

Judge Dredd FATE Core

Step 1. Aspects

You must choose a High Concept for your character; this should reflect your Judge training such as *Grizzled Street Judge* or *Officious SJS Officer*. Now choose a Trouble; something that will hamper you fairly frequently. Finally pick three additional aspects reflecting your life as a judge.

Step 2. Skills

You may choose one skill at Great (+4), two skills at Good (+3), three skills at Fair (+2) and 4 skills at Average (+1).

Athletics: Covers general physical fitness, climbing, skyboarding, jumping and running.

Contacts: Reflects a character's ability to gather information from narks, and your reputation within your sector house.

Deceive: The ability to use disguises, set up aliases and fool birdie lie detectors. Useful for Wally Squad judges.

Drive: The ability to use vehicles. Tek is required for very large vehicles and space ships.

Empathy: Covers the ability to spot changes in someone's mood and sense a perp.

Fight: The ability to use melee weapons or make unarmed attacks.

Investigate: The ability to search, track, scrutinize and solve crimes. Also determines your knowledge of the Law.

Notice: Reflects your general level of perception and *street sense*.

Medical: Covers your familiarity with first aid, drugs, robo-docs, sleep machines, cloning, hypnosis and biotech devices.

Notice: Reflects the character's overall perception and ability to immediately take in details.

Physique: The character's natural physical aptitude, covering strength, toughness and resilience.

Provoke: The ability to intimidate and interrogate perps.

Resources: Determines your ability to request special equipment, not your own personal wealth.

Rapport: The ability to interact with citizens and convince them to aid you.

Shoot: The ability to use ranged weapons.

Tek: Covers your ability to use technical devices and computers, and to build or repair machines.

Stealth: Covers hiding, sneaking, shadowing, ambushing and blending in to a crowd.

Will: Reflects a character's mental resilience, ability to focus and potential psychic ability.

Step 3. Stunts

Step 4. Extras

Step 5. Gear

As a judge you start with the following equipment:

Armoured Bodysuit: The distinctive shoulder, elbow and knee pads, helmet and armoured body suit provides AR 1 against all physical and energy attacks.

Birdy: The Birdie lie detector provides a Good (+3) ability to detect Lies. If you an Empathy of Good or better, you may gain a +1 Teamwork bonus when using a Birdie.

Bleepers (4): These micro transmitters can be attached to a suspect's vehicle, allowing it to be traced for up to 10 Km.

Bootknife: Provides a Weapon rating of 1, and may be thrown up to one zone.

Breathalyser: This handheld device can instantly evaluate if the target has consumed Class A,B or drugs, Synthicaff or Umpty Candy within the past 24 hours.

Handcuffs (x2): Attaching these cuffs requires a create advantage action using Athletics. Breaking out of these handcuffs requires a Superb (+5) Athletics attempt.

Lawgiver (Mk 2): The judge's standard side arm. The Lawgiver has a range of 2 zones, and -1 for reach 2 zones further than that. The Lawgiver features several different rounds:

- **Standard Execution (SE):** Weapon rating 2. Can be Rapid Fired.
- **Armour Piercing (AP):** Weapon Rating 2, halve Armour rating, rounding down.
- **Heat Seeking (HS):** Locks onto a human signature, allowing you to hit a target without line of sight. Weapon rating 2 and if fired at a target one zone away, you gain a free boost to hit them. If no targets are within one zone, it attacks nearest human target.
- **High Explosive (HE):** attack all targets in one zone with a Weapon Rating of 3.
- **Richochet (RC):** Attack all targets within an enclosed space. This causes damage based on the size of the space: WR 1 for 3 zones, WR 2 for 2 zones, and WR 3 for a single zone. Any area greater than 3 zones is too large for Richochet bullets to be effective.