

JUDGE DREDD



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system

STREET SIM

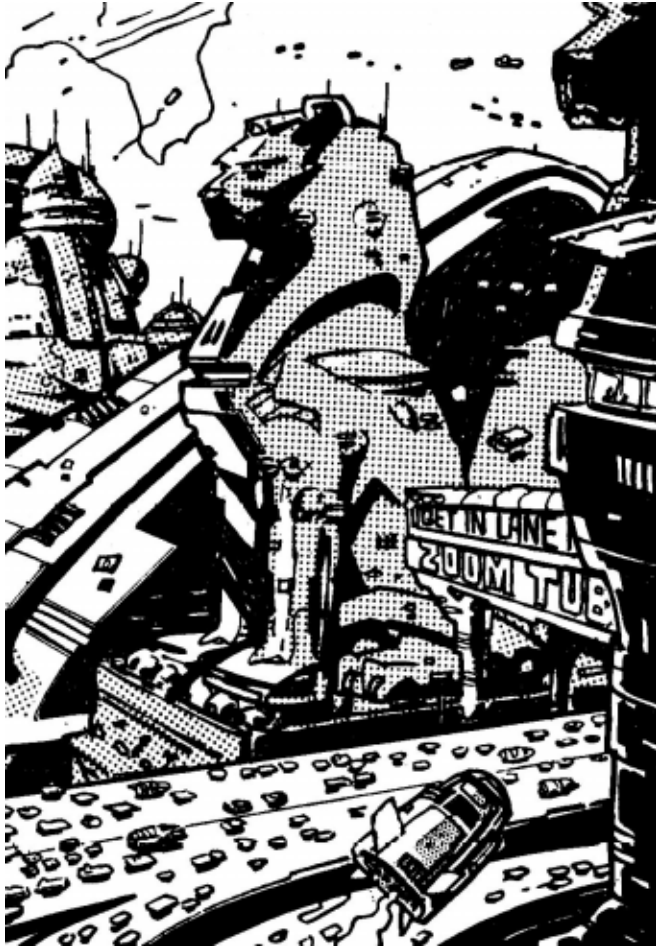
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*Welcome
to
Brit-Cit!*



JUDGE DREDD

STREET SIM



- 3 prior lives
- 6 prestige classes
- 8 brit-cit citizens
- 16 technology
- 21 2000AD continuity edits

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PRIOR LIVES

The Allotment

Mutant Aid Worker

Mutant aid workers provide a medium between the mutants of the Allotment and the Federation Of Developers. They offer support to communities that have been approached by reclam scouts and agreed to the terms and conditions of a redevelopment of their land. The mutant aid worker answers mutants' questions about the way in which their land will be transformed and their roles in the new conurb taking its place. The mutant aid workers bring with them medical teams to examine the mutant population and treat their ills before relocating them before the terra-meks arrive. The mutants are taken to camps where they can watch the redevelopment in progress while they await news of the jobs that will be available to them once the conurb is completed. While many mutants are content to let the mutant aid workers do their thinking for them, the mutant rebels who fight against the intrusion of Brit-Cit into their territory need to be forcibly contained. In this instance, the mutant aid workers' roles change from friendly liaison officers to military personnel, taking up arms with the weight of the local Brit-Company behind them to ferret out the dissidents, bringing them to justice at Allotment detention camps.

☞ The mutant aid worker is trained to put FOR policies before mutants in a friendly and easy-going manner. He can also put a mutant's mind at ease when relations with the FOR are strained. The mutant aid worker gains a +3 bonus to any opposed Charisma roll against mutants of the Allotment.

☞ When mutants turn against the FOR with no signs of a diplomatic reconciliation, the mutant aid worker is empowered to take up arms and lead a squad of eight Brit-Company soldiers to do battle with the dissenters. The mutant aid worker gains the Weapon Proficiency (pistol) bonus feat.

☞ All the mutant aid worker's needs are taken care of by the FOR. He has no need to carry money on his person in the Allotment because there is no outlet for it. The mutant aid worker will have access to 1d4 x £1,000 back in Brit-Cit.

Mutant Entertainer

The arrival of the Brit-Cit reclamation crews brought new business opportunities for the mutants of the Allotment. Those who have a natural talent for entertainment beat the queue for gainful employment in the conurbs by taking their art form to the camps of reclam workers and Brit Company soldiers across the Allotment. The mutant entertainers have perfected the old styles of cabaret and variety performances, all but extinct in Brit-Cit where mind-numbing Tri-D is the only recreation most workers get. The mutant entertainer can keep his audience in rapt attention for hours using comedy, drama, hand-eye coordination or his own unique mutations as his set props. Mutant entertainers are often allowed to live among the unmutated humans because of their entertainment value, though they are often ordered to hide their freakish appearances from the Brit-Citters beneath hoods or thick cloaks until the time of their next performance.

☞ The mutant entertainer automatically gains the Skill Focus (profession - entertainer) bonus feat.

☞ Those watching the mutant entertainer are often so engrossed in his performance that they do not notice sneak attacks on their persons - they are automatically surprised by attackers approaching from their rear or flank.

☞ The mutant entertainer is paid for his shows but more in the manner of coinage thrown at the stage rather than a regular fixed salary. The mutant entertainer begins the game with £500 or equivalent Allotment barter.

Terra-Mek Technician

The terra-mek technician travels with a terra-mek robot, maintaining and repairing the terra-mek as required. Each terra-mek will have a crew of 3-6 technicians. In the event of a malfunction or breakdown, a diagnostic vid-screen in the passenger bay informs the technicians of the exact nature of the problem and its location. The technicians go into action, travelling by access corridor for internal malfunctions or by hover platform or ladder for external mishaps. Most terra-mek malfunctions are easily repaired, though a malfunction on the terra-mek's



CPU can make the need extremely urgent as the added robot ploughs into reclaim buildings and personnel. Terra-mek technicians grow fond of their charges, even to the point of living inside them, installing sleeping bunks.

- The terra-mek technician gains the Skill Focus (profession - terra-mek technician) bonus feat.
- A close working relationship with his terra-mek and many repair jobs gives the technician expert knowledge of the workings of all robots of gargantuan size or above. In these circumstances, the terra-mek technician is granted a +4 competence bonus to Technical skill checks.
- The terra-mek technician knows all the access corridors and hatches of his terra-mek like the back of his hand. He can scramble to reach damaged sections with amazing speed. When navigating the geography of a terra-mek, the terra-mek technician gets to his intended destination in half the time of other characters. He also gains a +4 competence bonus to Climb skill checks using the terra-mek's ladders.
- Terra-mek technicians are notorious for hiding their wages inside their robots for safekeeping. Though currency is next to useless in the Allotment, the terra-mek technician can be considered to have 1d8 x £1,000 within close reach.

Cal Hab

Headbanger

The headbangers are a clan of mutants infesting the Strathmeg wastes. Most of the headbangers are cannibals and nearly all suffer some disease related to the consumption of diseased human flesh. The headbangers are governed by violence, led by the physically strongest and meanest of their kin. All are practitioners of the ancient martial art known as 'sticking one on,' a head butt charge often ending in the death of the loser, or at the least severe brain damage.

- The headbanger gains a +1 morale bonus to attack and damage when using a head butt attack as part of a charge. This attack does not provoke an attack of opportunity. The morale bonus stacks with the normal charge bonus for a total modifier of +3 attack and +1 damage.
- Headbangers are raised in the Strathmeg wastes and have evolved a natural radiation resistance of DR 5.
- Headbangers are powerful characters, shaped by a culture of unending violence set against the harsh backdrop of the Strathmeg wastes. All headbangers gain a permanent +1 modifier to their Constitution.
- Countless head butt fights and a social taboo against any form of intellect has resulted in the headbangers turning away from using their heads for anything other

than combat. All headbangers suffer a -3 modifier to their Intelligence attribute at the time of character creation. Headbangers may not have an Intelligence score exceeding 10.

- Headbangers have little interest in money, operating a simple barter system, but traditional hard cash does occasionally have its uses. A headbanger begins the game with 1d3 x £200.

Plasteen Worker

The plasteen worker builds solar tankers and hover-ships from plasteen refined along the eastern coast of Cal Hab. The job of a plasteen worker is hard, dirty and dangerous. The ships built at the Cal Hab plasteen yards are among the most hardy to travel the world, a fact that gives the plasteen worker a great sense of pride. The plasteen worker is the highest paid blue-collar worker in Cal Hab, taking home upwards of £20,000 a month.

- The rigours of life in the plasteen factories turn weaklings into strong men. The plasteen worker gains a permanent +1 to his Strength.
- Shipbuilding is a craft handed down from generation to generation. The plasteen worker has the Skill Focus (knowledge - engineering) bonus feat.
- The plasteen worker makes frequent use of industrial cutting tools. He gains the Weapon Focus bonus feat in the las-burner or las-saw without having to first acquire the feat's normal prerequisites.
- A highly paid professional, the plasteen worker has saved 3d6 x £1,000.

Stude

Cal Hab is famous for its universities and teaching facilities, finer than those of Brit-Cit. Many busy urban areas of the major cities are frequented by studes deep in study, out for a good time or taking part in student demonstrations on a seemingly daily basis. Most studes are learning the skills that will take them far away from a potential future in the plasteen shipyards to exotic jobs in Brit-Cit and further afield.

- Studes are adept at locating a bargain, whether it is cheap alcohol, a place to lodge or where to score a dynamite drug hit. The stude gains the Skill Focus (street-wise) bonus feat.
- Most studes have to develop good computer skills if they are find employment in the more sophisticated mega-cities. The stude gains the Skill Focus (computer use) feat.



- The stude depends on hand outs from his parents or the local authorities. He begins the game with 1d3 x £500.

Emerald Isle

Theme Park Entertainer

The most common job in the Emerald Isle is the thankless position of theme park entertainer. Trained to appear bumbling and highly skilled at clowning and pratfalls, the entertainer is clad in a bright green uniform and forced to talk in a stereotyped 'shure and begorrah!' Irish brogue. Many ordinary Emerald Isle citizens regard the entertainers as an insult to their nationality. However, they are usually the only contact visitors and tourists have with population of the Isle, serving to reinforce the preconceptions most of the world has concerning the 'simple minded Irish'.

- The theme park entertainer is skilled in the performance arts relating to the subject of Emerald Isle's quasi-mythic past. He gains the Skill Focus (perform) bonus feat.
- Theme park entertainers are highly skilled dancers, regularly drilled in the highly disciplined wild-dance – an almost hypnotic, frantic dance routine doubling as a martial art. When involved in unarmed combat, the theme park entertainer gains a number of additional attacks per round based on his Dexterity bonus.
- The theme park entertainer is the cornerstone of the theme park and is reasonably well paid for his work. He starts the game 2d6 x 1,000 punts.

Theme Park Warden

The theme park warden is both a tour guide and a security officer, one of hundreds who assist the Judge Militia. Each warden receives extensive first aid training as well as some combat training. Most are employed for their intimidation value – their threatening presence usually enough to stall any trouble before it begins. Unlike the more social tour guide, the theme park warden is stationed in a specific location, possessing an unrivalled knowledge of his patrol area.

- The theme park warden is extremely familiar with the layout of the area of the Emerald Isle theme park he patrols. He knows all the short-cuts, the technicalities of the amusements on offer and locations of amenities. The theme park warden receives the Skill Focus (streetwise) bonus feat.

- All theme park wardens are trained in first aid, offering confident medical assistance to tourists suffering anything from cut and bruises to a broken limb or heart attack. The theme park warden receives the Skill Focus (medical) bonus feat.

- The theme park warden is equipped with a medipack and a throat mike to summon assistance. Booster stations set regularly throughout the theme parks grant the mike an effective range of twenty miles.

- The theme park warden begins the game with 2d6 x 1,000 punts.

Priest of the Many

When the Vatican finally succumbed to political infighting and Mafia machinations, the Catholic Church of Eire declared its independence. The Church of the Many was born, a system of simple services and respect for the beliefs of others beliefs. The Vatican has declared the Church heretical and has summarily excommunicated all its practitioners.

Archbishop Patrick MacCaig has been declared the anti-Christ. Priests of the Many lead simple lives but are allowed to marry and raise families.

- Priests of the Many offer limited healthcare to all who come to them. They gain the Skill Focus (medicine) bonus feat.

- The sermons given by the priests of the Many are popular among the local Islanders, dealing with everyday issues, devoid of the sanctimonious lecturing that characterises the Vatican's twisted religion. The priest of the Many gains a +4 Charisma modifier when speaking with those sympathetic to his beliefs.

- The priest of the many is unpaid for his work, but receives donations from his flock. He begins the game with 1d4 x 50 punts.



PRESTIGE CLASSES

The Allotment

EHC Agent

To offset the power wielded by the Brit-Cit companies controlling the fate of the Allotment, the Equal Humanities Commission (EHC) have sent field agents into the Allotment to monitor FOR operations, searching for abuse of the native mutants. Each EHC agent has received training in espionage from spymasters from the Royal Institute of Intelligence. EHC agents are conversant in modern Brit-Cit surveillance techniques and equipment, as well as knowing how to defeat FOR sensors spaced about the reclam camps. Prior to an expedition into the Allotment, the EHC agents receive a mnemonic download of local geography to enable them to navigate any terrain they may encounter with the skill of a native. Once the agents have detected a misdemeanour against mutants, for example bully boy tactics to force them to leave their homes or illegal contracts drawn up between naive mutants and the FOR representatives that will remove the mutants' bargaining position, the EHC agent will act. This involves obtaining incriminating documents for presentation at the European Congress, or providing beleaguered mutants with the necessary information to allow them to resist illegitimate efforts to relocate or exploit them.

Hit Die: d8.

Requirements: To qualify to become an EHC agent, a citizen must fulfil all the following criteria. **Skills:** *Computer Use 4 ranks, Concentration 6 ranks, Listen 6 ranks, Move Silently 5 ranks, Profession (EHC agent) 5 ranks.* **Feats:** *Alertness, Run.*

Class Skills: The EHC agent's class skills (and the key ability for each skill) are *Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Concentration (Con), Drive (Dex), Hide (Dex), Jump (Str), Knowledge (mutant rights) (Int), Listen (Wis), Medical (Wis), Move Silently (Dex), Pilot (Dex), Profession (EHC agent) (Wis), Read Lips (Int), Search (Int), Sense Motive (Wis), Spot (Wis), Streetwise (allotment), Swim (Str), Technical (Int) and Wilderness Lore (Wis).*

Skill Points At Each Level: 6 + Int Modifier.

Class Features: All of the following are class features of the EHC agent prestige class.

➤ **Specialist Equipment:** The EHC agent is equipped with an I-I pack, trakacomp, morph hood, rad-binoculars, seven days worth of y-rations, thirty days worth of anti-rad pills, bedroll, carryall, flashlight, lock hacker, medipack, respirator, rope and a vocorder. He travels the Allotment in a dragoon buggy with enough space to store all his equipment. The EHC agent sleeps in his dragoon buggy when necessary.

➤ **Mnemonic Training:** The EHC agent receives comprehensive Allotment survival lore downloaded directly into his brain, available for instant recall. He is also mentally armoured against interrogation if captured and almost impossible to coerce into revealing his true affiliation. At 1st level, the EHC agent receives a +6 competence bonus to all Wilderness Lore skill checks associated with the Allotment. He also receives a +12 bonus to his hit dice when resisting the affects of Intimidate skill checks.

➤ **Creep:** When attempting to secure incriminating evidence against the FOR, it is a priority of the EHC agent's mission and for his own survival that he is not spotted. At 2nd level, the EHC agent receives a +3 bonus to all Hide and Move Silently skill checks.

➤ **Information Gathering:** The main function of the EHC agent is to collect information concerning abuses of mutant rights by FOR officials and their reclam crews as evidence in the court of the European Congress. At 2nd level, the EHC agent receives a +3 competence bonus to all Listen, Read Lips, Search and Spot skill checks on top of those he already received when acquiring the Alertness feat. Though some of these skills (read lips for example) cannot provide evidence valid in a court of law, their findings assist the EHC agent in tracking down those responsible for mutant rights violations.

➤ **Mutant Friend:** By this level, the EHC agent's reputation among the mutant population of the Allotment has grown considerably, even though most mutants do not know what the EHC agent really looks like behind his morph hood, recognising the EHC agent by the sound of his voice and association with his heroic deeds. At 4th level, the EHC agent gains a +5 circumstance bonus to all Charisma skill checks when interacting with the mutants of the Allotment.

➤ **Hell For Leather:** Once the evidence has been collected, a swift return to the rendezvous point with an unmarked EHC hovership and safe return to Brit-Cit is the EHC agent's main objective. He is trained to pull out

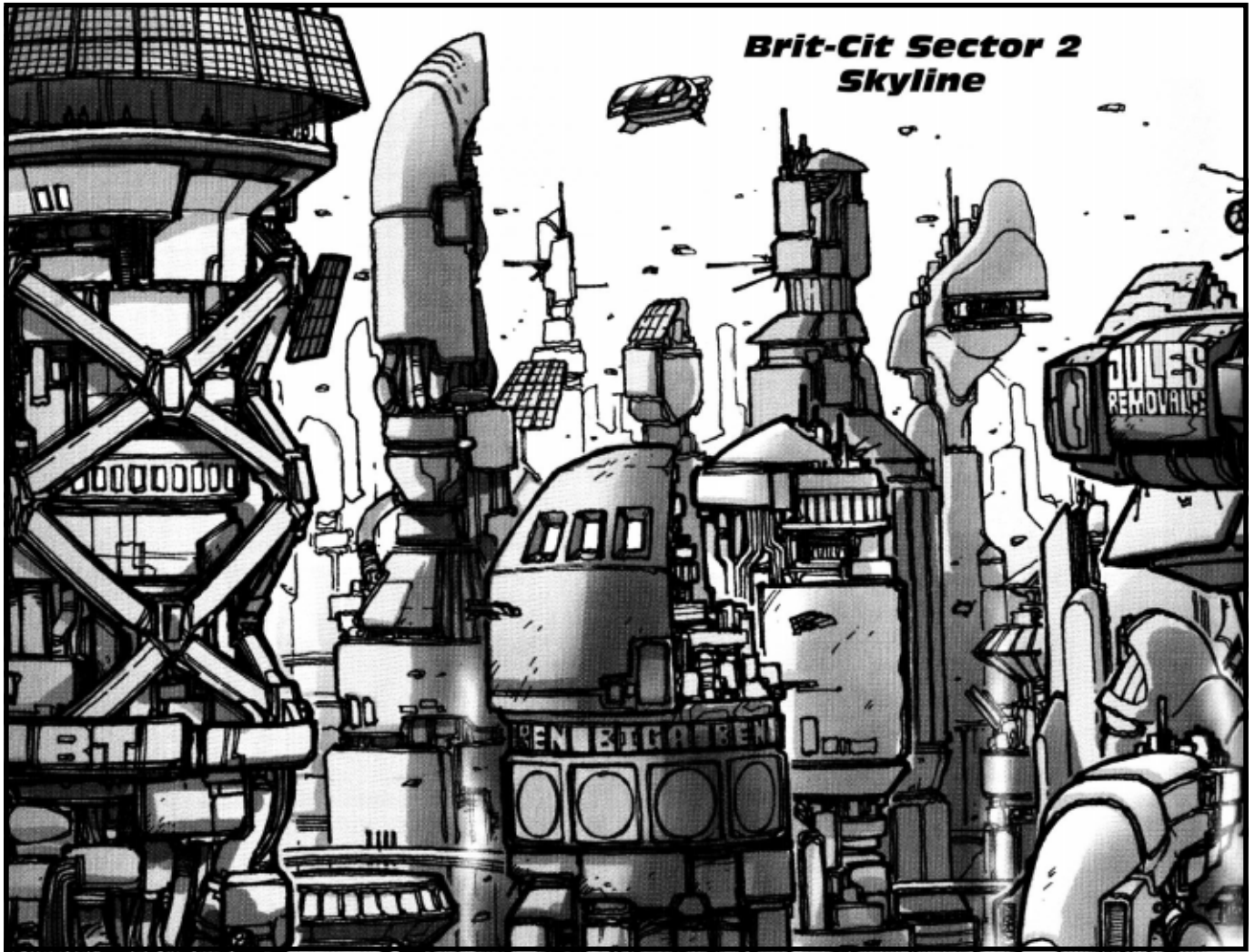


all the stops in his dragoon buggy, roaring towards his escape craft at high speed, using the twisted terrain of the Allotment to his advantage when evading ground-based pursuers or hiding from aerial FOR flyers. At 3rd

level, the EHC agent can drive at double the safe speed limits on ruined ground and treble on rough ground. He can also throw his dragoon buggy under cover with a dramatic skid, adding +4 to opposed Hide rolls against air searches.

The EHC Agent

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Mnemonic Training
2	+2	+3	+1	+0	Creep
3	+3	+3	+2	+1	Information Gathering
4	+4	+4	+2	+1	Mutant Friend
5	+5	+4	+3	+2	Hell For Leather



BRIT-CIT CITIZENS

Brit-Cit

Amateur Detective

Citizen 3

HD 3d6 (13); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 12 (+2 Reflex); **Attack** +3 melee, or +3 ranged; **Fort** +0, **Ref** +2, **Will** +5; **Str** 11, **Dex** 11, **Con** 9, **Int** 13, **Wis** 14, **Cha** 11.

Prior Life: Amateur Detective.

Skills: Balance +2, Bluff +3, Climb +2, Computer Use +5, Concentration +6, Drive +3, Hide +4, Jump +1, Knowledge +6, Listen +7, Medical +2, Move Silently +5, Pilot +2, Ride +1, Search +7, Sense Motive +8, Spot +7, Streetwise +5, Swim +2, Technical +3.

Feats: Alertness, Iron Will, Skill Focus (search), Skill Focus (sense motive), Track.

Biz-cit

Citizen 2

HD 2d6 (9); **Init** +0 (+0 Dex); **Spd** 30ft.; **DV** 10; **Attack** +0 melee, or +0 ranged; **Fort** +0, **Ref** +0, **Will** +1; **Str** 9, **Dex** 11, **Con** 11, **Int** 12, **Wis** 12, **Cha** 10.

Prior Life: Biz-cit.

Skills: Appraise +6, Bluff +3, Computer Use +7, Concentration +5, Drive +2, Hide +2, Intimidate +2, Knowledge (business) +7, Listen +2, Pilot +1, Profession (*) +6, Ride +1, Search +4, Spot +3, Streetwise (business community) +7, Swim +2, Technical +3.

Feats: Skill Focus (appraise), Skill Focus (computer use), Skill Focus (knowledge - business).

* Chosen by Game Master.

Blagger

Citizen 1

HD 1d6 (4); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 11 (+1 Reflex); **Attack** +0 melee, or +1 ranged; **Fort** +0, **Ref** +1, **Will** +0; **Str** 11, **Dex** 12, **Con** 10, **Int** 9, **Wis** 10, **Cha** 13.

Prior Life: Blagger.

Skills: Appraise +4, Bluff +6, Computer Use +2, Concentration +3, Drive +2, Hide +2, Intimidate +3, Knowledge +2, Listen +2, Pilot +1, Ride +1, Search +4, Spot +5, Streetwise +2, Swim +1, Technical +2.

Feats: Skill Focus (appraise), Skill Focus (bluff), Skill focus (search), Skill Focus (spot).

Blueblood

Citizen 2

HD 2d6 (9); **Init** +0 (+0 Dex); **Spd** 30ft.; **DV** 10; **Attack** +0, or +1 ranged; **Fort** +0, **Ref** +0, **Will** +1; **Str** 9, **Dex** 11, **Con** 10, **Int** 12, **Wis** 12, **Cha** 12.

Prior life: Blueblood.

Skills: Bluff +4, Climb +2, Computer Use +5, Concentration +6, Drive +3, Hide +2, Intimidate +5, Jump +2, Knowledge +9, Listen +3, Pilot +2, Ride (horse) +4, Search +3, Spot +3, Swim +2, Technical +3.

Feats: Good Manners, Stiff Upper lip.

Bureaucrat

Citizen 2

HD 2d6 (9); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 11 (+1 Reflex); **Attack** +0 melee, or +2 ranged; **Fort** -1, **Ref** +1, **Wis** +0; **Str** 9, **Dex** 12, **Con** 9, **Int** 12, **Wis** 10, **Cha** 10.

Prior Life: Bureaucrat.

Skills: Climb +1, Computer Use +8, Concentration +8, Drive +2, Hide +2, Intimidate +3, Jump +2, Knowledge (bureaucracy) +9, Listen +3, Pilot +1, Profession (bureaucrat) +10, Ride +1, Search +4, Spot +2, Swim +2, Technical +3

Feats: Skill Focus (computer use), Skill Focus (knowledge - bureaucracy), Skill Focus (profession - bureaucrat).

Butler

Citizen 2/Butler 3

HP 2d6+3d6 (21); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 13 (+3 Reflex); **Attack** +4 melee, or +5 ranged; **Fort** +2, **Ref** +3, **Will** +5; **Str** 11, **Dex** 13, **Con** 11, **Int** 12, **Wis** 13, **Cha** 12.



Prior Life: None.

Skills: Balance +4, Bluff +5, Climb +2, Computer Use +6, Concentration +9, Drive +4, Hide +2, Intimidate +3, Jump +2, Knowledge (financial) +8, Listen +4, Medical +2, Move Silently +4, Pilot +4, Profession (butler) +9, Ride +3, Search +4, Sense Motive +4, Spot +7, Streetwise +4, Swim +3, Technical +6.

Feats: Good Manners, Improved Unarmed Strike, Leadership, Stiff Upper Lip.

Cleaner

Citizen 2/Cleaner 3

HD 2d6+3d8+5 (31); **Init** +2 (+2 Dex); **Spd** 30ft.; **DV** 14 (+4 Reflex); **Attack** +5 melee, or +6 ranged; **Fort** +3, **Ref** +4, **Will** +0; **Str** 13, **Dex** 14, **Con** 12, **Int** 9, **Wis** 10, **Cha** 13.

Prior Life: None.

Skills: Balance +2, Bluff +3, Climb +4, Computer Use +1, Concentration +4, Drive +3, Hide +6, Intimidate +8, Jump +3, Knowledge +1, Listen +3, Move Silently +3, Pilot +2, Profession (cleaner) +4, Ride +2, Search +4, Spot +4, Streetwise +3, Swim +1, Technical +2.

Feats: Combat Reflexes, Improved Unarmed Strike, Skill Focus (search), Skill Focus (spot), Weapon Focus (electro-club).

Crusading Journalist

Citizen 3/Crusading Journalist 2

HD 3d6+2d6+5 (26); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 14 (+4 Reflex); **Attack** +2 melee, or +3 ranged; **Fort** +2, **Ref** +2, **Will** +7; **Str** 11, **Dex** 13, **Con** 12, **Int** 12, **Wis** 14, **Cha** 12.

Prior Life: None.

Skills: Balance +4, Bluff +6, Climb +4, Computer Use +8, Concentration +6, Disguise +4, Drive +4, Forgery +2, Hide +4, Intimidate +4, Jump +3, Knowledge (journalism) +6, Listen +8, Move Silently +5, Pilot +3, Profession (journalist) +6, Ride +3, Search +6, Sense Motive +6, Spot +6, Streetwise +8, Swim +3, Technical +3.

Feats: Iron Will, Endurance, Resist Arrest, Track.

Dandy

Citizen 2

HD 2d6+3 (12); **Init** +0 (+0 Dex); **Spd** 30ft.; **DV** 10; **Attack** +0 melee, or +1 ranged; **Fort** -1, **Ref** +0, **Will** +0; **Str** 8, **Dex** 11, **Con** 9, **Int** 10, **Wis** 11, **Cha** 11.

Prior Life: Dandy.

Skills and Feats: Appraise +3, Climb +1, Computer Use +2, Concentration +2, Craze (fashion) +5, Drive +2, Hide +2, Knowledge (fashion) +6, Listen

+4, Pilot +1, Profession (*) +5, Ride +1, Search +2, Spot +4, Streetwise +3, Swim +1, Technical +1.

Feats: Alertness, Skill Focus (craze - fashion), Toughness.

*Chosen by Game Master.

DP

Citizen 1

HD 1d6 (4) **Init** +0 (+0 Dex); **Spd** 30ft.; **DV** 10; **Attack** +0 melee, or +0 ranged; **Fort** +1, **Ref** +0, **Will** +0; **Str** 11, **Dex** 11, **Con** 12, **Int** 9, **Wis** 11, **Cha** 7.

Prior Life: DP.

Skills: Balance +2, Climb +3, Computer Use +1, Concentration +3, Drive +1, Hide +3, Jump +1, Knowledge +2, Listen +2, Move Silently +3, Search +2, Spot +2, Streetwise +2, Swim +1, Technical +0.

Feats: Alertness, Endurance, Run, Skill Focus (hide).

Drone

Citizen 1

HD 1d6 (4); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 11 (+1 Reflex); **Attack** +0 melee, or +1 ranged; **Fort** +0, **Ref** +1, **Will** -1; **Str** 11, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 8.

Prior Life: Drone.

Skills: Balance +2, Climb +2, Computer Use +4, Concentration +2, Drive +2, Hide +2, Intimidate +1, Jump +2, Knowledge +3, Listen +4, Pilot +1, Profession (drone) +7, Ride +1, Search +2, Spot +3, Swim +1, Technical +3.

Feats: Alertness, Skill Focus (concentration), Skill Focus (profession).

Gentleman Thief

Citizen 2/Gentleman Thief 3

HD 2d6+3d6+5 (27); **Init** +2 (+2 Dex); **Spd** 30ft.; **DV** 14 (+4 Reflex); **Attack** +4 melee, or +5 ranged; **Fort** +2, **Ref** +5, **Will** +4; **Str** 12, **Dex** 14, **Con** 12, **Int** 12, **Wis** 13, **Cha** 14.

Prior Life: None.

Skills: Appraise +10, Balance +6, Bluff +6, Climb +6, Computer Use +5, Concentration +8, Disguise +5, Drive +3, Forgery +3, Hide +6, Intimidate +2, Jump +4, Knowledge +6, Listen +5, Move Silently +7, Pilot +2, Profession (*) +5, Ride +2, Search +6, Spot +6, Streetwise +4, Swim +3, Technical +6.

Feats: Alertness, Dodge, Good Manners, Mobility.



* Chosen by Game Master.

Lord

Hawker

Citizen 2

HD 2d6 (9); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 11 (+1 Reflex); **Attack** +1 melee, or +2 ranged; **Fort** +0, **Ref** +1, **Will** +0; **Str** 11, **Dex** 12, **Con** 11, **Int** 9, **Wis** 11, **Cha** 14.

Prior Life: None.

Skills: Appraise +4, Bluff +4, Climb +1, Computer Use +2, Concentration +3, Drive +3, Hide +3, Intimidate +2, Jump +1, Knowledge (consumables) +4, Listen +3, Move Silently +3, Pilot +1, Profession (hawker) +4, Ride +1, Search +3, Spot +3, Streetwise +3, Swim +1, Technical +2.

Feats: Alertness, Resist Arrest, Run, Skill Focus (bluff).

Hoog

Citizen 4/Hoog 2

HD 4d6+2d8+7 (36); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 12 (+2 Reflex); **Attack** +5 melee, or +4 ranged; **Fort** +5, **Ref** +2, **Will** -1; **Str** 14, **Dex** 12, **Con** 13, **Int** 7, **Wis** 7, **Cha** 13.

Prior Life: None.

Skills: Balance +3, Climb +4, Computer Use +1, Concentration +4, Drive +2, Hide +1, Intimidate +8, Jump +4, Knowledge +2, Listen +2, Pilot +1, Profession (hoog) +5, Ride +1, Search +4, Spot +3, Streetwise +4, Swim +2, Technical +2.

Feats: Alertness, Improved Bull Rush, Toughness, Weapon Focus (*)

* Hoog tube or hacker.

Jackganger

Citizen 4/Jackganger 2

HD 4d6+2d10+6 (38); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 15 (+5 Reflex); **DR** 3; **Attack** +7/+2 melee, or +7/+2 ranged; **Fort** +4, **Ref** +5, **Will** +0; **Str** 12, **Dex** 13, **Con** 11, **Int** 8, **Wis** 8, **Cha** 12.

Prior Life: None.

Skills: Balance +5, Climb +6, Computer Use +2, Concentration +3, Drive +3, Hide +7, Intimidate +7, Jump +4, Knowledge +2, Listen +4, Move Silently +5, Pilot +1, Ride +3, Search +4, Spot +4, Streetwise (behemoth housing project) +6, Swim +2, Technical +2.

Feats: Alertness, Combat Reflexes, Toughness, Weapon Focus (*)

* A specific melee weapon.

Citizen 4/Lord 2

HD 4d6+2d6 (26); **Init** -1 (-1 Dex); **Spd** 30ft.; **DV** 10; **Attack** +2 melee, or +2 ranged; **Fort** +0, **Ref** +0, **Will** +5; **Str** 9, **Dex** 9, **Con** 7, **Int** 13, **Wis** 12, **Cha** 15.

Prior Life: None.

Skills: Appraise (antiques) +8, Balance, +4, Bluff +9, Climb +4, Computer Use +8, Concentration +8, Drive +5, Hide +3, Intimidate +10, Jump +2, Knowledge (bureaucracy) +10, Listen +7, Move Silently +2, Pilot +4, Profession (estate management) +10, Ride +6 (horse), Search +8, Spot +7, Streetwise (aristocracy) +10, Swim +3, Technical +5.

Feats: Good Manners, Leadership, Skill Focus (estate management), Stiff Upper Lip.

Meg-wayman

Citizen 2/Meg-wayman 2

HD 2d6+2d8+4 (25); **Init** +1 (+1 dex); **Spd** 30ft.; **DV** 13 (+3 Reflex); **DR** 4; **Attack** +3 melee, or +3 ranged; **Fort** +2, **Ref** +3, **Will** +1; **Str** 12, **Dex** 13, **Con** 12, **Int** 10, **Wis** 11, **Cha** 13.

Prior Life: None.

Skills: Appraise +6, Balance +5, Climb +4, Computer Use +3, Concentration +3, Drive +8, Hide +3, Intimidate +8, Jump +3, Knowledge (ground vehicles) +5, Listen +2, Pilot +2, Ride +2, Search +4, Spot +3, Streetwise +4, Swim +1, Technical +6.

Feats: Alertness, Skill Focus (drive), Skill Focus (technical).

Rotor Blader

Citizen 2

HD 2d6 (9); **Init** +0 (+0 Dex); **Spd** 30ft.; **DV** 10; **Attack** +1 melee, or +1 ranged; **Fort** -1, **Ref** +0, **Will** -1; **Str** 11, **Dex** 10, **Con** 9, **Int** 9, **Wis** 8, **Cha** 8.

Prior Life: Rotor Blader.

Skills: Balance +4, Climb +1, Computer Use +2, Concentration +4, Craze (rotor blading) +6, Drive +0, Jump +2, Knowledge +2, Listen +3, Pilot +5, Ride +2, Search +2, Spot +1, Streetwise +1, Swim +1, Technical +5.

Feats: Alertness, Skill Focus (balance), Skill Focus (craze).



Shadow Minister

Citizen 8/Shadow Minister 3

HD 8d6+3d8 (50); **Init** +6 (+2 Dex, +4 Improved Initiative); **Spd** 30 ft.; **DV** 17 (+7 Reflex); **Attack** +11/+6/+1 melee, or +12/+7/+2 ranged; **Fort** +7, **Dex** +7, **Will** +6; **Str** 12, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11.

Prior Life: None.

Skills: Balance +6, Bluff +5, Climb +5, Computer Use +6, Concentration +10, Disguise +8, Drive +5, Escape Artist +6, Hide +6, Intimidate +8, Jump +5, Knowledge +4, Listen +6, Medical +4, Move Silently +7, Pilot +4, Profession (shadow minister) +6, Ride +4, Search +8, Spot +7, Streetwise +5, Swim +3, Technical +6.

Feats: Alertness, Dodge, Endurance, Improved Initiative, Weapon Proficiency (pistol).

Slammer

Citizen 3

HD 3d6+6 (19); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 12 (+2 Reflex); **Attack** +4 melee, or +3 ranged; **Fort** +2, **Ref** +2, **Will** -1; **Str** 14, **Dex** 13, **Con** 13, **Int** 8, **Wis** 7, **Cha** 13.

Prior Life: Slammer.

Skills: Balance +3, Computer Use +2, Concentration +5, Drive +2, Intimidate +8, Jump +3, Knowledge (slamming) +5, Listen +2, Profession (slammer) +4, Ride +2, Spot +3, Streetwise +2, Swim +2, Technical +1.

Feats: Combat Reflexes, Dodge, Improved Unarmed Strike, Toughness.

TA Trooper

Citizen 5

HD 5d6+5 (26); **Init** +0 (+0 Dex); **Spd** 30ft.; **DV** 11 (+1 Reflex); **Attack** +4 melee, or +3 ranged; **Fort** +2, **Ref** +1, **Will** +4; **Str** 12, **Dex** 11, **Con** 12, **Int** 10, **Wis** 12, **Cha** 12.

Prior Life: TA Trooper.

Skills: Balance +3, Bluff +3, Climb +4, Computer use +3, Concentration +6, Drive +4, Hide +6, Intimidate +6, Jump +2, Knowledge (tactics) +5, Listen +5, Medical +3, Move Silently +6, Pilot +2, Ride +2, Search +5, Spot +6, Swim +3, Technical +4, Tumble +3, Wilderness Lore +5.

Feats: Alertness, Improved Unarmed Strike, Iron Will.

The Allotment

Brother of Thacker

Citizen 2

HD 2d6+3 (12); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 11 (+1 Reflex); **Attack** +0 melee, or +1 ranged; **Fort** -1, **Ref** +1, **Will** +1; **Str** 11, **Dex** 12, **Con** 9, **Int** 11, **Wis** 13, **Cha** 12.

Prior Life: None.

Skills: Appraise +3, Bluff +2, Drive +2, Hide +5, Intimidate +2, Knowledge (theology) +10, Listen +3, Medical +4, Move Silently +2, Perform +5, Search +3, Spot +2, Streetwise (Lincoln) +3, Swim +2, Technical +2, Wilderness Lore +5.

Feats: Luck of Grud, Skill Focus (appraise).

EHC Agent

Citizen 4/EHC Agent 2

HD 4d6+2d8+6 (41); **Init** +2 (+2 Dex); **Spd** 30ft.; **DV** 13 (+3 Reflex); **Attack** +4 melee, or +7/+2 ranged; **Fort** +5, **Ref** +4, **Will** +4; **Str** 12, **Dex** 15, **Con** 13, **Int** 14, **Wis** 15, **Cha** 13.

Prior Life: None.

Skills: Balance +3, Bluff +3, Climb +4, Computer Use +4, Concentration +6, Drive +6, Hide +5, Jump +2, Knowledge (mutant rights) +6, Listen +8, Medical +2, Move Silently +8, Pilot +2, Profession (EHC agent) +6, Read Lips +4, Search +6, Sense Motive +3, Spot +8, Streetwise (allotment) +6, Swim +2, Technical +5, Wilderness Lore +11.

Feats: Alertness, Control Crash, Run, Stiff Upper Lip.

Hard Man

Citizen 5

HD 5d6+18 (48); **Init** +2 (+2 Dex); **Spd** 30ft.; **DV** 13 (+3 Reflex), **DR** 4; **Attack** +4 melee, or +5 ranged; **Fort** +4, **Ref** +3, **Will** +3; **Str** 14, **Dex** 15, **Con** 16, **Int** 12, **Wis** 14, **Cha** 13.

Prior Life: None.

Skills: Balance +2, Climb +2, Computer Use +2, Concentration +4, Drive +5, Hide +8, Intimidate +8, Jump +4, Knowledge (armourer) +10, Listen +5, Medical +4, Move Silently +8, Pilot +3, Ride +5, Search +9, Sense Motive +3, Spot +7, Streetwise (black country) +10, Swim +4, Technical +5, Wilderness Lore +10

Feats: Point Blank Shot, Toughness, Track.



Merry Man

Citizen 4

HD 4d6+6 (23); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 12 (+2 Reflex); **Attack** +4 melee, or +4 ranged; **Fort** +2, **Ref** +2, **Will** +1; **Str** 12, **Dex** 13, **Con** 12, **Int** 11, **Wis** 11, **Cha** 13.

Prior Life: None.

Skills: Balance +2, Climb +2, Computer Use +2, Drive +4, Hide +5, Intimidate +10, Jump +2, Knowledge +3, Listen +4, Medical +2, Move Silently +5, Pilot +2, Profession (merry man) +8, Ride +3, Search +6, Spot +3, Streetwise (allotment) +6, Swim +2, Technical +4.

Feats: Mobility, Point Blank Shot, Toughness.

Night Thief

Citizen 3

HD 3d6+5 (18); **Init** +2 (+2 Dex); **Spd** 30ft.; **DV** 13 (+3 Reflex); **Attack** +3 melee, or +4 ranged; **Fort** +2, **Ref** +5, **Will** +2; **Str** 12, **Dex** 14, **Con** 12, **Int** 11, **Wis** 12, **Cha** 9.

Prior Life: Wall Hopper.

Mutations: See p215-218 of the *Judge Dredd Rulebook*.

Skills: Appraise +8, Balance +4, Bluff +5, Climb +3, Concentration +4, Disguise +4, Drive +3, Hide +7, Intimidate +2, Jump +3, Knowledge +2, Listen +7, Move Silently +7, Pick Pocket +5, Ride +2, Search +4, Spot +6, Streetwise (allotment) +4, Wilderness Lore +3.

Feats: Alertness, Lightning Reflexes, Run, Skill Focus (hide), Skill Focus (move silently), Skill Focus (wilderness lore), Toughness.

Prison Warden

Citizen 3

HD 3d6+3 (16); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 12 (+2 Reflex); **DR** 8; **Attack** +4 melee, or +3 ranged; **Fort** +2, **Ref** +2, **Will** +1; **Str** 15, **Dex** 13, **Con** 12, **Int** 9, **Wis** 10, **Cha** 14.

Prior Life: None.

Skills: Balance +3, Bluff +3, Climb +4, Computer Use +2, Concentration +4, Hide +2, Intimidate +6, Jump +3, Knowledge +3, Listen +5, Medical +2, Move Silently +3, Pilot +1, Profession (prison warden) +4, Ride +2, Search +4, Spot +5, Streetwise +3, Swim +2, Technical +3.

Feats: Alertness, Improved Bull Rush, Improved Unarmed Strike.

Tarter

Citizen 2

HD 2d6+3 (12); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 11 (+1 Dex); **Attack** +0 melee, or +1 ranged; **Fort** -1, **Ref** +1, **Will** -1; **Str** 11, **Dex** 12, **Con** 9, **Int** 10, **Wis** 9, **Cha** 13.

Prior Life: Wall Hopper.

Mutations: See p215-218 of the *Judge Dredd Rulebook*.

Skills: Balance +3, Bluff +4, Climb +2, Concentration +3, Disguise +6, Drive +1, Hide +3, Intimidate +3, Jump +1, Knowledge +2, Listen +3, Move Silently +5, Perform (drag) +6, Search +3, Spot -1, Streetwise (Mancunia) +4, Swim +1, Technical +1, Wilderness Lore +1.

Feats: Resist Arrest, Seduce, Skill Focus (Wilderness Lore), Toughness.

Seduce (General)

Certain characters can entrance members of his or her preferred sex with flattery, charm and tactile interaction. The target of the seduction attempt is rendered more suggestible to the will of the seducer.

Prerequisite: Cha 13.

Benefit: The seducer gains a +3 Charisma modifier against a select individual for the duration of an entire adventure if he can first make a successful opposed Charisma roll against them.

Terra-Mek Technician

Citizen 2

HD 2d6; **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 12 (+2 Reflex); **Attack** +2 melee, or +2 ranged; **Fort** +3, **Ref** +1, **Will** +0; **Str** 13, **Dex** 13, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8.

Prior Life: Terra-Mek Technician.

Skills: Balance +3, Climb +5, Computer Use +5, Concentration +4, Drive +3, Hide +2, Intimidate +2, Jump +2, Knowledge (engineering) +8, Listen +3, Medical +2, Pilot +1, Profession (terra-mek technician) +8, Ride +1, Search +4, Spot +4, Swim +1, Technical +7.

Feats: Great Fortitude, Skill Focus (knowledge - engineering), Skill Focus (profession - terra-mek technician).

Yorkie

Citizen 2

HD 2d6+5 (14); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 11 (+1 Reflex); **Attacks** +1 melee, or +2 ranged; **Fort** +1, **Ref** +1, **Will** +0; **Str** 11, **Dex** 13, **Con** 13, **Int** 12, **Wis** 11, **Cha** 10.

Prior Life: Wall Hopper.

Mutations: See p215-218 of the *Judge Dredd Rulebook*.

Skills: Balance +2, Bluff +2, Climb +3, Concentration +5, Drive +4, Hide +2, Intimidate +3, Jump +2, Knowledge (engineering) +7, Listen +3, Medical +2, Move Silently +2, Ride +3, Search +5, Spot +3, Streetwise (Yorkshire Moors) +4, Technical +4, Wilderness Lore +3.

Feats: Endurance, Skill Focus (knowledge - engineering), Skill Focus (wilderness lore), Toughness.

Cal Hab

Escaped Slave

Citizen 2

HD 2d6+7 (16); **Init** -1(-1 Dex); **Spd** 30ft.; **DV** 9 (-1 Reflex) **Attack** +1 melee, or +0 ranged; **Fort** +4, **Ref** -1, **Will** +1; **Str** 13, **Dex** 9, **Con** 15, **Int** 11, **Wis** 12, **Cha** 10.

Prior Life: Escaped Slave.

Skills: Bluff +6, Computer Use +3, Drive +1, Hide +3, Intimidate +4, Knowledge (Granite City) +5, Pick Pockets +2, Profession (*) +7, Sense Motive +3, Spot +5, Streetwise +5, Technical +2, Wilderness Lore +5.

Feats: Endurance, Great Fortitude, Improved Unarmed Strike, Skill Focus (bluff), Skill Focus (profession), Toughness, Weapon Proficiency (melee).

* Chosen by Game Master.

Game Hunter

Citizen 7/Game Hunter 1

HD 7d6+1d10+22 (54); **Init** +3 (+3 Dex); **Spd** 30ft.; **DV** 15 (+5 Reflex); **Attack** +8/+3 melee, or +9/+4 ranged; **Fort** +6, **Ref** +5, **Will** +4; **Str** 14, **Dex** 16, **Con** 15, **Int** 13, **Wis** 14, **Cha** 13.

Prior Life: Militiaman.

Skills: Balance +9, Climb +11, Concentration +8, Drive +10, Hide +13, Jump +8, Knowledge (Cal Hab creeps) +11, Listen +9, Medical +7, Move Silently +13, Search +9, Spot +12, Wilderness Lore +13.

Feats: Great Fortitude, Lead Target, Point Blank Shot, Precise Shot, Sneak Attack (+1d6), Toughness, Track, Weapon Proficiency (melee), Weapon Proficiency (rifle).

Headbanger

Citizen 5

HD 5d6+13 (33); **Init** +5 (+1 Dex, +4 Improved Initiative); **Spd** 30ft.; **DV** 13 (+3 Reflex); **Attack** +7 melee, or +5 ranged; **Fort** +6, **Ref** +3, **Will** +1; **Str** 16, **Dex** 12, **Con** 14, **Int** 7, **Wis** 9, **Cha** 11.

Prior Life: Headbanger.

Skills: Balance +6, Climb +8, Hide +8, Intimidate +6, Jump +8, Listen +4, Move Silently +8, Search +3, Spot +4, Wilderness Lore +7.

Feats: Great Fortitude, Improved Initiative, Improved Unarmed Strike, Toughness, Weapon Focus (unarmed), Weapon Proficiency (melee).

Plasteen Worker

Citizen 1

HD 1d6+4 (10); **Init** +0; **Spd** 30ft.; **DV** 10; **Attack** +3 melee, or +0 ranged; **Fort** +3, **Ref** +0, **Will** -1; **Str** 16, **Dex** 11, **Con** 13, **Int** 12, **Wis** 9, **Cha** 10.

Prior Life: Plasteen Worker.

Skills & Feats: Balance +4, Bluff +2, Climb +4, Computer Use +4, Drive +2, Jump +2, Knowledge (engineering) +5, Listen +4, Profession (shipbuilding) +5, Search +4, Spot +5, Streetwise +3, Technical +5, Tumble +3.

Feats: Alertness, Endurance, Great Fortitude, Skill Focus (knowledge), Toughness, Weapon Proficiency (melee), Weapon Focus (las-saw).

Ranger

Citizen 8/Ranger 3

HD 8d6+3d10+14 (60); **Init** +2 (+2 Dex); **Spd** 30ft.; **DV** 17 (+7 Reflex); **DR** 3 (armoured great-coat); **Attack** +10/+5 melee, or +11/+6 ranged;





Fort +6, Ref +7, Will +6; Str 12, Dex 14, Con 12, Int 14, Wis 16, Cha 13.

Prior Life: Med-tech.

Skills: Balance +4, Bluff +9, Climb +5, Computer Use +9, Concentration +8, Disguise +11, Drive +8, Forgery +8, Hide +8, Intimidate +9, Jump +3, Knowledge (toxicology) +12, Listen +5, Medical +16, Move Silently +10, Pilot +7, Ride +7, Search +6, Spot +7, Streetwise +8, Swim +3, Technical +9, Wilderness Lore +9.

Feats: Combat Reflexes, Great Fortitude, Improved Critical (las-knife), Lightning Reflexes, Skill Focus (medical), Toughness, Track, Weapon Focus (las-knife), Weapon Proficiency (melee), Weapon Proficiency (pistol), Weapon Specialisation (ripper).

Stude

Citizen 2

HD 2d6+5 (14); **Init** +0; **Spd** 30ft.; **DV** 10; **Attack** +1 melee, or +1 ranged; **Fort** +3, **Ref** +0, **Will** -1; **Str** 10, **Dex** 11, **Con** 12, **Int** 13, **Wis** 9, **Cha** 15.

Prior Life: Stude.

Skills: Appraise +4, Bluff +6, Computer Use +7, Concentration +5, Craze (junk sculpture) +5, Knowledge +7, Listen +2, Profession (*) +3, Ride +4, Search +5, Sense Motive +3, Streetwise +5, Technical +4.

Feats: Great Fortitude, Resist Arrest, Skill Focus (computer use), Skill Focus (knowledge), Skill Focus (streetwise), Toughness, Weapon Proficiency (melee).

* Part-time work chosen by Game Master.

Wild Scotty

Citizen 4

HD 4d6+15 (31); **Init** +1(+1 Dex); **Spd** 30ft.; **DV** 12 (+2 Reflex Save); **Attack** +3 melee, or +3 ranged; **Fort** +6, **Ref** +2, **Will** +1; **Str** 12, **Dex** 13, **Con** 16, **Int** 7, **Wis** 11, **Cha** 10.

Prior Life: Wild Scotty.

Skills & Feats: Balance +5, Bluff +2, Climb +8, Knowledge (Highlands) +3, Listen +5, Profession (crofter) +5, Ride +4, Search +1, Sense Motive +4, Spot +5, Swim +5, Wilderness Lore +11.

Feats: Alertness, Great Fortitude, Improved Unarmed Strike, Resist Arrest, Toughness, Track, Weapon Proficiency (melee), Weapon Proficiency (rifle).

Emerald Isle

Emerald Isle Terrorist

Citizen 6/Emerald Isle Terrorist 2

HD 6d6+2d10+16 (56); **Init** +6 (+2 Dex, +4 Improved Initiative); **Spd** 30ft.; **DV** 16 (+6 Reflex); **Attack** melee, or ranged; **Fort** +4, **Ref** +7, **Will** +3; **Str** 12, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11.

Prior Life: None.

Skills: Balance +4, Bluff +5, Climb +3, Computer Use +4, Concentration +8, Disguise +8, Drive +4, Escape Artist +4, Hide +4, Intimidate +5, Jump +3, Knowledge +1, Listen +4, Medical +2, Move Silently +5, Pilot +2, Profession (shadow minister) +1, Ride +2, Search +5, Spot, +4, Streetwise +5, Swim +3, Technical +5.

Feats: Alertness, Dodge, Endurance, Improved Initiative, Weapon Proficiency (pistol).

Priest of the Many

Citizen 2

HD 2d6 (9); **Init** +0; **Spd** 30ft.; **DV** 10 (+0 Reflex); **Attack** +1 melee, or +1 ranged; **Fort** +0, **Ref** +0, **Will** +4; **Str** 9, **Dex** 10, **Con** 10, **Int** 13, **Wis** 15, **Cha** 14.

Prior Life: Priest of the Many

Skills: Appraise +6, Bluff +7, Computer Use +4, Concentration +5, Drive +3, Knowledge (religion) +6, Listen +9, Medical +9, Read Lips +5, Sense Motive +6, Spot +9, Streetwise +4.

Feats: Alertness, Iron Will, Skill Focus (medical).

Theme Park Entertainer

Citizen 3

HD 3d6 (13); **Init** +1 (+1 Dex); **Spd** 30ft.; **DV** 12 (+2 Reflex); **Attack** +2 melee, or +3 ranged; **Fort** +1, **Ref** +2, **Will** +1; **Str** 10, **Dex** 13, **Con** 10, **Int** 11, **Wis** 10, **Cha** 14.

Prior Life: Theme Park Entertainer

Skills: Balance +5, Bluff +6, Climb +4, Computer Use +2, Drive +5, Hide +5, Jump +4, Medical +4, Perform (dancing) +10, Profession (entertainer) +8, Ride +5, Streetwise +2, Tumble +5

Feats: Alertness, Skill Focus (perform), Skill Focus (profession).

Spotter

Citizen 1

HD 1d6 (4); **Init** -1 (-1 Dex); **Spd** 30 ft.; **DV** 9 (-1 Reflex); **Attack** -2 melee, or -1 ranged; **Fort** -2, **Ref** -1, **Will** -1; **Str** 7, **Dex** 9, **Con** 7, **Int** 9, **Wis** 8, **Cha** 7.

Prior Life: Spotter.

Skills: Computer Use +2, Concentration +2, Craze (spotting) +3, Drive +1, Knowledge (timetables) +4, Listen +4, Pilot +1, Profession (*) +2, Ride +0, Search +5, Spot +4, Swim +0, Technical +0

Feats: Listen, Skill Focus (craze), Skill Focus (search).

* Chosen by Game Master.



TECHNOLOGY

Equipment

Cal Hab Whisky

Distilled lovingly by the whisky clans using centuries old methods, the notorious 'Spirit of the Moors' is Cal Hab's most popular export. The radiation saturated Scotland of 2124 has had a dramatic effect on the traditional techniques of distillation – the whisky is created from the distillation of plutonium-saturated spring water, bubbling through Geiger counter-bursting levels of peat and granite and finally mashed with golden, glow in the dark barley, to deliver an unforgettable 'half-life kick', an unbelievable taste that has the unfortunate side effect of halving the life of the drinker. Each label proudly boasts that the drink is banned in all civilised countries, trafficking and production of the spirit strictly illegal. Imbibing Cal Hab whisky causes radiation sickness (Fortitude save, DC 18, Damage 1d6 Con). See p196 of the *Judge Dredd Rulebook* for more details concerning the effects of radiation.

Drugs

Brit-Cit, like most mega-cities, cannot halt the illegal importation of illegal substances. Such contraband enters these cities through too many channels to be successfully interdicted and few governments have the finances or manpower to give the issue the attention it deserves. In the case of Brit-Cit, the Justice Department, aware it cannot totally wipe out the drugs trade, strives to contain the flow of drugs within areas of society where it cannot threaten those more vulnerable to their corrupting effects, such as high society and prison populations where specific drugs are prescribed to keep the more dangerous prisoners under control. The government monitors the judges' efforts and takes measures to curtail their investigations by reducing funding or tipping off drug rings when it suits the government's interests to do so. The identities of several of the corrupt politicians are well known to their fellow MPs, but remain at liberty because of their sheer power and influence in Parliament.

In the game of Judge Dredd, all drugs conform to a common pattern of statistics for ease of their implementation in an adventure.

Delivery: The methods by which the drug can be introduced into the body.

Addiction DC: The Difficulty Class number a character must beat with a Will save to resist becoming addicted to a drug. A number in parentheses follows; each time a character partakes of a certain drug after the first intake, he adds this number cumulatively to the addiction save. This simulates the character's growing addiction.

For example, Knuckles has snorted chowder for the first time. He must make an addiction save (DC 15) to remain free of addiction. The second time Knuckles uses chowder, his DC is increased by +3 for an increased DC of 18. The third time Knuckles takes chowder, his DC is increased to 21 (15+3+3). The DC increases with each use of chowder until Knuckles must, inevitably, fall into total addiction.

Effects: Drugs are taken because they confer a physical or mental 'high' to their users. Some highs last longer than others depending on the drug's potency. All ability, saves, skill and hit point modifiers experienced as effects of the drug are listed here.

Cold Turkey: If for any reason the addict is deprived of his drug, including an attempt to rid himself of his drug addiction, he suffers withdrawal symptoms. The dice listed are the number of days a character can exist without his drug before suffering cold turkey. The ability penalties listed in parentheses are the physical and mental side effects caused by the absence of the drug. The last number is the DC the character needs to beat with a Will save to free his body of the drug's grip. The character adds his class level to his Will save. If he makes the save, all his abilities return to normal. Failing the Will save means the addict cannot make another save for a number of days equal to half the DC, rounding up.

For example, Neezer Fugg, an ageing 9th level, wants to renew his youth and so takes stanimene to boost his physical abilities. Unfortunately for Neezer, the judges soon discover his vice. Fugg, now a stanimene addict, tries to rid his body of the drug before he is discovered. He must make a Will save (DC 20) to succeed. Neezer's Will base save is +3, plus 9, his total character level. Neezer is going through cold

turkey, so his Wis has dropped by -1. He rolls a 14, unfortunately not enough. He must wait another 9 days (half the cold turkey DC, rounding up) before he can try again.

Black Market Cost: Since all the drugs mentioned below are available across the world, the prices are listed in credits, the currency most familiar to readers of Judge Dredd.

Adifax

Delivery: Oral.

Addiction DC: -

Effects: Negates all age modifiers (see Table 6-5, p93 of *Core Rulebook I*).

Cold Turkey: All age modifiers reinstated.

Black Market Cost: 10,000 cr.

Adifax is a serum derived from the glands of a primitive alien species called the Stookie. Adifax has the remarkable effect of reversing the aging process in humans, returning the elderly to the biological prime of their lives. Adifax is produced in secret farms scattered throughout the Cursed Earth and smuggled throughout the world via South-Am shipping networks. Due to its high production costs and limited availability, Adifax is only practically available to wealthy elders.

Brainwipe

Delivery: Injected, smoked.

Addiction DC: 10 (+1)

Effects: +1 HD, -1 to all abilities.

Cold Turkey: 1d4+2 days (-2 to all abilities) 20.

Black Market Cost: 100 cr.

Brainwipe is a narcotic inducing euphoria and sleepiness in users and is effective in high doses for pain relief. When used during combat, brainwipe reduces pain from injuries. In game terms, the character gains 1 full HD to simulate the pain relieving effects of the drug, but only when he has officially become an addict.

For example, *Alexandrine Chase*, a journal-

ist working for the BCBC, is also a brainwipe addict. She gains 6 extra hit points (the *Crusading Journalist* prestige class has a HD of 1d6).

The HD is lost instantly if the character goes into cold turkey.

Prolonged brainwipe usage affects the user's memory, first inhibiting short-term, followed by total and irreversible amnesia in long-term abuse. Brainwipe is produced in Viet-Camb and distributed globally by the Stani-States.

Chowder

Delivery: Injected, smoked, sniffed.

Addiction DC: 15 (+3).

Effects: Con +1, Cha +1.

Cold Turkey: 1d4 days (-3 to all abilities) 35.

Black Market Cost: 700 cr.

Chowder is a stimulant that creates feelings of energy, confidence and stamina, but instils a perpetual craving for more of the drug. Chowder was developed in Chowderville, along the southernmost tip of Africa. Though the narcotics division of the Pan-African Justice Department has recently attacked Chowderville, manufacture of chowder manages to continue. Mega-City One and Luxor City both harbour dozens of secret chowder factories.

Dyco-Psycho 16

Delivery: Oral.

Addiction DC: 8 (+0).

Effects: Dex -5, Int, Wis and Cha -2.

Cold Turkey: 1d4+2 days (Dex -2, Int, Wis and Cha -1) 20.

Black Market Cost: 350 cr.

Dyco-Psycho 16 is a hallucinogenic used originally as a psychiatric medicine, but has lately become popular with trippers across the world. The drug causes wild and sometimes frightening hallucinations, sensory deprivation and a sense of detachment from reality and time. Brit-Cit Pharmaceuticals manufactured Dyco-Psycho 16. Though the drug is now discontinued, back street drug labs prepare new batches for illegal Brit-Cit and overseas consumption.



Keesh

Delivery: Injected, oral.

Addiction DC: 15 (+2).

Effects: Will +2, Cha -2.

Cold Turkey: 1d4 days (Dex -2, Wis -3, Cha -3) 35.

Black Market Cost: 500 cr.

Keesh is a tranquilliser derivative pioneered in Euro-City and manufactured in the EEE. Originally hailed as a miracle of modern nervous disorder medication, keesh was soon used by the very doctors who were charged with prescribing it. Keesh was removed from sale while a less potent version could be distilled. The original drug recipe was sold to Ciudad Espana drug dealers who made a multi-million-credit industry from keesh's illicit use. Brit-Cit has the biggest underground keesh market in the western world.

Stanimene

Delivery: Injected.

Addiction DC: 15 (+2).

Effects: Str +2, Con +1, Int -1, Wis -3.

Cold Turkey: 1d4+2 days (Dex -2, Con, Int and Wis -1, Cha -3) 20.

Black Market Cost: 900 cr.

Stanimene is a stimulant developed for athletes and body-builders to increase their strength and endurance. The drug boosts physical attributes at the expense of mental capabilities. Athletes used stanimene during the 2108 Olympics, bringing the drug into global notoriety. Athletes in training and Russell Muscle wannabees are the most common of the stanimene addicts.

Umpty

Delivery: Oral.

Addiction DC: 30 (+3).

Effects: Cha +1.

Cold Turkey: 1d6 hours (Int, Wis and Cha -2) 40.

Black Market Cost: 400 cr.

Umpty is the world's most addictive drug. Originally created quite innocently as candy flavouring by Seigfried Ump of Mega-City One, Uncle Ump's Umpty Candy turned all who ate it into addicts. Uncle Ump's was banned in Mega-City One, but the Jong crime family stole the recipe and turned Umpty into a major criminal industry, selling it in powder form. Umpty is so widely available that the Jongs can afford to

charge relatively low prices, profiting from bulk sales.

Zapp

Delivery: Injected.

Addiction DC: 20 (+1).

Effects: Dex +2, Con +1, Wis -2.

Cold Turkey: 1d4 days (Str -2, Dex -4, Cha -2) 25.

Black Market Cost: 750 cr.

Zapp is among the newest of the so-called 'super drugs', substances derived from the human body's own secretions for maximum absorption into another's body. Zapp's primary ingredient is adrenaline, harvested from living humans. Zapp empowers the body, increasing coordination and endurance, but causes damage to the liver and skeleton in the long term. Zapp was created in Ciudad Barranquilla and smuggled into Mega-City One hidden inside Texas City imports. Brit-Cit is the second largest user of Zapp.

Radwood Armour

Many areas of the Allotment are covered in the bizarre mutated radwood trees, huge, twisted growths of living metal. The densely packed roots and leaves are razor sharp, tearing and lacerating anyone foolish enough to venture into the metal forests unprotected. Sometimes, however, it is necessary to travel through the dank and eerie forests – refugees attempting to make their way from Cal Hab to the more civilised southern lands must make their way through a dense belt of radwood trees and naturally there are many dozens of companies keen to exploit such an abundant naturally occurring resource. Most workers and visitors wear a thick, padded suit consisting of multilayered muckraker wool, a particularly hardy breed of highland sheep with a fleece harder than steel. This renders the wearer practically invulnerable to the flailing tree limbs and leaves, but is very bulky, awkward and stinks like nothing else on Earth. Radwood armour has a Damage Resistance of 7 and weighs 18 lb., but reduces the character's maximum movement rate to 20 ft. A character wearing radwood armour suffers a -2 penalty to all Charisma checks due to the awful smell.

Cost: £5,000

Black Market Cost: £17,000

Weight: 18 lb.



Weaponry

Sovereign Nuclear Missile

The mighty Sovereign ballistic missile is the mainstay of Brit-Cit's nuclear deterrent, safely housed in nine secret bunkers concealed throughout the Allotment. Each bunker holds twenty of these huge intercontinental missiles, capable of launching towards any point in the world at a moment's notice. The Sovereign can only be launched with the full authority of the Star Chamber. Nowhere near as powerful as the dreaded TAD, but still possessing terrifying destructive capability, the Sovereign is capable of levelling approximately a quarter of an average-sized mega-city in a single blast. Anybody unfortunate enough to be caught in the blast of a Sovereign missile will be automatically killed with no saving throw.

Toxicology Kit

The Rangers carry a small but potent box of death on their assassination runs, from which they can concoct a multitude of poisons with variable effects, ranging from extremely uncomfortable, agonising to lethal. To mix up a custom poison, the character must make a successful Knowledge (toxicology) check against the DC listed below. Failure indicates the poisonous compound has been mixed incorrectly and is rendered useless.

⇒ **Cramps:** Mix DC (18); Ingested (DC 13); 1d4/2D4 Dex.

⇒ **Twister:** Mix DC (21); Ingested (DC 15); 1d6/2D6 Dex.

⇒ **Fire Knives:** Mix DC (18); Ingested (DC 19); 2d6 Str/Incapacitation 1d4 hrs.

⇒ **Triple-X:** Mix DC (15); Ingested (DC 25); Death/-.

Cost: £15,000

Black Market Cost: £50,000.

Weight: 1 lb.

Vehicles

Meka-chair, Med-Tech Cybersystems Omniseat

The 23rd Century version of a wheelchair, the meka-chair is a small hover vehicle used by citizens unable

to walk, or those whose injuries do not permit cybernetic leg replacements. Functional and comfortable, a typical meka-chair includes a large, padded seat mounted on a saucer-shaped hover platform. Controls are located on the left armrest.

Size: Large; **Defence Value:** 10; **Damage Reduction:** 4; **Hit Points:** 10; **Speed:** 20ft. (fly); **Weapons:** None; **Crew:** 1; **Passengers:** None; **Cargo:** 10 lb.; **Cost:** £7,500.

Robots

Auto-Trowel, T-Rob Diggerbot

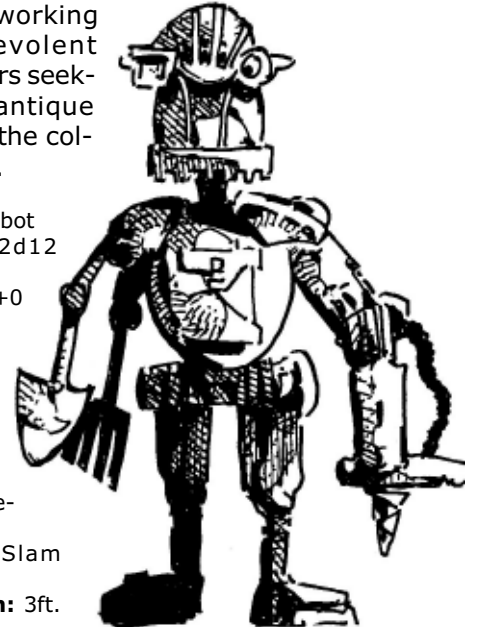
Designed as an aid for legitimate archaeologists, the diggerbot is a small but highly versatile excavation robot. Standing approximately three-feet tall, the compact shell holds a sophisticated GeoFizz scanner array that utilises a combination of ultrasonic, infrared and radar beams to locate buried artefacts. Once an interesting find has been discovered, the auto-trowel sets to work, painstakingly excavating the site with its built-in selection of shovels, trowels and brushes. Every inch of dirt is accounted for and logged in the diggerbot's computer brain for future reference. Diggerbots are usually seen working for less benevolent treasure-hunters seeking valuable antique junk to sell on the collectors market.

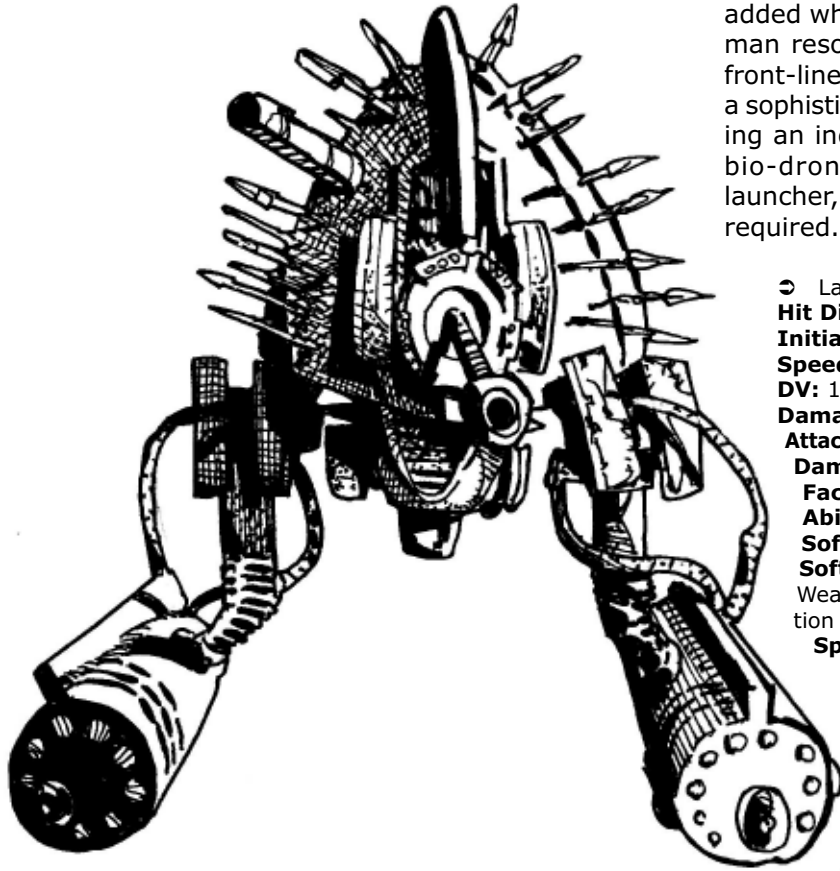
⇒ Small Robot
Hit Dice: 2d12 (15)
Initiative: +0
Speed: 10 ft.
DV: 12
Damage Reduction: 4
Attacks:
Slam +0 melee
Damage: Slam 1d4-1/0
Face/Reach: 3ft. by 3ft./3ft.

Abilities: Str 9, Dex 9

Software Capacity: 24

Software Packages: Search +3, Spot +3, Technical +3.





Bio-Drone, Eastland Bio-Mechanoid

Another lethal relic of the Civil War, the bio-drone is a floating, heavily armed war robot. Large and intimidating, the bio-drone is a macabre combination of a powerful robotic body shell controlled by a genetically modified human cerebral cortex. The intention was to create a war machine with human-like ingenuity and imagination. The early bio-drones tended to be dangerously psychotic and completely uncontrollable, prompting limiting software to be

added which ironically eliminated every trace of human resourcefulness. While capable of acting as a front-line battle unit, bio-drones are also fitted with a sophisticated hunter-killer module capable of tracking an individual by his DNA signature. The typical bio-drone is armed with a twin-linked missile launcher, but can be refitted with heavier weapons if required.

- ↻ Large Robot
- Hit Dice:** 5d12 (37 hp)
- Initiative:** +3 (+3 Dex)
- Speed:** 40 ft. (fly)
- DV:** 14
- Damage Reduction:** 16
- Attacks:** Slam +7 melee or missile launcher +10
- Damage:** Slam 1d10/4 or missile launcher 3d12/20
- Face/Reach:** 8ft. by 8 ft./8ft.
- Abilities:** Str 12, Dex 17
- Software Capacity:** 80
- Software Packages:** Base Attack Bonus +6; Track, Weapon Focus (missile launcher), Weapon Specialisation (missile launcher)
- Special:** Law-breaker module

Psycho Piper

The psycho piper is a bizarre sight, resembling an unholy combination of giant robotic spider and a set of bagpipes. The psycho piper is an extremely sophisticated combat robot equipped with a high frequency, tight focus sonic disruptor capable of shattering bones or scrambling a human's internal organs. The psycho piper is also fitted with a set of deadly serrated teeth for close combat. The psycho piper's amusing appearance has often led to foes underestimating its capacities, usually with fatal results. The ranger assassins have made effective use of this robot.

- ↻ Small Robot
- Hit Dice:** 5d12 (40).
- Initiative:** +3 Dex.
- Speed:** 30 ft.
- DV:** 14.
- Damage Reduction:** 3.
- Attacks:** Bite +4 melee, or disruptor +7.
- Damage:** Bite 2d4/6 or disruptor 3d10+2/-
- Face/Reach:** 2ft. by 2ft./2ft.
- Abilities:** Str 12, Dex 16.
- Software Capacity:** 40.
- Software Packages:** Base Attack Bonus +3, Improved Critical (disruptor), Weapon Focus (disruptor), Weapon Specialisation (disruptor).
- Special:** Law-breaker module.

NOTE: The psycho piper's illustration can be found on p123 of *The Rookies Guide to Brit-Cit*.

2000AD CONTINUITY EDITS

During the course of the writing of *The Rookies Guide to Brit-Cit*, we decided to make certain that players knew that Judge Dredd and the Earth of Strontium Dog were one and the same; all the signs in the comic pointed to it. Fact, right? *Wrong?* We haven't a clue, but when we created a profile for one Lord Horatio Kreelman, the mutant loving(!) father of Nelson Bunker Kreelman, out came the revisionists to purge the taint of World War V and its mutant bounty hunters from the book. Below, you can read the original entry for Horatio Kreelman, his name changed to *Lord Wesley-Smythe*, as seen on p71 of the RGBC.

Horatio Kreelman was the third son of hovershipper magnate Bunker Kreelman. Raised aboard the Kreelman aircon, Horatio stood to inherit a third of his late father's fortune. When the time came, he turned it to charitable use, an act inspired by young Horatio's experiences working with the mutants of famine-stricken Pan Africa during one of his long soul-searching journeys away from Brit-Cit. Horatio established the Battersea Mutants Home in an effort

to assist the mutants of England in coping with the immense changes brought upon their lives by FOR. He was awarded a seat upon the Equal Humanities Commission for his compassion. Suspecting that both FOR and the Special Executive had less than humanitarian plans for the mutants, Kreelman used his influence with the EHC to send secret agents into the Allotment to monitor FOR's conduct. Unbeknownst to Kreelman, shadow ministers in the Special Executive's employ have learnt of his surveillance efforts and are taking measures to capture some of his field agents to use as evidence against Kreelman.

The final manuscript erases all mention of the Dredd/Dog continuity links; so too does it retitle a location in the Allotment called Newpool. You've never heard of Newpool, but if we mention *Northpool*? That's right, the location that featured prominently in *Ro-Busters* (progs 98-101) still exists in 2125. The continuity buff will find it a puzzlement that the reference to the terra-mek construction robots from a *Ro-Busters* story remains intact.





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