

APPENDIX

ATTRIBUTE & SKILL SCALE

1-2	3-5	6-9	10-14	15-20	21-27	28-35
1D6	2D6	3D6	4D6	5D6	6D6	7D6

	STR	AGI	END	INT	LOG	WIL	CHA	LUG	PSI	REP
HUMAN*								+2		
GLONE	+1	+1	+1	+1	+1	+1				
MUTANT			+2			+2				+1
ROBOT	+2				+2					-
APE (CHIMP)	+1	+2				-1	+1			
APE (GORILLA)	+2	+1		+1						
APE (ORANGUTAN)	+1	+3								

*+2 TO ONE OTHER ATTRIBUTE AND +1 TO A THIRD ATTRIBUTE

ATTRIBUTE HIGHEST ATTRIBUTE LOWEST ATTRIBUTE

ATTRIBUTE	HIGHEST ATTRIBUTE	LOWEST ATTRIBUTE
STR	[1-2] MASSIVE, [3-4] ATHLETIC, [5-6] BRAWNY	[1-3] FEEBLE, [4-6] TOTTERING
AGI	[1-2] NIMBLE, [3-4] DEADEYE, [5-6] AMBIDEXTROUS	[1-3] CLUMSY, [4-6] LAME
END	[1-3] RUGGED, [4-6] TOUGH AS NAILS	[1-3] COUGHING, [4-6] ASTHMATIC/ANAEMIC
INT	[1-3] EMPATHIC, [4-6] ALERT	[1-3] NAIVE, [4-6] DISTRACTED
LOG	[1-3] BRILLIANT, [4-6] ERUDITE	[1-3] ILLITERATE, [4-6] FORGETFUL
WIL	[1-3] STOIC, [4-6] UNFLAPPABLE	[1-2] ALCOHOLIC, [3-4] RECKLESS, [5-6] SPENDTHRIFT
CHA	[1-2] COMMANDING, [3] INSPIRING, [4] SUAVE, [5-6] PERSUASIVE	[1-2] UNWASHED, [3-4] DISFIGURED, [5-6] OBNOXIOUS
REP	[1-2] EGOTISTICAL, [3-4] WELL KNOWN, [5-6] FLAMBOYANT	

SKILLS & DERIVED STATISTICS

HEALTH	HARDY
SPEED	RUNNING, CLIMBING, SWIMMING
CARRY	CARRYING
INITIATIVE	REACTIONS, TACTICS
DEFENCE	ACROBATICS, DODGING, FORESIGHT, [MELEE SKILLS]
MENTAL DEFENCE	BRAVERY, CONCENTRATION, CONVICTION, DISCIPLINE, LEADERSHIP, MEDITATION, PSYCHOLOGY, RELIGION, RULERSHIP
VITAL DEFENCE	RESISTANCE, FORTITUDE, SURVIVAL

SKILL RANKS SKILL LEVEL DICE POOL

1	PROFICIENT	1D6
3	SKILLED	2D6
6	EXPERT	3D6
10	MASTER	4D6
15	AUTHORITY	5D6

DICE POOLS

1-2	3-5	6-9	10-14	15-20	21-27
1D6	2D6	3D6	4D6	5D6	6D6

MAXIMUM DICE POOLS

5D6	6D6	7D6	8D6	9D6	10D6	11D6	12D6
GRADE 5	GRADE 6-7	GRADE 8-10	GRADE 11-14	GRADE 15-19	GRADE 20-25	GRADE 26-32	GRADE 33-40

DICE POOL	STRENGTH	AGILITY	LOGIC	REPUTATION	ATTRIBUTE
1D6	WEAK	CLUMSY	LOW	STREET	1-2
2D6	AVERAGE	AVERAGE	AVERAGE	BLOCK	3-5
3D6	STRONG	ADROIT	GIFTED	SECTOR	6-9
4D6	POWERFUL	AGILE	GENIUS	CITY	10-14
5D6	MIGHTY	REMARKABLE	EXTRAORDINARY GENIUS	GLOBAL	15-20
6D6	SUPERHUMAN	SUPERHUMAN	SUPRA-GENIUS	INTERSTELLAR	21-27



CHARACTER CREATION WALKTHROUGH

- Follow these steps to create a character.
- Note your starting attributes (**3 for each attribute**, except for PSI and REP which start at 0).
 - Choose a species (p. 24).
 - Apply species attribute adjustments.
 - Note your SIZE.
 - Choose **three** species skills.
 - Note all the listed species exploits.
- Choose a *hook*, and note it in your descriptor (p. 19).
- Choose five careers (pp. 30 - 70). For each career grade, do the following:
 - Apply all of the listed attribute adjustments. Note that you may optionally substitute either one of your species attributes or your hook attribute for one of the listed attributes.
 - Choose two of the listed skills and advance each by one point. Note that characters may optionally always select a defensive skill instead of a listed skill.
 - Choose one new career exploit from the list shown or choose one universal exploit.
- Select *aim* or *feint* (free universal exploits) plus **one** other universal exploit of your choice for which you qualify (p. 70).
- Choose one trait based on your highest or lowest attribute and note that in your descriptor (p. 75).
- Calculate your derived statistics (p. 78).
- Determine your character's age (p. 74).
- Equip your character with armour, weapons and equipment (p. 88).

SPECIES

Choose one species

Human	Clone	Mutant	Robot
Chimp	Gorilla	Orangutan	

ORIGIN

Choose one origin

CIVILIANS & PERPS			JUDGES
Delinquent	Juve	Juve Gang	Cadet

CAREERS

Choose four careers

CIVILIAN CAREERS			
Bat Glider	Blocker	Boffin	Boinger
City-Def	Citizen	Employee	Gamer
Jaeger	Journalist	King of the Road	Nark
Peeper	Private Investigator	Psyker	Scavenger
Scrawler	Skysurfer	Social Elite	Sportsperson
Star	Survivalist		

PERP CAREERS			
Blackmailer	Burglar	Chop Shop Mechanic	Cursed Earth Smuggler
Dunk	Fence	Hacker	Heister
Henchman	Hitman (Blitz Agent)	Kidnapper	Mob Boss
Mobster	Muscle	Pongo	Punk
Spy/Terrorist	Tap Artist	Wrecker	

ACADEMY OF LAW ADVANCED PROGRAMS

Advanced Driving School	Applied Violence	Basic Mechanics
Basic Psionics	Citizen Manipulation	Combat Range
Hot Dog Run	Trauma First Aid	Rookie

JUDGE CAREERS

Med Judge	Psi-Judge	Street Judge	Tek Judge
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SPECIALITY JUDGE CAREERS

Advanced Training Refresher Course	Air Patrol (H-Wagons)	Block Judge
Bodyguard	Crime Scene Processor	Cursed Earth Circuit Judge
Desk Judge	Exorcist	Holocaust Judge
Interrogator	Lab Rat	Maintenance
Manta Patrol	Public Surveillance Unit (PSU)	Riot Squad
Senior Judge	Sharpshooter	Space Corps
Special Judicial Squad	Supervisor	Wally Squad

SELECTED MELEE WEAPON LIST (FULL LIST ON P. 108)

WEAPON	DAMAGE	TYPE	COST (GR)	SIZE	WEIGHT (LB)	AVAIL.	SPECIAL
BOOTKNIFE	2D6+1	PIERCING	15	T	1	R	THROWN
CLUB	2D6	BLUNT	1	M	3	L	-
DAYSTICK	2D6+1	BLUNT	20	M	3	R	-
ELECTRO-PROD	2D6	ELECTRICITY	100	M	3	R	STUN
KNIFE/DAGGER	2D6	PIERCING	2	T	1	L	THROWN
LAS-KNIFE	2D6	HEAT	40	T	1	L	-
SAP	2D6	BLUNT	1	S	2	P	STUN

SELECTED RANGED WEAPONS (FULL LIST ON PP. 108 - 109)

WEAPON	DAMAGE	TYPE	RANGE	COST (GR)	SIZE	WEIGHT (LB)	AVAIL.	SPECIAL
ANTIQUÉ PISTOL	1D6+2	BALLISTIC	10	75	S	3	L	SIDEARM
BIKE CANNON	2D6+3	BALLISTIC	20	2,000	L	30	M	AUTO, BURST 2
LAS CANNON	2D6+4	HEAT	15	2,300	L	5	R	BEAM, BURST 1, HEAVY
LASER CANNON	2D6+4	HEAT	80	15,000	L	100	M	ANTI-VEHICLE 3, BEAM
LAWROD	2D6+3	BALLISTIC	30	300	M	5	J	-
SCATTER GUN-	-	-	-	250	M	8	J	-
SOLID ROUND	2D6	BALLISTIC	8	-	-	-	-	-
RIOT SHOT	4D6*	BALLISTIC	2	-	-	-	-	-
SPIT GUN	2D6+2	BALLISTIC	20	1,000	L	9	M	AUTO
SPIT PISTOL	2D6	BALLISTIC	10	75	S	3	M	AUTO, SIDEARM
STUMP GUN-	-	-	-	150	M	6	L	-
SOLID ROUND	2D6	BALLISTIC	8	-	-	-	-	-
RIOT SHOT	3D6*	BALLISTIC	2	-	-	-	-	-
SUCKER GUN	1D6	BLUNT	10	200	M	10	R	-
ZIP GUN	1D6+2	BALLISTIC	5	100	T	1	L	SIDEARM

SIZE	TINY	SMALL	MEDIUM	LARGE	ENORMOUS	GIGANTIC	COLOSSAL
DEF.	+8	+4	+0	-4	-8	-16	-32

DICE POOL	1D6	2D6	3D6	4D6	5D6	6D6	7D6	8D6	9D6
DEF.	4	7	11	14	18	21	25	28	32

QUALITY	PRICE	RARITY	DICE POOL	MINIMUM SKILL	UPGRADES	ARMOUR	VEHICLE
IMPROVISED	-	-	-2D6	-	-	-	-
STANDARD	NORMAL	COMMON	-	-	-	-	-
HIGH QUALITY	X3 THEN +100	UNCOMMON	+1D6	1 (1D6; PROFICIENT)	+1	+2 SOAK	+1 SPEED
EXCEPTIONAL	X5 THEN +250	RARE	+2D6	3 (2D6; SKILLED)	+1	+4 SOAK	+2 SPEED
MASTERCRAFT	X10 THEN +500	VERY RARE	+3D6	6 (3D6; EXPERT)	+2	+6 SOAK	+3 SPEED
ARTISANAL	X100 THEN +1,000	VERY RARE	+4D6	10 (4D6; MASTERY)	+2 +	+8 SOAK	+5 SPEED
LEGENDARY	X1,000 THEN +2,500	UNIQUE	+5D6	15 (5D6; AUTHORITY)	+3	+10 SOAK	+10 SPEED



ON PATROL

Use this page to generate a random crime when on patrol. The Judges can either witness the crime in process, or receive an alert directing them to the location of the crime. Choose or roll 1d66 on each of the columns, below.

1D66	PERPS	CRIME IN PROGRESS	THE LOCATION
11		ARMED ROBBERY	BLACK MUSEUM
12	1D6 CITIZENS	ARSON	BOTANIC GARDENS
13		BRAWLING	CENTRAL LIBRARY
14		COMMON ASSAULT	EMPIRE STATE BUILDING
15	1D6 ELDSTERS	GAMBLING	HEROES' BOWL
16	1D6 HEISTERS	ILLEGAL PARKING	KENNEDY SPACE PORT
21	1D6 INDUSTRIAL ROBOTS	JAYWALKING	MEGA-CITY ART GALLERY
22		KIDNAP	MEGA-CITY CHAMBER OF HORRORS
23	1D6 JUVE GANG MEMBERS	MURDER	MEGA-CITY MUSEUM
24		SCRAWLING	MOVIE SPECIAL EFFECTS MUSEUM
25		SMOKING	POWER TOWER
26	1D6 MOB HENCHMEN	TAPPING	MEGA-CITY ONE EXHIBITION DOME
31	1D6 MUTANT RAIDERS	SHOPLIFTING	THE JUNGLE / APETOWN
32	1D6 SKYSURFERS	VANDALISM	THE MAZE
33		ASSAULT OF A JUDGE	AGGRO DOME
34	1D6 PETTY CRIMINALS	RIOTING	TRANS ATLANTIC TUNNEL
35		LITTERING	ALIEN ZOO
36	1 ROGUE PSYKER	LOOTING	BANK
41		SPEEDING/RECKLESS DRIVING	CROCK BLOCK
42	1D6 TAPS	DUNKING	DREAM PALACE
43		MURDER OF A JUDGE	SCHOOL
44		ROBBERY	UNIVERSITY
45	1D6 VAGRANTS	BREAKING AND ENTERING	FACE CHANGE CLINIC (NEW YOU)
46		DEALING IN STOLEN GOODS	HOSPITAL
51		STOOKIE GLANDING	I-BLOCK
52	1D6 WORKERS	ROBOT SMASHING	PALAIS DE BOING
53		HOSTAGE TAKING	SHUGGY HALL
54	1 SOV SPY	POSSESSION OF UNLICENSED PET	SHOPLEX
55	1 BLITZ AGENT	AGITATING OR RABBLE ROUSING	SMOKATORIUM
56	1 ELITE BLITZ AGENT	UNLAWFUL ASSEMBLY	SUS-AN HOME
61	1 HEAVY GUNNER	DRUNK AND DISORDERLY	WEATHER CONTROL
62	1 MOB ENFORCER	INCITEMENT TO CRIME	RESIDENTIAL BLOCK
63	1 MOB CAPO WITH 1D6 MOB HENCHMEN	PARKING VIOLATION	HIGHWAY
64	1 JUVE GANG LEADER WITH 1D6 JUVE GANG MEMBERS	POSSESSION OF COMIC-BOOKS	SEWERS
65	3D6 JUVE GANG MEMBERS	NOISE ANNOYANCE	PLAZA
66	1D6 CITY-DEF OFFICERS	ESCAPING FROM IMPRISONMENT	ALLEYWAY

THE LAWMASTER

The iconic bike of the Judges, the Lawmaster motorbike is a formidable piece of equipment.

Armed with the Cyclops Laser and bike cannon it provides a Judge with enough firepower to deal with almost any situation. The bike's computer allows it to run independently, so it can be used as a decoy or even to tackle perps head on while its rider can concentrate on other tasks.

COST	WEIGHT	OCCUPANTS	SPEED	ACCEL	HANDLING	HEALTH	SOAK	DEFENCE
500MCR	650LB	1	30	5	2	25	10	+12

WEAPON	DAMAGE	TYPE	RANGE	COST	SIZE	WEIGHT	AVAIL.	SPECIAL
BIKE CANNON	2D6+3	BALLISTIC	20	2,000CR	L	30LB	M	AUTO, BURST 2
CYCLOPS LASER	2D6+4	HEAT	30	2,500CR	L	50LB	J	ANTI-VEHICLE 3, BEAM
LAWROD	2D6+3	BALLISTIC	30	300CR	M	5LB	J	-

Using the Lawmaster's inbuilt weaponry uses the *gunnery* skill. Vehicle-mounted weaponry can only be fired once per round, and the Lawmaster cannot fire its bike cannon and Cyclops Laser in the same round.

Bike Cannon (gunnery). A powerful twin cannon which is the most used armament on the Lawmaster bike.

Cyclops Laser (gunnery). Mounted on the front of the Lawmaster bike, the Cyclops Laser is the most effective weapon a Street Judge would normally have for use against vehicles and other large targets.

Lawrod Rifle (rifles). This is the standard rifle carried by Street Judges in a side-holster of their Lawmaster cycles. It is a highly accurate long-range rifle capable of great penetration and accuracy.

Automatic Mode. When ordered to by its rider, a Lawmaster can operate on automatic. When doing so, it makes all checks with a 3d6 dice pool.

SPEED	TURN
1-2	1
3-5	2
6-7	3
8-10	4
11-12	5
13-15	6
16-17	7
18-20	8
21-22	9
23-25	10
26-27	11
28-30	12

DEFENCE. The Lawmaster's DEFENCE is equal to its current SPEED plus 12. While riding a Lawmaster, the Judge gains the vehicle's DEFENCE if it is higher than his own. As an open vehicle, the rider does not gain its SOAK of 10.



THE LAWGIVER



The standard issue sidearm used by the Judges of Mega-City One, the Lawgiver pistol is a versatile combat weapon. It has a switch that controls its operation, allowing it to fire a selection of specialised ammunition types tailored for the day-to-day hazards that a Judge might encounter out in the field. It takes one action to change ammo type.

All Lawgiver pistols have both the Automatic ID-Matched and Explosive Booby Trapped (3d6 damage) customisations. They use a palm-print recognition device locked to the Judge whose print is programmed into the gun's memory. If the wrong user attempts to operate the weapon, it will self-destruct with a powerful explosion. This system is linked to a Judge's gloves, which have the same recognition system built into them.



AMMUNITION TYPES

Standard Execution (Dum-dum) Rounds. This is the standard round fired by the Lawgiver. It is highly effective against normal perps.

Rubber Ricochet. A round designed to bounce off solid surfaces and still penetrate flesh. A Judge using this kind of ammo type can easily take down a perp who is using a human shield or is behind cover. It is highly effective if fired into an enclosed space (such as an armoured vehicle or small bunker) of less than 10' diameter, gaining a +2d6 bonus when firing into such an area.

When using this round a Judge with the Ricochet exploit using this round only has to pay 2d6 to 'bounce' their attack.

Incendiary. A dangerous round, this is exceptional at creating diversions by setting targets alight. Use against human perps is discouraged due to the horrific injuries this round causes. Repeated use of incendiary rounds against such targets where alternative rounds are available is grounds for an SJS investigation. On a hit, the target automatically gains the Burning condition.

Armour Piercing. Armour piercing rounds are designed for use against targets that have some sort of armour protection. These rounds ignore 10 points of SOAK, but do half damage.

High-Explosive (HI-EX). The HI-EX round packs a real punch and is highly effective in targeting vehicles and robots, blasting them into smaller pieces. It has a Burst 1 (5' radius) burst area and does double damage to robots and inanimate objects.

Heat Seeker (Hot Shot). Heat seeker rounds lock-on to targets via their heat signature, enabling the Judge to target fleeing perps accurately in low-light conditions, or those hiding behind cover. This gives a +2d6 bonus when firing but cannot be used in the first range increment or against a target with alternative targets within 10'.

WEAPON	DAMAGE	TYPE	RANGE	COST	SIZE	WEIGHT	AVAIL.	SPECIAL
LAWGIVER MK I:	-	-	-	2,000CR	6	3LB	J	SIDEARM
STANDARD EXECUTION	2D6+2	BALLISTIC	12	-	-	-	-	-
ARMOUR PIERCING	1/2 SE	BALLISTIC	6	-	-	-	-	HALF DAMAGE; IGNORES 10 SOAK
INCENDIARY	1D6	HEAT	8	-	-	-	-	COMBUST
RUBBER RICOCHET	1D6+2	BLUNT	6	-	-	-	-	+2D6 IN ENCLOSED SPACE
HIGH EXPLOSIVE	2D6	HEAT	8	-	-	-	-	BURST 1; DOUBLE DAMAGE TO ROBOTS AND INANIMATE OBJECTS
HEAT SEEKER	2D6	BALLISTIC	10	-	-	-	-	+2D6 BUT NOT IN FIRST RANGE INCREMENT
STUN CHARGE	2D6	ELECTRICITY	3	-	-	-	-	STUN