ACTIONS 2 NAT. DMG

ATTACKS

WEAPON	ATTACK	DAMAGE	RANGE	NOTES
Lawgiver	4d6			sidearm
Standard Ex.		2d6+3 ballistic	12	
Armour-piercing		half SE ballistic	6	half damage; ignores 10 SOAK
High-explosive		2d6+1 heat	8	burst 1; x2 dam. robots/obj.
Incendiary		ld6+1 heat	8	combust
Rubber ricochet		1d6+3 blunt	6	+2d6 in enclosed spaces
Heat-seeker		2d6+1 ballistic	10	+2d6 but not in 1st range inc.
Stun charge		2d6+1 electricity	3	stun
Brawling	3d6	1d6+2 blunt		
Daystick	4d6	2d6+3 blunt		
Bootknife	3d6	2d6+3 piercing		thrown

DEFENCES

MELEE 14 MEN	NTAL 16 SOAK	Judge uniform & helment	5 HEALTH	
	VULN	none	~	2.0/
RANGED 14 VI	TAL 12 IMML	INE none	Current	

EQUIPMENT

	Weight
Lawgiver	3
Lawmaster	
Daystick	3
Bootknife	1
Judge uniform	20
Judge helmet (with inbuilt radio)	3
Handcuffs	1
Birdie lie detector	1
1	Total

PSIONIC POINTS

PORTRAIT



CAREERS YEARS

Cadet	13	
Basic Mechanics		
Advanced Driving School		
Rookie		
Tek Judge	5	
GRADE Max Dice Pool AGE	26	
EE	CAL	

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
2 02 202 Monte 2 Hotels	throttle. The increase lasts for one hour, after which the vehicle operates at half SPEED
M .	until an hour is spent restoring it.
	difert an nour 12 abent resporting 100
Lawmaster Kick	You can knock down a fleeing perp using a well timed kick as you sweep past on your
Tawmaster vick	
	Lawmaster. From a moving Lawmaster (or any other motorcycle), make an unarmed melee attack
1	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 with his fellow Judges.

REQUISITION CAP 240cr EXPERIENCE POINTS