## **GUARDIAN**

# WARDEN



ensitive

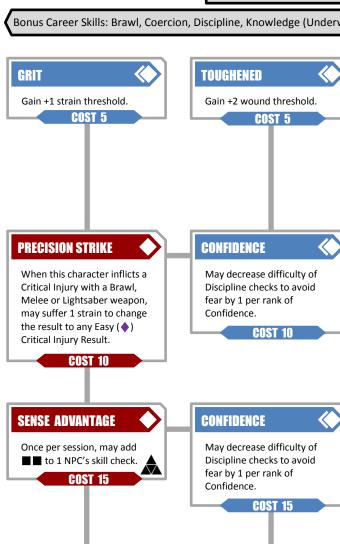
Gain +1 strain threshold.

COST 5





Bonus Career Skills: Brawl, Coercion, Discipline, Knowledge (Underworld)



# INTIMIDATING

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

### COST 5

**SCATHING TIRADE** 

Take a Scathing Tirade

action: make an Average

range to suffer 1 strain.

(♦♦) Coercion check. Each

☆ causes one enemy in close

Spend (\*) to cause 1 affected enemy to suffer 1 additional

COST 10

# **BAD COP**

**GRIT** 

May spend 😲 😲 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.

#### COST 10

#### **FEARSOME**

strain.

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

COST 15

#### **NO ESCAPE**

May spend 😲 😲 from Coercion check or 🔆 🖏 from a foe's Discipline check; that target cannot perform a free maneuver during his next turn.

### **TOUGHENED**

Gain +2 wound threshold.

COST 20

#### **OVERBALANCE**

When a combat check made by an engaged foe generates 🐨 or 🖏 🖏 🖏, may stagger attacker until the end of his next turn.

#### **BALEFUL GAZE**

When targeted by combat check from within medium range, may spend Destiny Point to upgrade the difficulty of the check a number of times equal to ranks in Coercion.

COST 20

#### **BAD COP**

**FEARSOME** 

May spend 😲 😲 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.

COST 20

#### **GRAPPLE**

Once per round, may perform the Grapple maneuver. Until the beginning of character's next turn, foes must spend 2 maneuvers instead of 1 to move from engaged to short range.

COST 25

#### DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above

COST 25

### **FORCE RATING**

Gain +1 Force Rating.

COST 25

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

COST 25

SIGNATURE ABILITY