

LAWMAN

Lawmen are, by definition, the keepers of the peace, upholding the laws of society and protecting the innocent from the criminals and predators flooding the city streets. Though not all lawmen are straight arrows, most believe that they form a thin blue line between ordinary citizens and the dark underbelly of mankind. Most Lawmen are uniformed officers working the beat, though some are sheriffs, federal marshals, Secret Service operatives, or FBI agents.

Attributes: Wisdom is the Lawman's key attribute, providing the foundation for many of his class skills. Dexterity and Charisma are also important, as they make the Lawman a more competent combatant and enable him to interact more effectively with others.

Vitality: 1d10 + Con modifier per level

Starting Weapon Proficiencies: 5

Class Skills

The Lawman's class skills are Analysis, Athletics, Bureaucracy, Drive, Intimidate, Investigation, Notice, Resolve, Search, Sense Motive, Streetwise and Tactics.

Skill Points at Level 1: (6 + Int modifier) × 4

Skill Points at Each Additional Level: 6 + Int Modifier

Core Ability

Protect and Serve: You're a committed defender of others, excelling at teamwork. Once per round, you may spend 1 action die to make 1 final attack as a free action against an opponent who has attacked one of your teammates since the end of your Initiative Count during the previous round. Further, when you make a successful directed or cooperative skill check to assist a teammate, the synergy bonus you grant increases by an amount equal to your starting action dice.

Class Abilities

Type A: You know how to get results, whether playing by the rules or breaking them. At Level 1, each time you fail a Bureaucracy or Intimidate check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your class level + 20. If more than 1 grade of success is possible, you achieve only the lowest possible positive result.

If you gain this ability from two or more classes, add together your levels in all classes granting you this ability before you add 20 to determine the DC against which you automatically succeed.

Request Assistance I (city): At Level 2, you may spend 1 minute to make a Request check by phone or radio for an emergency assistance Resource pick with a Caliber up to that of the current mission (*for more about this pick, see New Gear Options later in this section*). This Request check has no action die cost and your class level is added to the roll instead of your career level. This Request check takes place outside Faction channels and ignores all Faction restrictions, such as your organization's Tools Rating. You may use this ability a number of times per session equal to your starting action dice.

The Badge I: At Level 3, you can use your law enforcement position to encourage the compliance of others. Once per scene as a free action, you may display your badge and identify yourself to 1 character. Until the end of the current scene, you gain a +1 gear bonus with Investigation checks targeting this character, as well as Athletics checks made during a grapple with him. You may not use this ability unless you possess your badge and identify yourself as an officer of the law.

Further, once per scene when you make an Investigation/Canvass Area check in a confined area, the cost is reduced to \$0 (*see Table 2.32: Canvass Area checks on page 136 of the Spycraft 2.0 Rulebook*).

Bonus Feat: At Level 4, you gain 1 additional Ranged Combat or Chase feat.

The Badge II: At Level 5, your bonus gained when targeting a character with your *badge I* ability increases to +2. Further, you may use the ability even if you don't possess your badge or don't identify yourself as an officer of the law, though in this case your bonus is only +1.

Lawman Class Preview

Table 3: The Lawman

Level	BAB	Fort	Ref	Will	Def	Init	Wealth	Gear	Abilities
1	+1	+1	+0	+1	+1	+2	0	1W	<i>Protect and serve</i> , Type A
2	+2	+2	+0	+2	+1	+3	0	1W	Request assistance I
3	+3	+2	+1	+2	+2	+4	1	1W, 1S	The badge I
4	+4	+2	+1	+2	+2	+5	1	1W, 1S	Bonus feat
5	+5	+3	+1	+3	+3	+5	1	2W, 1S	The badge II

POINTMAN CROSS-CLASS ABILITY

The Pointman's cross-class ability grants him access to the following abilities seen in this preview class: *the badge I*, *bonus feat*, *request assistance I*, *Type A*.

NEW GEAR OPTIONS

Emergency Assistance (Resource Pick): This resource may only be requested in the field by a team whose Faction or individual members possess standing or influence with law enforcement. Per the GC's discretion, a group of 1d6 standard NPC civil servants meets the team in 2d6 minutes and assists them in 1 task for which they're skilled and equipped. The NPC group remains until the task is complete, until the end of the following scene, or until half of them fail a Damage save or Morale check, or suffer a critical injury, at which point the entire group leaves. If these standard NPCs make any skill check that requires a kit while helping the team, they're assumed to possess 1 appropriate grade I kit.

This resource may be acquired at Caliber I (summoning paramedics), Caliber II (summoning firefighters), or Caliber III (summoning beat cops). In all cases, each NPC's Tier is III. NPCs summoned with this resource possess the following statistics.

Beat Cop (Standard NPC – 40 XP): Init II; Atk IV; Def II; Resilience III; Damage Save: III; Competence: IV; Skills: Intimidate IV; Wealth None; Weapons: Baretta 92 service pistol (dmg 1d10+1 lethal, error 1–2, threat 20, ammo 15M1, recoil 12, range 25 ft., SZ/Hand D/1h), light club (dmg 1d6+1 subdual, error 1, threat 20, SZ/Hand T/1h); Gear: Tactical radio; Vehicle: Police cruiser; Qualities: Feat (CQB Basics).

Firefighter (Standard NPC – 35 XP): Init III; Atk III; Def V; Resilience VII; Damage Save: V; Competence: IV; Skills: None; Wealth None; Weapons: Battle axe (dmg 1d8+1 lethal, error 1–2, threat 20, SZ/Hand S/2h, qualities: AP (2), KEN (+3), TRP (+1)); Gear: Turnout gear, fire helmet; Vehicle: Fire truck; Qualities: Feat (Firefighter Training), non-combatant, Specialty (Rescuer).

Paramedic (Standard NPC – 27 XP): Init II; Atk II; Def VI; Resilience III; Damage Save: III; Competence: IV; Skills: Medicine VIII; Wealth None; Weapons: None; Gear: First aid kit III, tactical radio; Vehicle: Ambulance van; Qualities: Non-combatant.

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Lawman Class Preview

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