

***SAVAGE***  
**JUDGE**  
**DREDD**

***UNOFFICIAL SAVAGE WORLDS CONVERSION***

***BY***

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# **CHARACTER CREATION**

## **1) RACE**

Humans are the predominant race in the world of Judge Dredd. While there are other sentient non-humans such as apes and alien creeps, humans are by far the most highly numbered in Mega-City One. The Justice Department doesn't accept non-humans as Judges.

Use the standard rules for humans from the Savage Worlds rulebook.

## **2) ATTRIBUTES & SKILLS**

Use the standard Savage Worlds rules for Attributes.

In addition to the standard Skills in the Savage Worlds rulebook, check the Skills section for additional Skills.

## **3) HINDRANCES & EDGES**

In addition to the standard Hindrances in the Savage Worlds rulebook, check the Hindrances section for an additional Hindrance.

In addition to the standard Edges in the Savage Worlds rulebook, please check the Edges section for additional Edges.

The only Arcane Background available in Judge Dredd is Psionics.

## **4) GEAR**

Judges have standard-issue gear from the Justice Department, including their uniform, their Lawgiver and their Lawmaster. All other gear must be commissioned from the Justice Department.

Citizens start with 1000 credits (cr) with which to buy equipment.

# **SKILLS**

## **COMPUTER USE (SMARTS)**

This skill allows Judges to access the Macro-Analysis Computer (MAC) to gain info on suspected perps, and citizens to access the various computer systems of Mega-City One – for legitimate or other means.

## **CRAZE (VARIES)**

The boredom of the many unemployed citizens of Mega-City One often leads them to get involved in one of the many crazes that sweep through the populace. This includes Batgliding (Agility), Boinging (Agility), Compulsive Taxidermy (Smarts), Eating (Vigor), Jetpacking (Agility), Jet Sticking (Agility), Scrawling (Agility), Skysurfing (Agility), etc.

## ***INTERROGATE (SMARTS)***

The Judge is skilled in the fine art of interrogation. While intimidate might be fine for facing down perps, interrogation can often make them yield the desired information in a more truthful fashion. Using a Birdie Lie Detector or other Sector House equipment adds from +2 to +4 to this skill's use.

## ***HINDRANCES***

### ***FUTSIE (MAJOR)***

Your character is a victim of Future Shock Syndrome, brought on by the strain of fast-paced 22<sup>nd</sup> Century life. When in high-stress situations (such as combat), Futsie's must make a Spirit roll or become a violent, indiscriminate psychopath. Their Strength and Vigor die types increase a step, but they can only be stopped by being knocked unconscious. Futsies often end up in psycho-cubes for rehabilitation.

## ***EDGES***

### ***COMBAT EDGES***

#### ***IMPROVED MARKSMAN***

**Requirements:** Seasoned, Marksman, Shooting d10+

Your hero is so accomplished with her weapon that she may move in a turn and still gain the benefit of Marksman (+2 to shooting rolls).

#### ***LIGHTNING RELOAD***

**Requirements:** Novice, Shooting d8+

Your hero is adept at changing clips much faster than normal. If you take no movement you can change a clip and fire in the same action.

#### ***SUPER LEAP***

**Requirements:** Novice; Agility d8+

A hero with this ability is so athletic that he double the distance he would normally leap: 4" horizontally from standing, 6" running. This comes in handy for those rooftop chases!

#### ***SPECIAL STRIKE***

**Requirements:** Novice; Fighting d6+

Your hero has a natural aptitude for hand-to-hand combat, and knows what to hit to make his opponent go down. Add +1 to all hand-to-hand combat damage rolls.

## ***KNOWLEDGE EDGES***

### ***ALIEN ANATOMY***

**Requirements:** Healing d6+

Your hero has studied the anatomy of known alien species across the galaxy. You do not have the -4 penalty to heal checks when dealing with alien anatomies.

### ***JUDGE EDGES***

#### ***"I AM THE LAW!"***

**Requirements:** Seasoned; Intimidate d8+

The aura of this Judge is such that he commands instant respect from even the toughest foes. His barked commands and clever turn of phrase end most fights before they start. Add +2 to any intimidate roll for an arrest attempt.

#### ***MENACING PRESENCE***

**Requirements:** Novice; Intimidate d6+

The faceless helmet, imposing uniform, and ramrod stature make most Judges symbols of power and authority. This Judge is even more fearsome than most, and his mere presence will often make criminals to give themselves away. A successful intimidate roll made with this skill will cause all perps in a 5" radius of the Judge to make an opposed Spirit roll or reveal themselves and trigger an arrest attempt.

#### ***SENSE CRIME***

**Requirements:** Novice; Notice d8+; Streetwise d6+

Your Judge has a better chance than most to spot crime during routine patrols. Notice rolls for this are +2.

#### ***SENSE PERP***

**Requirements:** Novice; Notice d8+; Streetwise d8+

This Judge has an uncanny knack for sensing perps-almost as if she could smell them. This Edge has a range in inches of half the Judge's Notice die type. The GM will roll when appropriate. On a success, your Judge will sense the presence of those with criminal intent on their mind.

#### ***SPOT HIDDEN WEAPON***

**Requirements:** Novice; Notice d8+

The Judge with this Edge can notice the presence of concealed weapons, firearms, or explosives up to 30 feet (5 inches) away with a successful Notice check. This check is typically rolled by the GM in secret.

#### ***DATA ACCESS***

**Requirements:** Novice, Smarts d6+, Computer Use d6+

The Judge with this Edge can automatically find the desired information when using MAC, and gains a +2 to Computer Use rolls when using other computers.

## ***POWER EDGES***

### ***PSYCHIC "DEADHEAD"***

**Requirements:** Novice; Spirit d8+

Your hero is one of those special people born without any sensitivity to psychic powers. Obviously, Psi-Judges or others who rely on powers of the mind can't take this skill. Deadheads add +2 to all rolls made to resist psychic powers.

### ***PSYCHOANALYST***

**Requirements:** Seasoned, Arcane Background: Psionics, Spirit d8+, Psionics d8+

Your hero has a superior knowledge of the workings of the mind and can use this against people. You gain a +2 to all Intimidation, Interrogation and Persuasion rolls.

### ***PSYCHIC INQUISITOR***

**Requirements:** Psychoanalyst

It is impossible to lie to you. You can automatically detect lies a number of times equal to the number of steps in your Spirit die type per day. For example, if you had a d8 in Spirit, you could do this 3 time per day.

## ***PROFESSIONAL EDGES***

### ***STREET JUDGE***

**Requirements:** Strength d8+; Vigor d8+; Shooting d6+; Investigation d6+

Forming the bulk of the Justice Department, these men and women are the most visible symbols of authority on the streets of Mega-City One. Trained for 15 gruelling years in the Academy of law, these enforcers of The Law are more akin to machines than humans.

*Bonus Edge:* having survived 15 years in the toughest school in the galaxy, starting Judges can choose an additional Edge

*Street Sense:* Years of training allow Judges to notice the smallest things on the streets of Mega-City One. +2 to all Streetwise and Notice rolls.

*Arrest:* Judges have a special ability to cause their opponents to surrender before the lead starts to fly. All Judges start with a free d6 in Intimidate. Perps must always be challenged before entering combat, giving them a chance to surrender (the arrest roll). This is an opposed roll of the Judge's Intimidate versus the perp's Guts.

*Justice Department Resources:* a Mega-City Judge begins with basic starting equipment, and is able to call on a wide variety of back-up in most situations.

### ***PSI-JUDGE***

**Requirements:** Arcane background (Psionics); Smarts d8+; Psionics d6+

Famous for being "high-strung" and flaky, these gifted individuals are nonetheless an integral part of the Justice Department system.

*Mental Fortitude:* Psi-Judges are trained to resist demonic and rogue psyker influences and attacks. Add +2 to all rolls to resist arcane-based powers directed against them.

*Constant Training:* Psi-Judges have been intensively trained since childhood for service to Mega-City One. They begin play with 12 power points and 4 starting powers.

*Quirky:* Psi-Judges are considered odd, even by Mega-City standards. Their Charisma begins at -2.

### ***TEK-JUDGE***

**Requirements:** Smarts d8; Repair d8+; at least two other scientific Knowledge skills at d6+

Often arriving after the dust settles, these under-appreciated specialists serve in a variety of fields, from the computers that run Mega-City One to mechanics that keep the Judges' Lawmasters in running shape.

*Jury Rig:* Tek-Judges are adept at getting things working on the fly. With a successful Repair roll Tek-Judges can repair broken equipment in half the regular time. However, if a roll of 1 is rolled when using the jury-rigged device, it breaks and cannot be repaired without the proper time and tools.

*Tech Knowledge:* Tech Judges are masters of all things technical and so gain a +2 on all Computer Use and Repair rolls.

*Modify Equipment:* some latitude is given to Tek-Judges in modifying the standard-issue equipment given to them by the Justice Department. They may upgrade their equipment to give themselves +1 on Armor, Shooting and/or Damage.

*Justice Department Resources:* a Mega-City Judge begins with basic starting equipment, and is able to call on a wide variety of back-up in most situations. Tek-Judges can often get hold of experimental technologies as well.

### ***MED-JUDGE***

**Requirements:** Smarts d8+; Healing d8+

These highly trained professionals are usually found at the Sector-houses or riding with the meat-wagons, but can occasionally be found in a street patrol.

*Improved Healing:* When using a medipack or other medical equipment, Med-Judges add +2 to their healing roll. Even without the necessary medical equipment, Med-Judges can improvise and not take the -2 penalty.

*Fearless:* Med-Judges are often called out to scenes of violence that make hardened Judges blanch, and tend to become inured to the sight of gore. Their training also emphasizes the necessity to treat casualties, regardless of their own safety. Guts checks are +1, unless the cause of the check is an obviously supernatural creature.

*Justice Department Resources:* a Mega-City Judge begins with basic starting equipment, and is able to call on a wide variety of back-up in most situations.

## ***SOCIAL EDGES***

### ***SECTOR KNOWLEDGE***

**Requirements:** Seasoned; Streetwise d8+

Your hero has spent so much time on the streets of this Sector that he knows it inside and out. You gain a +2 to Knowledge rolls about a particular Sector-specific bit of information.

## ***GEAR***

### ***JUDGE EQUIPMENT***

All Judges have the following standard issue equipment from the Justice Department.

### ***LAWGIVER***

The lawgiver is the standard-issue sidearm of the Justice Department. Specially designed for the rigors of the street, the pistol holds 2 magazines, each with 2 sections holding 12 rounds each. Each magazine section is loaded with a specific type of ammunition, determined by the Judge at time of loading.

Magazine use can be switched with a simple thumb switch or vocally. Switching out ammunition takes one action per magazine (see Speed-load Feat). Half of all ammunition carried by a Judge must be standard. Standard ammunition may be rapid-fired. Some of the unique ammunition types are detailed below:

**Grenade:** These rounds are similar to a 20th century shotgun shell, in that they fire a spray of low velocity fragments over a wide area. Use the small burst radius template, doubling the effect of any armor worn.

**Rubber ricochet:** capped with a rubberized titanium tip, this round is used when firing into a known perp's hiding place when they can't be visualized. The rounds will ricochet in an enclosed space, creating a web of death until it hits something or runs out of momentum. This round ignores all penalties for lighting, cover, etc., but an attack roll must be made against all occupants of an area until everyone has been missed or someone has been hit.

**Incendiary:** these highly flammable rounds burst upon impact, scattering a highly volatile chemical in a ring of fire. Use the Small Boom template. Those who are struck take 2d8 damage the first round, and 1d8 each round thereafter until the fire is extinguished. Only sealed armor protects against this.

**Heat-seeker:** also known as the "hot shot." Each Judge carries three of these rounds in his glove pockets, and loading one takes one action. This round has a miniaturized seeker head that will unerringly track the body heat of its target, swerving around obstacles until it strikes its victim or is dodged. The round has a minimum range of 5 to avoid locking onto its firer. Once fired, the seeker scans a 90-degree front arc with a sensor skill of d10, modified by the range to target (note, there is no short range). If no targets are in a 90 degree arc, it will expand

its search to 180 degrees. A successful Sensor roll means that it has locked onto a particular target's body heat and will unerringly strike that target. The use of this round is tempered by the fact that it locks onto the first heat pattern it scans, so its use in crowded situation with innocent bystanders is generally forbidden. If fired into a group, determine who is struck randomly. This round operates by heat alone, and is unusable against vehicles, robots, aliens, or creatures with a temperature different from humans.

Type	Range	Damage	ROF	Shots	Notes
Standard	5/10/50/100	2d8	1 or 3		
Hi-ex	5/10/20/40	3d6	1		Medium template
Rubber ricochet	5/10/20/40	2d6-1	1		See notes
Armor piercing	5/10/40/80	2d6+1	1		AP2
Incendiary	5/10/40/80	2d8	1		See notes
Grenade	5/10/40/60	2d6-2	1		See notes
Heat-seeker	-/10/40/80	2d6-1	1		See notes
Hypo	5/10/15/20	Drug	1		See notes
Scattergun	5/10/50/75	1-3d6	1	12	
Lawrod	10/20/50/150	2d8	3	30	
Cyclops Laser Cannon	25/50/150/500	4d6	1	1	2 actions to recharge, AP 4
Bike Cannon	10/20/50/200	3d6	3	36	medium template, AP 2
Day Stick		STR+2			
Boot Knife		STR+1			Psi-Judges knives are silver

### ***LAWGIVER SILENCER***

The Lawgiver can also be fitted with a silencer, although rapid fire cannot be performed.

### ***LAWMASTER***

**Speed:** 8/16/32

**Durability:** 7

**Armor:** 3

**Toughness:** 9

**Notes:** Cyclops Las-cannon, twin-linked bike cannon, auto-pilot, cable winch, headlamps, code 99 emergency call, siren.

### ***MKII HELMET***

The Judge's helmet gives +2 Armor and grants +4 to Vigour rolls versus blinding and sound attacks, and has infrared, respirator and microphone.

### ***BODY SUIT UNIFORM***

The Judge's body suit gives +3 Armor and has a chronometer and 2 bleepers (tracking device) in each glove.



### ***BIRDIE LIE DETECTOR***

The Birdie Lie Detector grants a Judge +4 to Interrogation rolls.

### ***MEDIPACK***

One use, grants +2 on Healing rolls.

### ***OVERRIDE CARD***

Automatically overrides standard electronic locking mechanisms in Mega-City One. When used on a tampered lock it grants a +2 to Repair checks to override it. Override cards are usually kept in

### ***STUMM GAS***

Stumm Gas uses the medium burst template. Anyone caught in the area of effect must make a Vigor roll at -4 or be incapacitated until the gas clears (2d10 rounds in still air) or they make another Vigor roll at -6. Humans that go bust on any roll take a Wound.

### ***UTILITY BELT***

The Judge's utility belt contains an ident-chip for tracking Judges and starting the Lawmaster.

## ***PSIONIC POWERS***

The following Power can be selected by a hero with Arcane Background:  
Psionics: Armor, Barrier, Blast, Bolt (Psi-Lash), Boost/Lower Trait, Deflection, Detect/Conceal Psionics, Invisibility, Puppet, Quickness, Speed, Stun, and Telekinesis.