

+ Judge Dredd / 2000AD style plot

PLOT

- Doing a "Crime Blitz" (detailed inspection of a single citizen's premises) in a Block, find something dangerous/unique
- Run into a "Wally Squad" (undercover squad) team member at some point
- There are "Face Changing Machines", heavily regulated
- Generally get main plot in first scene, work towards the top of the Block, have a few branching paths/approaches, one mid-session twist, interesting final boss fight

LAW

- Use the minimal and appropriate force necessary, do not subject to unwarranted violence, always give a chance to surrender

MEGA CITY ONE

- Washington to Boston, 300 sectors, over 800 million people
- There are robots, aliens, and mutants (from radiation) which may or may not be used

CRIMES

- Body Sharking: someone put in suspended animation, then charging a ton of interest on loans to keep them alive, much like Repo Men movie
- Stookie Glanding: gland from aliens called Stookies reverses aging, but kills the alien to harvest. Some are kidnapped, bred, and killed for their glands. Stookies are meek, peaceful, and intelligent.
- Block Mania: Psychotic allegiance to own Block, hating other city blocks
- Future Shock: "Futsies" are people who cannot handle the pace and strain of life, generally engage in violent rampages
- Petty Crime Addiction (PCA): Cannot help but commit petty, mild, antisocial crimes
- Fatties: Use a weight increasing drug called "Flabbon", are so obese they have to use belliwheels to move around

CLASSES

Four "classes" of Judges: Street, Psi, Tek, Med

- Street: Basic rank and file Judge fighting crime on the street
Lawgiver Mk II (pistol) with Standard Execution (can be Rapid Fired), Armor Piercing, Ricochet (rubber), Incendiary, High Explosive, Heatseeker
Lawmaster motorcycle
Daystick (like a nightstick)
Boot knife
Standard Issue armor
- Psi: Mental focused Judge with psychic abilities to read minds, see locations, etc.
- Tek: Mechanics and scientists who create and upgrade equipment, weapons, and armor systems
- Med: Medical branch who heal wounded Judges and perform research

EQUIPMENT

- Fire Foam Jet to put out fires
- Judge Hound: Hand held device to track identity chip of target up to 40km
- Stumm Gas: Grenade to pacify rioting citizens
- Respirator: For breathing gas or other harmful chemicals
- Lawrod: Rifle version of Lawgiver pistol. Uses same ammunition
- Stump Gun or Scatter Gun: Shotgun
- Birdy: Hand held lie detector sensor. Analyzes voice, body heat, etc. Can still be tricked by a very deceptive person
- Handcuffs: Self explanatory

- Lawgiver Silencer: Self explanatory
- Medipak: Painkillers, bandages, anti-rad pills, etc.
- Electra Zap Gun: Stun the target much like a taser
- Hondai Ultrasound Sonic Cannon: Mostly on vehicles

Other setting notes:

- 800 floor Block, named Almond Grove (poor section, a few robots) or Diamond Sun (poor section, whispers of strangeness [cannibals])
- Either after Solomon Glitz or Ramone Peters for a Crime Blitz
- Each Block floor has elevators, stairs, and service shafts
- Entrance plaza is on the first floor
- Some floor ideas:
 - marketplace (shelves of cubed food to shoot through)
 - boiler room
 - water circulation pumps
 - med-centres
 - schools
 - vehicle parks (can be high up due to flying cars)
 - heliport terminal (with baggage unloading)
 - mega-bop palace (auditorium for music)
 - food court or eaterie
 - antique shops
 - apartments (food grinder to push into, vibro pool, someone with weird hobbies, obsessive law admirer, shop robbers, indoor garden)

Character:	Campaign:	Player:
Description:		

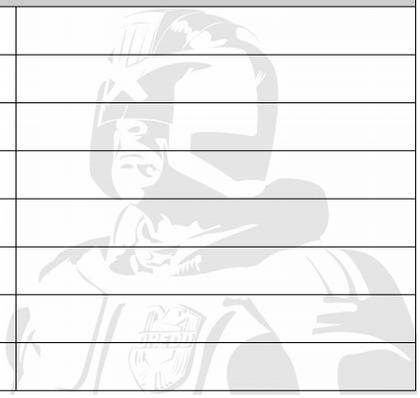


BODY Stamina:	
MIGHT 	AGILITY 
Skills	Skills

MIND Stamina:	
INTELLECT 	WITS 
Skills	Skills

SOUL Stamina:	
PERSONALITY 	SWAGGER 
Skills	Skills

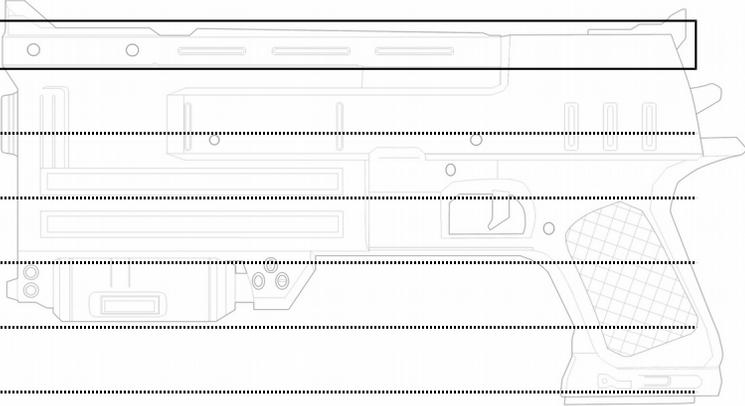
Possessions				



Relations	Locations

NOTES

[Empty header box for notes]



[Empty header box for notes]

