

Traveller Law Enforcement Character Generation System

by Alex Ingram

Military Service

A PC may enlist or be drafted into military service or roll for acceptance into a college, university or one of the Imperial academies. In this case, use the military character generation systems already in place so the PC can gain military experience and skills. Upon discharge or retirement the PC can then choose a career in law enforcement.

Higher Education (2d6)

(DM+1 if INT 9+ and DM +1 if SOC +9)

7+ Acceptance to Public College
8+ Acceptance to Private College
9+ Acceptance to Public University
10+ Acceptance to Private University
11+ Acceptance to the Imperial Academy System
(includes the Imperial Naval Academy, Imperial Military Academy,
Imperial Scout Academy and the Imperial Academy of Justice)

Public or Private College (2d6)

(4-Year Bachelor Degree)

Prior to joining a law enforcement agency the PC attends a public or private college through self-financing or through an academic or athletic scholarship. Or, while part of a law enforcement agency, the PC is selected for a special assignment attending college full-time which will entail a 6-year service obligation to that agency upon graduation. Finally, while working in a law enforcement agency the PC attends college off-duty at their own expense using "Skill Unit Credits" (described later in this article).

Graduation	7+	DM+1 if INT 9+
Academic Honors	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for award of each skill. A roll of a natural 12 results in doubling the skill level. Skills are: **Administration, Science, Computer, Criminal Justice, Athletics, Personality**

Graduates receive a Bachelors of Science in Criminal Justice, Police Administration, Forensic Science or Criminology

Graduation from a state college receives 1 PIP, SOC +1 and EDU +1.

Graduation from a private college receives 1 PIP, SOC +2 and EDU +1.

Honor graduates receive a full scholarship to Graduate School.

The graduate will begin law enforcement service with the rank of Lieutenant or equivalent.

Public or Private University (2d6)

(For either a Bachelors, Masters or Doctorate Degree)

Prior to joining a law enforcement agency the PC attends a public or private university through self-financing or through an academic or athletic scholarship. Or, while part of a law enforcement agency, the PC is selected for a special assignment attending college full-time which will entail a 6-year service obligation to that agency upon graduation. Finally, while working in a law enforcement agency the PC attends college off-duty at their own expense using "Skill Unit Credits" (described later in this article).

Graduation	7+	DM+1 if INT 9+ (with a Bachelors of Science in Criminal Justice)
Honors	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for award of each skill. A roll of a natural 12 results in doubling the skill level. Skills are: **Administration, Science, Computer, Computer, Criminal Justice, Personality**

Graduates receive a Bachelors of Science in Criminal Justice, Police Administration, Forensic Science or Criminology

Graduation from a university receives 2 PIPs, SOC +2 and EDU +2.

Graduation from a private university receives 2 PIPs, SOC +3 and EDU +2.

Honor graduates receive a full scholarship to Graduate School.

The graduate will begin law enforcement service at the following rank:

With a bachelors degree: Lieutenant or equivalent

With a masters degree: Captain or equivalent

With a doctorate degree: Commander or equivalent

Imperial Academy of Justice (2d6)

(4-Year Bachelors Degree)

Only available to PCs without a bachelors degree. If not a part of a specific law enforcement agency the PC will automatically enter the Imperial Ministry of Justice, the elite law enforcement agency in the Imperium. The Imperial Academy of Justice is the equivalent of one of the Imperial military academies in stature and quality of education. Selection can also occur while a part of a law enforcement agency via a special assignment roll. If this occurs the PC will be sponsored by their parent agency and upon graduation they will return to that agency with the rank of lieutenant or equivalent and this will entail a 6-year service obligation upon graduation.

Graduation	7+	DM+1 if INT 9+
Honors	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for award of each skill. A roll of a natural 12 results in doubling the skill level. Skills are: **Administration, Criminal Justice, Criminal Justice, Computer, Computer, Personality, Combat Pistol, Combat Shotgun, Martial Arts, Criminal Codes, Medical, Grav Vehicle.**

Graduation from the academy receives 2 PIPs, SOC +2 and EDU +1.

Honor graduates receive a full scholarship to Law School.

Graduates receive a Bachelors of Science in Criminal Justice, Police Administration, Forensic Science or Criminology.

Graduates will begin law enforcement service at the rank of Imperial Agent in the Imperial Ministry of Justice's Special Branch.

Imperial Scout Academy (2d6)

(4-Year Bachelors Degree)

Only available to PCs without a bachelors degree. If not a part of a specific law enforcement agency the PC will automatically enter the Imperial Interstellar Scout Service's Star Patrol, an elite law enforcement agency within the Imperium. The Imperial Scout Academy is the equivalent of one of the Imperial military academies in stature and quality of education. Selection can also occur while a part of a law enforcement agency via a special assignment roll. If this occurs the PC will be sponsored by their parent agency and upon graduation they will return to that agency with the rank of lieutenant or equivalent and this will entail a 6-year service obligation upon graduation.

Graduation	7+	DM+1 if INT 9+
Honors	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for award of each skill. A roll of a natural 12 results in doubling the skill level. Skills are: **Administration, Starship, Computer, Criminal Justice, Science, Personality**, Vacuum Suit, Combat Pistol, Combat Shotgun, Martial Arts, Criminal Codes, Medical.

Graduation from the academy receives 2 PIPs, SOC +2 and EDU +1.

Honor graduates receive a full scholarship to Law School.

Graduates receive a Bachelors of Science in Criminal Justice, Police Administration, Forensic Science or Criminology.

Graduates will begin law enforcement service at the rank of Scout Lieutenant in the Imperial Interstellar Scout Service's Imperial Star Patrol.

Graduate School (2d6)

(2-Year Masters or Doctorate Degree)

The PC must have graduated with an undergraduate degree before attending graduate school. Masters and doctorate academic programs geared for law enforcement personnel include criminal justice, police administration, forensic science or criminology. Self-financing or agency sponsored scholarships can be used as well as "Skill Unit Credits".

Graduation	8+	DM+1 if INT 9+
Academic Honors	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for award of each skill. A roll of a natural 12 results in doubling the skill level. Skills are: **Administration, Criminal Justice, Science, Computer, Computer, Personality**.

Graduation from a state college receives 1 PIP, SOC +1 and EDU +1.

Graduation from a private college receives 1 PIP, SOC +2 and EDU +1.

Graduates receive a Masters of Science in Criminal Justice, Police Administration, Forensic Science or Criminology

Honor graduates receive a full scholarship to Law School (for 2 additional years)

Once a part of a law enforcement agency the graduate will begin service with the rank of Lieutenant or equivalent.

Law School (2d6)

(Doctorate Degree)

PC must have a bachelors degree to be selected for attendance in a 4-Year Law School program or with a masters degree be selected for attendance in a 2-Year Law School program. The cost will be paid by a scholarship from the parent agency or through the PCs use of Skill Unit Credits while attending part-time off-duty. Upon graduation, if the PC wants to be a lawyer, he must pass the state bar exam which allows them to practice law within a specific jurisdiction.

Graduation	9+	DM+1 if INT 9+
Honors	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for award of each skill. A roll of a natural 12 results in doubling the skill level. Skills are: Criminal Codes, **Criminal Justice**, **Criminal Justice**, **Computer**, **Administration**, Persuasion.

Bar Exam	7+	DM+1 if INT 9+
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Graduation from Law School receives 3 PIPs, SOC +2 and EDU +2

Graduates will start at the rank of Captain or equivalent.

Graduates receive a Doctorate in Jurisprudence Degree in Criminal Law

Honor graduates receive their choice of Career Branch and the rank of Commander or equivalent.

Authors Note: In some character development systems present medical school as an option. In my universe a law enforcement agency would have little incentive to pay for a 4-year medical education, rather, if a physician is needed they would hire one who is already fully trained. A legal education is much more in line with a law enforcement career and would be a stepping stone to future law-related positions such as a criminal prosecutor, trial judge or even a politician. In real life, cops attend law school far more often than they go to medical school.

Failure to Graduate (1d6)

If the PC fails to graduate then roll to determine the number of years they actually completed:

1-2 = 1 year

3-4 = 2 years

5-6 = 3 years

The PC will begin in their chosen agency at the next to lowest rank. At a later date the PC may complete their degree either through a special assignment or by taking skill unit credits.

Throughout the ages society has had to regulate anti-social behavior. Crimes have been defined and organizations established to enforce social norms. There are many different levels of law enforcement each with its unique mandate and specific jurisdictions: city, county, state, nation, planet, sub-sector and Imperium.

Law Enforcement Agencies

City Level — Metropolitan Police Force

Depending on the size of the city this agency employs hundreds to tens of thousands of full-time police officers performing both generalized and specialized duties enforcing city ordinances and state and national laws. They operate only within city borders. In smaller towns and villages this role may be played by a volunteer town watch or a part-time town sheriff or marshal. In the largest cities the police may employ specialized patrol units, transit units, aviation service units, harbor units, fugitive squads, canine units, dive squads, bomb squads, SWAT teams, mounted units, internal affairs units, crime scene teams, detectives and criminal intelligence squads. Its personnel may be referred to as Constables, Patrolmen and Detectives and trained at the Police Academy.

County Level — Sheriff's Department

Depending on its size this agency employs hundreds to tens of thousands of full-time sheriff deputies or constables performing both generalized and specialized duties enforcing state and national laws. Counties (also called parishes, boroughs or shires in some jurisdictions) are political / administrative sub-divisions of the state government. This agency operates only within the boundaries of the county and provides coverage to cities, metroplexes, un-incorporated and rural areas within the county. Some of its mandate include management of the county jail facility, court protection (bailiffs), riot control units, civil defense units, specialized search dog units and mounted posses which conducts manhunts for escaped convicts or joint wilderness search and rescue operations. Its personnel may be referred to as Deputies and Investigators and trained at the Sheriff's Academy.

State Level — Department of Public Safety (DPS)

This agency employs thousands to tens of thousands of full-time troopers, rangers or highway patrolmen performing both generalized and specialized duties enforcing state and national laws. This agency patrols state highways outside of major metropolitan areas to provide for commuter safety and investigates traffic accidents. They're also responsible for investigation of crimes against the state government and the apprehension of wanted fugitives. Its personnel may be referred to as Troopers, Rangers, Mounties, Inspectors and Examiners and trained at the DPS Academy.

National Level — Federal Investigative Agency

This agency employ thousands of full-time agents or marshals charged with enforcing national laws and international treaties. It generally has field offices within major metropolitan areas. Its' mandate is the investigation of crimes against the nation and it may operate a variety of specialized unit such as hostage rescue teams, executive and witness protection units, counter-intelligence units, counter-terrorist units, a behavioral science unit along with a comprehensive national criminal laboratory and computer databases. It also runs the National Law Enforcement Academy or "National Academy" for short. Its personnel may be referred to as Special Agents, Federal Marshals, Inspectors and Examiners

Planetary Level — UN Peacekeeping Force

This agency employs tens of thousands to hundreds of thousands of full-time peacekeepers enforcing planetary laws and interstellar treaties operating within the borders of a planet or subsector. It also provides general peacekeeping, counter-terrorism and counter-insurgency operations, immigration and customs duties to starports, as well as criminal enforcement and internal security functions. The spaceborne element could consist of a fleet of frigates, system defense boats (SDBs), fighters, orbital weapons platforms and naval starports. Its personnel may be referred to as Peacekeepers, Monitors or Inspectors and trained at a planetary Peacekeepers Training Center.

SubSector or Sector Level — Imperial Star Patrol

This agency employs hundreds of thousands of full-time star rangers charged with patrolling the interstellar trade routes between planets. They enforce subsector and Imperial laws and treaties. They maintain a fleet of starships (fighters, system defense boats, frigates, destroyers and cruisers) and a network of starbases charged with inspecting merchant ships, preventing piracy, curtailing smuggling and tech-running, quelling internal rebellion and interstellar war, providing space search and rescue services and insuring spacelane navigation and safety. Its officer and enlisted scouts are referred to as Star Rangers. The scouts are worked up through the published Traveller Scout Character Development System, or receive their commissions through the Imperial Scout Academy.

Imperial Level — Imperial Ministry of Justice, Special Branch

This agency employs hundreds of thousands of personnel charged with enforcing Imperial laws and interstellar treaties. They are mandated with investigating and prosecuting crimes against the Imperium, along with abuses committed by the Imperial nobility. Its personnel are referred to as Imperial Agents, Inspectors and Guardians and trained at the Imperial Academy of Justice. All law enforcement personnel in this branch has a bachelors degree or higher.

Agency Entrance Requirements

The PC should first determine which law enforcement agency they want to join. Consult the tables below to determine if the PC meets the basic requirements for that agency, then roll for acceptance. The PC joins at the lowest rank unless they have graduated with a bachelors degree or greater in which they will receive the rank of Lieutenant or greater.

City — Metro Police Force	County — Sheriff's Department
Strength of 7+	Strength of 8+
Dexterity of 7+	Dexterity of 8+
Endurance of 7+	Endurance of 8+
Intelligence of 8+	Intelligence of 7+
Education of 8+	Education of 7+
Social Status of 7+	Social Status of 6+
Educational Requirement: High School Diploma	Educational Requirement: High School Diploma
Acceptance Roll: 6+	Acceptance Roll: 6+

State — Department of Public Safety	National — Federal Investigative Agency
Strength of 8+	Strength of 8+
Dexterity of 8+	Dexterity of 9+
Endurance of 8+	Endurance of 8+
Intelligence of 7+	Intelligence of 9+
Education of 7+	Education of 8+
Social Status of 6+	Social Status of 8+
Educational Requirement: High School Diploma	Educational Requirement: High School Diploma
Acceptance Roll: 7+	Acceptance Roll: 9+

Planetary — UN Peacekeeping Force	Subsector or Sector — Imperial Star Patrol
Strength of 6+	Strength of 7+
Dexterity of 6+	Dexterity of 6+
Endurance of 6+	Endurance of 6+
Intelligence of 6+	Intelligence of 7+
Education of 5+	Education of 6+
Social Status of 5+	Social Status of 7+
Educational Requirement: High School Diploma	Educational Requirement: High School Diploma
Acceptance Roll: 7+	Acceptance Roll for Enlisted Ranks: 8+

Imperial — Ministry of Justice, Special Branch
Strength of 8+
Dexterity of 8+
Endurance of 8+
Intelligence of 8+
Education of 8+
Social Status of 8+
Educational Requirement: Bachelors Degree

Skill Unit Credits (2d6)

There are several ways to obtain a college degree: through self-financing or an academic or athletic scholarship, or while working through a law enforcement agency the PC attends college off-duty at their own expense using a "Skill Unit Credits" (SUC). When a skill is awarded during character roll-up, instead of naming the skill immediately; the PC notifies the game master that he wants to apply it towards a college degree. Each academic year requires the expenditure of two SUCs. Once the PC has successfully completed four years of academic study (expending 8 SUCs) he rolls 7+ in order to graduate with a bachelors degree. Use the college or university tables above. If the roll is unsuccessful, the PC can elect to study another academic year (expending another 2 SUCs) and again attempt to graduate.

Once the PC graduates he rolls 7+ six times to receive six new skills. These skills must be consistent with a college degree program. Skills such as Administration, Financial, Persuasion, Science, Forensics and Languages would be consistent. Military and many vocational skills such as combat pistol, vehicle, electronics, martial arts and wilderness survival are not. What constitutes a valid academic skill should be discussed with the game master. Once the PC has graduated with a bachelors degree he is eligible to attend graduate or law school. Refer to the college or university roll tables above for other options.

Police Academy (2d6)

Graduates of the Imperial Academy of Justice are exempt from attendance at the Police Academy. Once accepted to a law enforcement agency the PC will attend the Police Academy for half-a-year and then attend their respective Branch School for the other half-a-year. Acceptance is automatic.

Graduation	9+	DM+1 if INT 9+
Honors	11+	DM+1 if INT 9+
Skills	7+	DM+1 if INT 9+

Roll once for award of each skill. A roll of a natural 12 results in doubling the skill level: Combat Pistol, Combat Shotgun, Martial Arts, Criminal Codes, Medical, Grav Vehicle

Graduation from Police Academy receives 1 PIP and DEX of +1.

Graduates will receive promotion to the next rank up from Cadet or Recruit.

Honor graduates receive their choice of Career Branch.

If the Agency is	...	The Academy attended is
City Law Enforcement		Police Academy (6 month program)
County Law Enforcement		Sheriff's Academy (6 month program)
State Law Enforcement		State DPS Academy (6 month program)
National Law Enforcement		National Academy (6 month program)
Planetary Law Enforcement		Peacekeepers Training Center (6 month program)
Subsector Law Enforcement		Imperial Scout Academy (4-year program)*
Imperial Law Enforcement		Imperial Academy of Justice (4-year program)*

* Graduates of the Imperial Scout Academy and Imperial Academy of Justice do not need to attend other initial training programs; instead, they go report directly to their branch assignment.

Career Branch (2d6)

The first year of any law enforcement agency is an evaluation period, and therefore, only the following branches will accept rookie personnel. The PC will have to earn their way into the Tactical, Investigations and Intelligence Branches. The MoJ Special Branch is only available to the Imperial Ministry of Justice.

- 2 Training Branch
- 3 Administration Branch
- 4 Technical Branch
- 5 Wilderness Branch
- 6-8 Security Branch
- 9-12 Patrol Branch

Branch Schools (2d6)

(Half year programs)

Training Branch School	Administration Branch School
Roll 7+: Instruction, Liaison, Keyboarding, Administration, Cultural, Databasing	Roll 7+: Administration, Keyboarding, Legal, Financial, Procurement, Liaison

Patrol Branch School	Tactical Branch School
Roll 7+: Combat Pistol, Combat Shotgun, Martial Arts, Medical, Grav Vehicle, Criminal Codes	Roll 7+: Combat Pistol, Martial Arts, Demolition, SCUBA Diving, Police Tactics, Animal Handling

Investigations Branch School	Intelligence Branch School
Roll 7+: Keyboarding, Interrogation, Databasing, Criminal Codes, Forensics, Streetwise	Roll 7+: Surveillance, Acting, Counter-Security, Disguise, Forgery, Streetwise

Technical Branch School	Security Branch School
Roll 7+: Science, Computer, Computer, Electronics, Mechanical, Medical	Roll 7+: Security, Martial Arts, Combat Pistol, Locks & Safes, Surveillance, Criminal Codes

Wilderness Branch School
Roll 7+: Wilderness Survival, Combat Rifle, Combat Pistol, Animal Handling, Pathfinding, Tracks & Traps

Once a branch has been selected the PC remains in that branch until receiving a promotion, special assignment or a transfer. If a PC receives a transfer into a new branch they also attend the branch school, unless they have previously attended it.

Unit Assignment (1d6 + PIPs)

	Patrol Branch	Tactical Branch
1	Campus Patrol	Riot Control Unit
2	Transit Patrol	Canine Unit
3	Border Patrol	Mounted Posse
4	Harbor Patrol	Dive Unit
5	Metro Patrol	Bomb Unit
6	Special Assignment	Special Assignment
7	Air Patrol	SWAT Unit
8	Orbital Patrol	Counter-Insurgency Unit

	Investigations Branch	Intelligence Branch
1	Cyber Crime Unit	Gang Unit
2	Internal Affairs	Vice Unit
3	Special Victims Unit	Narcotics Unit
4	Burglary-Theft Unit	Surveillance Unit
5	Robbery-Homicide Unit	Organized Crime Unit
6	Special Assignment	Special Assignment
7	Fugitive Unit	Counter Terrorism Unit
8	Major Case Unit	Counter Espionage Unit

	Administration Branch	Training Branch
1	Licensing Services	Police Band
2	Financial Services	Honor Guard
3	Personnel Services	Recruiting Unit
4	Logistical Services	Faculty Support Unit
5	Public Affairs	Crime Education Unit
6	Special Assignment	Special Assignment
7	Political Affairs	Competitive Team
8	Legal Services	Public Relations Unit

	Technical Branch	Security Branch
1	Biometrics / Verimetrics Unit	Parole Enforcement Unit
2	Transportation Services (Motor Pool)	Corrections Unit
3	Property Services (Property Room)	Court Security Unit
4	Communications Services (Dispatch)	Witness Protection Unit
5	Network Services (Criminal Records)	Custody Transport Unit
6	Special Assignment	Special Assignment
7	Crime Lab / Crime Scene Unit	Executive Protection Unit
8	Behavioral Science Unit	Counter Security Unit

	Wilderness Branch	IMoJ, Special Branch
1	Tourist Unit	Fugitive Apprehension Division
2	Wilderness Posse	Criminal Investigation Division
3	Wildfire Operations Unit	Treasury Division
4	Fish & Wildlife Unit	Counter Intelligence Division
5	Mountain Search & Rescue	Executive Protection Division
6	Special Assignment	Special Assignment
7	Frontier Rangers	Special Division

Patrol Branch

Campus Patrol — Patrols public school campuses to provide security and crime prevention.

Transit Patrol — Patrols the mass transit system including commuter rail lines, bus lines, harbor ferry routes and subway lines providing crime enforcement and prevention. They may also regulate the city's taxi, air taxi and water taxi fleets. This could also include an Air Marshal program for airlines.

Border Patrol — Customs and immigration duties are only one aspect of the Border Patrol. They also conduct passport and baggage inspections, collect import and export tariffs, enforce embargoes, quarantine dangerous cargos, detain and deport undocumented or undesirable aliens, investigate cargo thief, prevent the smuggling of contraband, provide security and general law enforcement services to ports of entry and departure such as airports, seaports and national border crossings.

Harbor Patrol — Conducts harbor traffic control, search and rescue operations, port security, commercial fishing enforcement, preventing smuggling and piracy, maritime safety inspections, boaters education, investigations through a maritime board of inquiry (waterborne accidents & marine fishing violations), oceanic & arctic operations (fleet of cutters & icebreakers), enforcement of endangered marine species laws and protection of coastal sanctuaries and chemical spill containment & cleanup. In many ways it functions like a state or national coast guard.

Metro Patrol — Assigned to traffic enforcement, accident investigation and community crime prevention and enforcement. Uniformed officers may walk beats, have bicycle routes, or conduct automobile or grav vehicle patrols.

Air Patrol — Providing aerial surveillance, support to police ground units and air search & rescue operations using gravcraft, aircraft and helicopters.

Orbital Patrol — Operate system defense boats, fighters or orbital weapon platforms for protection against pirates and hostile neighbors. In some societies they are equalivant to the colonial navy or the system defense force.

Investigations Branch

Cyber Crimes Unit — Assigned to investigate high technology and computer-related crimes. It also has a computer forensics function. May be as comprehensive as Tom Clancy's "NetForce".

Internal Affairs — Investigates complaints against other officers, the behavior of police officers involved in corruption or misconduct, officer-involved shootings and death in custody cases. Also conducts security clearance and background investigation on police recruits.

Special Victims Unit — Assigned to investigate sex crimes and crimes against children such as rape, sexual assaults, child abuse or neglect, incest or indecency with a child.

Burglary-Theft Unit — Assigned to investigate crimes against property including burglary, vehicle theft, shoplifting, purse snatching, pick pocketing as well as pawnshop enforcement.

Robbery Homicide Unit — Crimes Against Persons. Assigned to investigate crime against person including murder, robbery, aggravated assault, murder for hire, etc.

Fugitive Apprehension Unit — Although bounty hunters handle most misdemeanors and some felony crimes, the most serious and dangerous fugitives are pursued by this unit.

Major Case Unit — Assigned to investigate crimes against or involving the nobility or individuals with high profiles such as celebrities, politicians and sports stars. Crimes may be regarding death threats, stalking, assassination, kidnapping, extortion or blackmail along with felony thefts and robberies involving 250,000 Imperial credits or greater.

Tactical Branch

Riot Control Unit — Maintains law and order during protests, demonstrations, marches or other street events. They may use specialized equipment such as water cannons, tear gas dispensers or technology devices to disperse a crowd and prevent a riot. This is generally a large para-military unit.

Canine Unit — Assigns police dog teams used in crowd control, sentry duties, drug or explosive detection and search & rescue operations. They also use bloodhounds in manhunts of dangerous felons and escaped prisoners, missing children or disaster operations.

Mounted Posse — Horse-mounted patrols perform crime prevention, providing crowd control, wilderness search & rescue, corralling escaped animals, fugitive manhunts and ceremonial duties.

Dive Unit — Also referred to as the Underwater Rescue & Recovery Unit. It uses SCUBA equipment, watercraft and submersibles to perform rescue, recovery and savage operations in support of police investigations.

Bomb Unit — Assigned to a bomb squad. Involved with bomb & explosive ordnance disposal (EOD), hazardous materials (HazMat) and weapons of mass destruction (WMD) are their primary duties.

SWAT Unit — Special Weapons & Tactics (SWAT) team performing high-risk search & seizures or raids and hostage rescues. They are also called a Tactical Operations Team or Hostage Rescue Team (HRT).

Counter Insurgency Unit — A large special operations unit involved in the apprehension or destruction of groups hostile to the established powers such as rebel or other outlawed para-military forces. This is a para-military police force that is skilled in operating in both urban and wilderness settings.

Intelligence Branch

Gang Unit — Assigned to investigate crimes involving criminal gangs such as youth groups, outlaw motorcycle gangs, racial / ethnic hate groups, religious cults, environmental extremist, anti-abortionist, anarchist, sanctuary movements and radical animal rights groups.

Vice Unit — Enforces codes and statues involving Sexually Oriented Businesses (SOB) which include topless and nude bars, adult bookstores, licensed brothels, escort services, massage parlors, porno theatres, gay bathhouses, adult lifestyle clubs and pornography production studios. This unit investigates crimes of prostitution and child pornography as well as regulating gambling establishments such as casinos, sports betting parlors, licensed bookies, race tracks, lotteries, bingo parlors and the crimes resulting from the gambling trade (i.e., profit skimming, cheating scams, rigged gambling devices) and the collection of gambling debts (assaults and loan sharking).

Narcotics Unit — Assigned to investigate crimes involving the manufacture and trafficking of illicit drugs, black-market pharmaceuticals, dangerous toxins and other controlled chemicals used in their production.

Surveillance Unit — Provides covert photographic and/or electronic surveillance support to requesting police units.

Organized Crime Task Force — Assigned to investigate and track crimes including racketeering, conspiracy, trafficking in contraband, smuggling, black marketeering, tech-running, organ legging, bootlegging, arms dealing, loan sharking, money laundering, running illegal aliens, slavery, extortion, blackmail and piracy.

Counter Terrorism Unit — Assigned to investigate and track crimes against domestic or foreign revolutionary movements (rebels or guerrillas), sub-national militant groups (terrorist), violent activist groups, organized militia groups and other specialized threats.

Counter Espionage Unit — Assigned to investigate crimes of espionage and sabotage by foreign intelligence services.

Administration Branch

Licensing Services — May function much like a department of motor vehicles, generally at the state or national level, issuing passports, visas, drivers licenses and vehicle registration papers, as well as issuing documents such as concealed weapons permits and private investigator or bounty hunter licenses.

Financial Services — Manages the payroll, accounts payable & receivables, general ledger and develop budgeting of agencies.

Personnel Services — Hires and fires police personnel and manage personnel records. Assigns officers to general assignments and special duties as needed. Administers various personnel boards and panels.

Logistical Services — Central supply office orders and maintains all police expendables, equipment, vehicles and weapons.

Public Affairs — Manages community action programs such as: Crime Watch, Crime Stoppers and Silent Witness, victims outreach clinics, battered women's and homeless shelters and other community agencies to prevent crime and assist the community. They also work with the media to promote television & movie productions. Finally, they work with the local Police Explorer Post and Youth Athletic League.

Political Affairs — Indoctrination and Propaganda — Soviet-style political officers for police agencies in societies with strict moral, religious, ethnic or racial perspectives. Also works with the city council, state legislatures and national congress in obtaining appropriations and favorable legislation.

Legal Services — Manages the legal affairs of the police agencies and represents police interest in court.

Technical Branch

Biometrics / Verimetrics Unit (Identity & Truth Analysis) — When identity needs to be established this unit uses voiceprints, facial pattern recognition, DNA pattern analysis, fingerprints, dental records, retinal pattern analysis; Another aspect of this unit is truth analysis using polygraph examinations, brainwave pattern (ECG) analysis and psychological testing (psychometrics).

Transportation Services — Central motor pool and garbage complex. Performs and maintains the police vehicle fleet.

Property Services — Central property warehouse includes vehicle impound lot, impounded boat marina and trains the property clerks at each location.

Communications Services — Police central dispatch center where 911 emergencies are channeled from patrol response.

Network Services — Controls all computer systems and databases including criminal records. It also operates both as a central network facility for a city, state, nation or planet police.

Crime Laboratory — Collects all evidence from the scene of the crime and processes, analyzes and reports the results to investigative personnel.

Behavioral Science Unit — The Behavioral Sciences Unit is composed of criminal profilers, criminologists, forensic psychologist and psychiatrist who work to identify criminal patterns, motives, personalities and behavior traits. They provide hostage negotiators in critical hostage situations.

Training Branch

- Police Band** — Provides musical support for police events and funeral ceremonies. This could include a Drum & Bugle Corps and/or Bagpipe Corps.
- Honor Guard** — Provides police honor guard support for police events and funeral ceremonies. This could include a horse-mounted detail.
- Recruiting Unit** — Assigned to a police recruitment team tasked with finding qualified recruits. Visits local and out-of-state colleges and universities to recruit specialized personnel such as forensics scientist, lawyers and business professionals.
- Faculty Support Unit** — A member of the Police Academy but not an instructor or professor.
- Crime Education Unit** — Works with schools and other youth groups and homeowners to prevent crime in their neighborhoods. Provides assistance to the Police Magnet Schools Program and Neighborhood & School Crime Prevention Programs (i.e., DARE).
- Competitive Team** — A member of one of the police competitive teams: Pistol Team, Rifle Team, Shotgun Team, SMG Team, Archery Team, Driving Team, Martial Arts Team, Equestrian Team, etc.
- Public Relations Unit** — Assigned to promote police activities and efforts among the community. Provides assistance to the media and police reporters. Distributes wanted posters and special radio and television warnings when critical events occur or an Amber Alert is issued.

Security Branch

- Parole Enforcement Unit** — Parole officers (POs) monitor prisoners released from prison through early release programs.
- Corrections Unit** — Manages and provides security and services to jails, prisons, penitentiaries, penal colonies and prison worlds.
- Court Security Unit** — Providing security to judges, jury, witnesses, lawyers and court spectators at the courthouse. Bailiff Corps.
- Witness Protection Unit** — Provides protective services to witnesses in danger both before, during and after their testimony. Provides safe houses and a manages a witness protection and relocation program.
- Custody Transport Unit** — Assigned to transport prisoners between correctional facilities, to medical visits and court appearances using custody wagons and aircraft (as in the movie “ConAir”).
- Executive Protection Unit** — Assigned to protect the foreign dignitaries, VIPs and heads of state (mayor, commissioner of police, governor, president, secretary-general). Provides motorcade and route security and runs threat analysis to prevent assassinations or terrorist attempts.
- Counter Security Unit** — Conducts electronic sweeps, security system installation / testing and participates in covert entry missions when necessary.

Wilderness Branch

- Tourist Unit** — Assigned as a wilderness tour guide.
- Wilderness Posse** — Assigned to patrol wilderness parks and prevent crimes such as destruction of wildlife habitat, illegal hunting and fishing, illegal dumping of toxic waste, illegal timber logging or the illegal mining of mineral resources.
- Fish & Wildlife Unit** — Functions as forest rangers or fish and wildlife game wardens. Involved in forestry conservation and the enforcement of protected species laws.
- Wildfire Operations Unit** — Assigned to patrol wilderness settings to prevent and fight wildfires. This could involve being posted as a lookout or deployment to a smoke jumper teams.
- Mountain Search & Rescue Unit** — Assigned to a mountain search & rescue unit which provides emergency services to lost or stranded climbers, hikers or air crash survivors.

Frontier Rangers — Assigned a two person mounted team patrolling the wilderness providing peacekeeping and public safety services, and when necessary, conducting search and rescue operations for missing hikers, skiers, children or downed aircraft, or involved in manhunts for fugitives. Compared to the role of the Royal Canadian Mounted Police or Texas Rangers.

Imperial Ministry of Justice, Special Branch

Fugitive Apprehension Division — Assigned to the apprehension of escaped and wanted felons. This activity operates much as the US Marshal Service in tracking down fugitives from Imperial justice.

Criminal Investigation Division — Assigned to the investigation of crime against the Imperium not covered else where. This activity operates much like the US Federal Bureau of Investigation in identifying and investigating serious crimes against the Imperium and greater society.

Treasury Division — Assigned to investigation of any crime affecting Imperial currency or official documents such as forgery and counterfeiting. This activity operates much like the US Secret Service in identifying and investigating serious financial crimes against the Imperium and greater society.

Executive Protection Division — This activity operates much like the US Secret Service's Presidential Protection Detail or the US Marshal Service's Protective Unit, except they do not provide protection to the Imperial Palace, the Emperor or the Imperial Family, a role reserved to the Imperial Guards (an elite military unit). They do, however, provide protection to the Imperial courts, the nobility and anyone designated by the Emperor or the Minister of Justice.

Counter Intelligence Division — Assigned to the investigation of crimes of terrorism, espionage, sabotage, rebellion, insurrection or treason. This activity operates much like the US Federal Bureau of Investigation.

Special Division — This activity is concerned with individuals with psionic talents and conducts psionic research. This could be considered "Psi Cops" or "The Psi Corps".

Special Assignments (2d6 + PIPs)

2 **Instructor / Professor**

One year assignment teaching at the police academy. Upon completion of the assignment the PC is automatically awarded a skill in Instruction and given a choice of their next unit assignment. Instructors are below the rank of Commander or Inspector. Professors are that rank and above.

3 **Interagency Exchange Program**

One year assignment with another law enforcement organization. This can be with another city, county, state, nation, planet or an Imperial agency. Upon completion of the assignment the PC is automatically awarded a skill in Liaison and along with an FDR of average or excellent receives choice of next bureau assignment or on a roll of 9+ offered a permanent lateral transfer to that agency. If already in that agency re-roll.

- 1 Metro Police Force
- 2 County Sheriff's Department
- 3 State Department of Public Safety
- 4 National Police Agency
- 5 Imperial Star Patrol
- 6 Imperial Ministry of Justice

- 4 **Competitive Teams**
 One year assignment on a competitive team along with the associated skill:
- 1 Equestrian Team — automatic award of SL in Animal Riding (specify animal)
 - 2 Racing Team — automatic award of SL in Driving (specify vehicle)
 - 3-4 Martial Arts Team — automatic award of SL in Martial Arts
 - 5-6 Marksmanship Team — automatic award of SL in Gun Combat (Rifle, Pistol or Shotgun)
- 5 **Specialty Assignments & Schools** (See Specialty Schools below)
- 6 **Career Leadership Courses**
Sergeants Course — If sergeant and below. Upon completion the PC is automatically awarded a skill in Leadership and Administration.
Chiefs Course — If lieutenant and above. Upon completion the PC is automatically awarded a skill in Liaison and Police Tactics.
- 7 **Imperial Academy of Justice** — Only available to police officers without a college degree. See Imperial Academy of Justice above.
- 8 **Graduate School** — Available only to PCs with a bachelors degree. See Graduate School above.
- 9 **Law School** — Available only to PCs with a bachelors or graduate degree — See Law School above.
- 10 **Prosecutor's Special Investigator** — Assigned as a case investigator to the prosecuting attorney's office. Upon completion of the assignment the PC receives their choice of assignment in either the tactical, investigative or intelligence branch and an automatic skill in Interrogation and Streetwise.
- 11 **Special Unit Echo** — This is a classified unit that works with police telepaths and talented psionics. While a part of this unit the PC will be tested for psionic abilities and if talented trained in one or more of the psionic specialties.
- 12 **Special Assistant to the Superintendent of Police**
 One year assignment as a Special Assistant to a high level law enforcement official (Chief, Commissioner or Superintendent of Police). Upon completion of the assignment the PC receives an automatic skill level in Administration and Liaison, and with an average or excellent FDR receives a promotion to the next rank, and assignment to the branch of their choice along with 2 PIPs. (in essence, they're on the fast track to the top).

Specialty Assignment / School (3d6 + PIPs)

- 3 **Language School** — Select **Language** and roll 7+ four times
 (transfer to the Technical Branch and assigned as a translator)
- 4 **Forensics School** — Roll 7+ for: Forensics / Pathology / Chemistry / Geology / Biology
 (transfer to Technical Branch and assigned to a CSI team)
- 5 **Sea School** — Roll 7+ for: Seamanship / **Watercraft** / Water Survival / Marine Mechanics
 (transfer to the Patrol Branch and assigned to the Harbor Patrol)
- 6 **Flight School** — Roll 7+ for: **Aircraft** / AeroNavigation / Wilderness Survival / Aviation Mechanics (transfer to the Patrol Branch and assigned to the Air Patrol)
- 7 **Cyber School** — Roll 7+ for: Keyboarding / Databasing / Netrunning / Programming / Electronics
 (transfer to the Investigations Branch and assigned to the Cyber Crimes Unit)

- 8 **Wilderness School** — Roll 7+ for: Pathfinding / Mountaineering / Wilderness Survival /
 Tracks & Traps
 (transfer to the Wilderness Branch and assigned to the Mounted Posse)
- 9 **Surveillance School** — Roll 7+ for: Surveillance / Photography / Signal Analysis /
 Computer / Electronics
 (transfer to Intelligence Branch and assigned to an intelligence squad)
- 10 **Bomb School** — Roll 7+ for: Demolition / ElectroMechanical /
 Remote Controlled / **Electronics**
 (transfer to Tactical Branch and assigned to the bomb squad)
- 11 **Diving School** — Roll 7+ for: SCUBA Diving / Seamanship / **Watercraft** /
 Submersible / Water Survival / Welding-Machine Shop
 (transfer to Tactical Branch and assigned to the dive team)
- 12 **Dog School** — Roll 7+ for: Animal Handling / Animal Handling / Veterinary
 (transfer to the Tactical Branch and assigned to a Dog Unit)
- 13 **Equestrian School** — Roll 7+ for: Equestrian / Equestrian / Veterinary
 (transfer to the Tactical Branch and assigned to a Mounted Unit)
- 14 **Investigator's School** — Roll 7+ for: Interrogation / Streetwise / Databasing
 (transfer to Investigation Branch and assigned to an Investigative Unit)
- 15 **Sniper School** — Roll 7+ for: Combat Rifle / Combat Rifle / Armorer-Gunsmith /
 Stealth-Camouflage (transfer to Tactical Branch and assigned to a SWAT Unit)
- 16 **SWAT School** — Roll 7+ for: Combat Pistol / Combat SMG / Martial Arts /
 A-Grav Combat / **Medical**
 (transfer to Tactical Branch and assigned to a SWAT Unit)
- 17 **Undercover School** — Roll 7+ for: Acting / Disguise / Streetwise / Forgery / Persuasion
 (transfer to Intelligence Branch and assigned to an Intelligence Unit)
- 18 **Covert Operations School** — Roll 7+ for: Surveillance / Forgery / Disguise / Acting /
 Counter Security / Photography
 (transfer to Intelligence Branch and assigned to a Counter Espionage Unit)

Position (2d6)

On 9+ PC receives command of a unit; otherwise team or unit member.

Mission (2d6 + PIPs)

(Choose the mission that is most appropriate to the unit assignment)

- 2 Training
Desk Duty
Public Affairs
- 3-5 Security (Event / Court / Jail / Prisons / Ports)
Investigation (Casework / Interrogation)
Patrol (Traffic Enforcement / Accident Investigation)
- 6-8 High Speed Pursuit
Surveillance (Stakeout)
Wilderness Search & Rescue
- 9-11 Riot (Civil Disturbance) / Raid (Search & Seizure)
Fugitive Manhunt / Felony Arrest
Protection Detail (Witness or Executive Security)
- 12 Shootout (Gun Battle)
Hostage Rescue
Undercover Sting

Survival Roll (2d6 + PIPs)

	Shootout Hostage Rescue Undercover Sting	Riot or Raid Fugitive Manhunt Felony Arrest	Pursuit Surveillance Protection Detail	Security Investigation Patrol	Desk Duty Training Public Affairs
Survival	10+	8+	6+	4+	Auto

Type of Injury

- 2 Critical Injury (Roll below)
- 3-5 Major Injury (Roll below)
- 7-9 Minor Injury
- 10+ Superficial Injury

Critical & Major Injuries

- 2 Death (Start New PC)
- 3-5 Major Physical Problems requiring Bionic Implant Surgery
(Roll on Bionic Devices Table below)
- 6-8 Minor Physical Problems requiring Surgery (No Implants)
- 9+ No Lasting Physical Problems

Bionic Devices

- 2 Bionic Rejection (Medical Discharge — Roll up new PC)
- 3-5 Bionic Arm(s) or Leg(s) (Enhanced Speed & Strength)
- 6-7 Bionic Eye(s) (Enhanced Vision)
- 8-9 Bionic Ear(s) (Enhanced Hearing)
- 10+ Bionic Dataport

Fitness for Duty Report (FDR) (2d6)

In the real world police officers are evaluated annually by their supervisors for their personal conduct and professionalism. This is called a Fitness for Duty Report (FDR). It includes qualifications for firearms marksmanship, martial arts and fitness, criminal procedures, pursuit driving and lifesaving (first aid). An FDR can be 'Poor', 'Average' or 'Excellent'. Roll once each year.

2-4	=	Poor
5-9	=	Average
10+	=	Excellent

With an "Excellent" FDR the PC receives 1 PIP which can be applied during the character generation process (excluding rolls for Survival and FDR). An "Average" FDR has no advantages or disadvantages. But, receiving a "Poor" FDR can have negative results.

2-4	=	FDR is reviewed and allowed to stand. Internal Affairs begins an investigation!
5-9	=	FDR is reviewed and allowed to stand. No investigation.
10+	=	FDR is reviewed and ordered changed to "Average".

Media Attention (2d6)

Each year the PC rolls to determine if he becomes the target of media attention, either positively or negatively. The PC may perform a heroic action such as apprehending a violent criminal or saving someone's life. Hero status will be rewarded by being given a promotion and a choice of a new branch assignment (to Tactical, Investigations or Intelligence Branch). On the other hand, if the media discovers that the PC was involved in some criminal activity, departmental corruption or in a police cover-up, they will label him a villain in the press or broadcast media. Villain status will result in an investigation.

2 Villain Status

The internal affairs determined that a crime occurred and the findings are forwarded to the Police Disciplinary Review Board for an administrative hearing. By-pass the FDR and go directly to the Administrative Verdict roll. FDR is automatically poor for this year

3 Negative Media Attention (FDR is automatically poor for this year)

4-10 The matter disappears from the public's eye

11 Positive Media Attention (FDR is automatically excellent for this year)

12 Hero Status

Promoted to next rank and assigned to choice of Tactical, Investigations or Intelligence Branch. FDR is automatically excellent for this year

Internal Affairs Investigations (2d6)

An Internal Affairs investigation is initiated for the following reason:

- 2 **Criminal Conduct** — The officer has been accused of a serious crime (1d6)
 - 1 Unnecessary or Excessive Use of Force (Misdemeanor)
 - 2 Malicious Arrest or False Imprisonment (Misdemeanor)
 - 3 Dereliction of Duty (Misdemeanor)
 - 4 Bribery / Evidence Tampering / Obstruction of Justice (Felony)
 - 5 Aggravated Assault (Felony)
 - 6 Murder (Felony)
- 3 **Violation of Police Regulation** — Violation of established rules or procedures or insubordination towards superiors
- 4 **Line-of-Duty Incidents** — Officer involved shooting, a death or injury in custody or a major traffic accident involving police personnel or vehicles.
- 5+ **No Investigation** — Either the incident did not occur or no evidence was revealed by Internal Affairs to proceed further. The matter is dropped.

If Internal Affairs finds evidence or witnesses to prove that a crime occurred the officer will be immediately suspended from duty (their badge and gun taken). The officer will retain legal counsel from the Police Beneficent Association (PBA) and a hearing scheduled before the Police Disciplinary Review Board (PDRB). The board is an administrative body consisting of five police captains. The charges are read and the board examines all the evidence and hears all the witnesses. The officer presents his side. The board determines if the officer is guilty or not guilty of the charges, and if guilty, recommends the appropriate level of punishment. If found not guilty, the officer is exonerated and the issue is closed.

PDRB Verdict

- 1-3 The PDRB finds the PC guilty of the offense (see Administrative Punishment below)
- 4+ The PDRB finds the PC not guilty of the offense All charges are dropped and the PC returns to full duty in his or her last assignment.

Departmental Punishment (2d6 + PIPs)

The following action is taken:

- 2 Criminal Prosecution (the case is referred for criminal prosecution)
(Use the criminal prosecution table below)
- 3 Termination of Employment (Find another career)
- 4 Suspended from Duty for one year
- 5-6 Letter of Reprimand is placed into the PCs personnel file (negative for promotion roll)
- 7-8 Reduction in Rank (and if in the Investigation or Intelligence Branch transfer back to patrol)
- 9-10 Disciplinary Transfer — The PC has been transferred to uniformed duty in the following assignment for the next year (2d6): (2) Central Motor Pool, (3) Central Dispatch, (4) Crime Lab, (5) Supply Room, (6) Central Jail, (7) Evidence Warehouse, (8) Court Security, (9) Crime Prevention, (10) Community Affairs, (11) Criminal Records, or (12) Custody Transport. If the next FDR is average or excellent the PC will return to their prior branch assignment. If the FDR roll is poor the PC stays in this assignment for another year. While under Disciplinary status the PC will not roll for decoration, skills or attend any schools.
- 11+ No Action Taken

Criminal Prosecution (2d6)

Determine the Level of Severity of the Evidence and Witnesses Against the PC (1d6)

- 1-2 Overwhelming — DM of +2
- 3-4 Substantial — DM of +1
- 5-6 Circumstantial — DM of -1

Roll to determine the admissibility of evidence into a court (evidence disappears, witnesses refuse to testify, video or audio tape accidentally erased, alibi witnesses suddenly appears)

Skill of the Defense Attorney

Subtract for each skill level in Criminal Codes
Subtract for each skill level in Persuasion

Skill of the Prosecuting Attorney

Add for each skill level in Criminal Codes
Add for each skill level in Persuasion

Attitude of the Jury and Judge (1d6)

- 1-2 Bias Against PC — DM of +1
- 3-4 Neutral — No DM
- 5-6 Bias For PC — DM of -1

Verdict (2d6)

(add or subtract points from the final roll using the following DMs + PIPs)
Guilty or Innocent

Punishment — If Found Guilty (2d6)

- 2 Death Penalty at Penal Colony
- 3 Life Imprisonment without Parole at Penal Colon
- 4 5d6 Years in Prison
- 5 4d6 Years in Prison
- 6 3d6 Years in Prison
- 7 2d6 Years in Prison
- 8 1d6 Years in Prison
- 9 2d6 Months in County Jail
- 10 1d6 Months in County Jail
- 11 1d6 Months in County Jail
- 12 Probation

For more options regarding parole, pardons, escape and court appeal refer to the Career Criminal Character Development System.

Decoration Roll (2d6 + PIPs)

If FDR was Poor DO NOT roll for Decoration

If FDR was Excellent add +2 to roll

	Shootout Hostage Rescue Undercover Sting	Riot or Raid Fugitive Manhunt Felony Arrest	Pursuit Surveillance Protection Detail	Security Investigation Patrol	Desk Duty Training Public Affairs
Decoration	4+	6+	8+	10+	12+

Wound Ribbon (Wounded in the Line of Duty)	Auto
Letter of Commendation (Achievement)	+2
Command Star (Command)	+2
Citation for Bravery (Bravery in the Line of Duty)	+4
Medal of Valor (Extreme Bravery in the Line of Duty)	+6

Skill Roll (2d6 + PIPs)

(Skill rolls can also be used as skill unit credits towards college)

	Shootout Hostage Rescue Undercover Sting	Riot or Raid Fugitive Manhunt Felony Arrest	Pursuit Surveillance Protection Detail	Security Investigation Patrol	Desk Duty Training Public Affairs
Skill	7+	7+	7+	7+	7+

	Police Life (Patrolmen to Sergeants)	Command (Lieutenants and above)
2	Language	Administration
3	Combat Shotgun	Instruction
4	Medical	Keyboarding
5	Liaison	Procurement
6	Leadership	Leadership
7	Streetwise	Financial
8	Combat Pistol	Police Tactics
9	Martial Arts	Leadership
10	Grav Vehicle	Liaison
11	Interrogation	Leadership
12	Computer	Cultural

	Academic Skills	Athletic Skills
2	Language	Snow Skiing
3	Science	DEX +1
4	Computer	Martial Arts
5	Administration	Acrobatics / Gymnastics
6	Mechanical	Sky Diving
7	Performance	STR +1
8	Electronics	Archery
9	EDU +1	END +1
10	Criminal Justice	Scuba Diving
11	INT +1	A-Grav Combat
12	Personality	Mountaineering

	Patrol Branch	Tactical Branch
2	Police Baton	Mechanical
3	Watercraft	Tactical Communications
4	Vehicle	Animal Handling / Training
5	Interrogation	Mechanical
6	Combat Pistol	Gun Combat
7	Martial Arts	Surveillance
8	Streetwise	Martial Arts
9	Medical	Medical
10	Combat Shotgun	A-Grav Combat
11	Criminal Codes	SCUBA Diving
12	Aircraft	Watercraft

	Administrative Branch	Training Branch
2	Language	Musical
3	Computer	Science
4	Liaison	Computer
5	Persuasion	Computer
6	Administration	Administration
7	Procurement	Electronics
8	Financial	Criminal Justice
9	Legal	Gun Combat
10	Writing	Science
11	Personality	Athletics
12	Cultural	Vehicle

	Security Branch	Technical Branch
2	Police Baton	Administration
3	Vehicle	Criminal Justice
4	Animal Handling / Training	Criminal Justice
5	Martial Arts	Criminal Justice
6	Combat Pistol	Criminal Justice
7	Combat Shotgun	Criminal Justice
8	Combat Sub-Machine Gun	Computer
9	Security	Computer
10	Counter Security	Computer
11	Computer	Computer
12	Tactical Communications	Personality

	Investigations Branch	Intelligence Branch
2	Administration	Tactical Communications
3	Financial	Photography
4	Streetwise	Databasing
5	Forensics	Disguise
6	Criminology	Acting
7	Leadership	Forgery
8	Interrogation	Surveillance
9	Criminal Codes	Streetwise
10	Commercial Codes	Keyboarding
11	Databasing	Interrogation
12	Cultural	Counter Security

	Wilderness Branch	IMoJ, Special Branch
2	Snow Skiing	Martial Arts
3	Pathfinding	Combat Pistol
4	Camouflage	Persuasion
5	Tracks & Traps	Interrogation
6	Wilderness Survival	Databasing
7	Animal Handling / Training	Forensics
8	Security	Criminology
9	Mountaineering	Biometrics / Verimetrics
10	Martial Arts	Criminal Codes
11	Combat Rifle	Legal
12	Water Survival	Streetwise

Contact Roll (3d6 + PIPs)

3	Inmate / Ex-Con	13	Private Investigator
4	Confidential Informant (CI)	14	Corporate Security Executive
5	Organized Crime Soldier	15	District Attorney
6	Organized Crime Boss	16	Medical Examiner
7	Cyberdeck Geek / Netrunner	17	Psychiatrist
8	Database Geek / Information Broker	18	Chief of Police
9	Crime Reporter	19	County Sheriff
10	Police Contact / Ex-Partner	20	State Police Commissioner
11	Criminalist / CSI	21	Attorney General
12	Fireman / Paramedic	22	Imperial Judge

Roll to determine the NPC's disposition towards the PC

2	Personal Enemy
3-5	Enemy
6-9	Acquaintance
10-11	Friend
12	Close Friend

PIPs

PIP stands for ‘Political Influence Point’. For each PIP that a PC receives he or she can obtain a personal favor from a politically connected friend, former commander, family member, mentor, etc. Such people can influence career development rolls such as future assignments, schools awarded, decorations, promotions, skill rolls, contacts and retirement benefits. The PC may accumulate as many PIPs and he or she wishes and use them as needed, but only during the character development process. PIPs cannot be used on rolls for survival, academic honors or Fitness for Duty Reports (FDR). At the end of the rollup process unused PIPs are converted into skill level increases but only in pre-existing skills, with the exception being that only one skill level increase is allowed per skill possessed. PIPs can move a dice roll either upward or downward on a table to obtain a desired result.

Police Ranks & Titles

Police organizations do not use the terms “Enlisted”, “NCO” or “Commissioned Officer” to categorize rank distinctions, even though there exist many similarities to the military. Most police officers operate under a civil service system responsible for their hiring, day-to-day management and firing or retirement. Many law enforcement agencies divide responsibilities between several levels of leadership, such as, field personnel (patrolmen and detectives), supervisory personnel (sergeants), managerial personnel (lieutenants to commanders) and political appointees or elected officials (deputy chiefs and above). The term “officer” is a generic term referring to a uniformed member of the service below the rank of sergeant. All uniformed police officers above the rank of patrolman are addressed by their sleeve or collar designation.

Another critical difference between the police and the military is tour of duty commitment. In most American police departments there’s no employment contract; police officers may serve as long as they choose, or until they quit or retire (usually after 20 or 30 years), or unless they’re forced out by medical disability or disciplinary action. Reenlistment rolls are optional. The only time a service commitment is required is if a PC attends a college, university, the Imperial Scout Academy or the Imperial Academy of Justice, or a graduate or law school; In such cases, the PC owes the agency one-and-a-half-years of service obligation for each academic year of college completed.

Metro Police Force	
Patrolman Ranks	Detective Ranks
(Uniform Units)	(Plain Cloth Units)
Cadet (at Academy)	
Patrolman 3rd Grade	Detective 3rd Grade
Patrolman 2nd Grade	Detective 2nd Grade
Patrolman 1st Grade	Detective 1st Grade
Patrol Sergeant 3rd Grade	Detective Sergeant 3rd Grade
Patrol Sergeant 2nd Grade	Detective Sergeant 2nd Grade
Patrol Sergeant 1st Grade	Detective Sergeant 1st Grade
Senior Sergeant*	Senior Sergeant
Sergeant Major	Sergeant Major
Lieutenant	Lieutenant
Senior Lieutenant*	Senior Lieutenant
Captain	Captain
Senior Captain	Senior Captain
Commander**	Inspector
Senior Commander	Senior Inspector
Deputy Chief	Deputy Chief Inspector
Chief	Chief Inspector
Chief, Commissioner or Superintendent of Police	

Metro Police operate out of many different locations: sub-stations or storefront offices, precinct station houses, district headquarters and central headquarters complex (One Police Plaza for the NYPD). In specific police situations such as constabulary they may operate out of a wilderness post or base camp.

* The Watch Commander and Watch Sergeant are the senior people on duty during each of the three scheduled duty shifts (called watches) at a Precinct Station House.

** The Duty Commander is the senior Chief or Chief Inspector on duty at the Police District or Central Headquarters.

Detectives are selected from the patrol ranks. In order to be considered, an officer must be a patrolman 3rd grade with three years of service in grade and pass the detectives examination, or be appointed by the superintendent of police for meritorious conduct.

County — Sheriffs' Department	State — Department of Public Safety
Recruit	Trainee
Deputy	Trooper
Corporal	Corporal
Sergeant	Sergeant
Watch Sergeant	Senior Sergeant
Lieutenant	Lieutenant
Captain	Captain
Major	Major
Lt. Colonel	Lt. Colonel
Colonel	Colonel
Sheriff	Adjutant General

National — Federal Investigative Agency	Planetary — UN Peacekeeping Force
Agent in Training	Recruit
Special Agent	Peacekeeper
Supervisory Special Agent	Corporal
Senior Supervisory Special Agent	Sergeant
Special Agent in Charge (SAC)	Staff Sergeant
Deputy Inspector	First Sergeant
Inspector	Sergeant Major
Chief Inspector	Second Lieutenant
Assistant Deputy Director (ADD)	First Lieutenant
Deputy Director	Captain
Director	Major
	Lt. Colonel
	Colonel
	Brigadier or General

IIS, Imperial Star Patrol	IMoJ, Special Branch
Imperial Scout Academy Cadet	Imperial Academy of Justice Cadet
Scout 3rd Class	Imperial Agent* – Level 3
Scout 2nd Class	Imperial Agent* – Level 2
Scout 1st Class	Imperial Agent* – Level 1
Senior Scout	Imperial Inspector* – Level 3
Master Scout	Imperial Inspector* – Level 2
Chief Master Scout	Imperial Inspector* – Level 1
Scout Lieutenant	Imperial Guardian* – Level 3
Scout Captain	Imperial Guardian* – Level 2
Scout Commander	Imperial Guardian* – Level 1
Assistant Deputy Superintendent of Scouts	Assistant Deputy Minister of Justice
Deputy Superintendent of Scouts	Deputy Minister of Justice
Superintendent of Scouts	Minister of Justice

* Requirement for an Imperial Agent is a bachelors degree. The requirement for an Imperial Inspector is a masters degree. The requirement for an Imperial Guardian is a law degree.

Alternate Law Enforcement Titles

Policeman, Patrolman, Trooper, Deputy, Constable, Sheriff, Ranger, Marshal, Warden, Guardian, Protector, Defender, Investigator, Interrogator, Inspector, Detective, Agent, Peacekeeper, Guard, Keeper, Jailer, Master-At-Arms, Bailiff, Lawman, Champion, Enforcer, Provost Marshal, Avenger, Sentry, Sentinel, Regulator, Screener, Examiner, Monitor, Mountie or Criminalist.

Alternate Rank Systems

London Metro Police System	Los Angeles Police Department
Cadet	Police Recruit
Constable	Police Officer I
Sergeant	Police Officer II
Inspector	Police Officer III
Chief Inspector	Sergeant I
Superintendent	Sergeant II
Chief Superintendent	Lieutenant
Commander	Captain
Assistant Commissioner	Commander
Deputy Commissioner	Deputy Chief
Commissioner	Chief of Police (COP)

New York City Police Department	United States Marshal Service
Police Cadet	Trainee US Marshal, GS-5
Police Officer	Assistant Deputy US Marshal, GS-6
Sergeant 3rd Grade / Detective 3rd Grade	Assistant Deputy US Marshal, GS-7
Sergeant 2nd Grade / Detective 2nd Grade	Assistant Deputy US Marshal, GS-8
Sergeant 1st Grade / Detective 1st Grade	Deputy US Marshal, GS-9
Lieutenant	Deputy US Marshal, GS-10
Captain	Deputy US Marshal, GS-11
Inspector	US Marshal, GS-12
Chief Inspector	US Marshal, GS-13
Assistant Deputy Chief	US Marshal, GS-14
Deputy Chief	Senior US Marshal, GS-15
Chief	Senior US Marshal, GS-16
Senior Chief (Super Chief)	Senior US Marshal, GS-17
Commissioner of Police (COP)	Chief US Marshal, GS-18

Promotion (2d6 + PIPs)

Promotions are generally based upon a civil service examination for lower and middle ranks. For the lowest ranks promotions are awarded once every four years (but this can be sooner or later depending upon special events). To advance to the rank of sergeant, or captain, a police officer must take and pass a civil service examination designed specifically for that rank. The Promotion Review Board interviews each applicant and considers the following criteria: Officer's Personnel Jacket, Fitness for Duty Reports (FDR), Annual Qualifications (firearms, vehicle, physical fitness, etc.), Decorations, Continuing Education and Letters of Commendation or Reprimand. Those that pass both the exam and the review board are approved for promotion and placed on a promotion list with the highest candidate at the top. Once a vacancy becomes available in that rank the top candidate is promoted by the Superintendent of Police.

Occasionally, political considerations can interfere with this process and a less qualified person can be given the promotion instead (based upon racial quotas or the chief's niece needs a job). In most agencies an officer can remain in the rank of patrolman or investigator for their entire careers—there's no 'up or out' policy. The ranks of deputy chief and above are political positions that are appointed by the Superintendent of Police when vacancies occur. The Superintendent of Police is appointed by the city mayor, state governor or national president.

Positive DMs

Decorations

For each Wound Ribbon	+1
For each Command Star	+1
For each Letter of Commendation	+1
For each Citation for Bravery	+2
For each Medal of Valor	+3
Each Excellent FDR	+1
Bachelors Degree	+2
Masters Degree	+2
Doctorate or Law Degree	+2
Special Investigator for the Prosecuting Attorney	+1
Special Assistant to the Superintendent of Police	+1
Each skill level in Liaison, Cultural or Leadership	+1
Each skill level in Police Tactics	+1

Negative DMs

Each Letter of Reprimand	-3
Each Poor FDR	-1
Negative PIP (a high ranking enemy does not wish PC promoted)	-3
Each Negative Media Event	-2

Promotion Roll (2d6)

Roll 7+ for Promotion applying DMs and PIPs

Police Skills

Administration	Tactics
Administration	SWAT Tactics
Procurement	CSI Tactics
Financial	Riot Tactics
Instruction	Search Tactics
Performance	Personality
Writing	Streetwise
Musical	Interrogation
Dance	Liaison
Publishing	Persuasion
Photography	Leadership
Art	Cultural
Disguise	Carousing
Gambling	Acting
Computer	Language
Keyboarding	Galanglic (Common)
Programming	Sylean (Vilani)
Networking	Trokh (Aslan)
Databasing	Zdetl (Zhodani)
Cryptography	Gvegh (Vargr)
Medical	Darrian (Darrian)
Medical (First Aid)	Lip Reading / Signing
Forensic Pathology	Electronics
Pharmaceutical	Micro-Electronics
Survival	Macro-Electronics
Pathfinding	Surveillance
Wilderness Survival	Tactical Communications
Seamanship	Criminal Justice
Water Survival	Security
Camouflage	Counter Security
Tracks & Traps	Legal
Firefighting	Criminal Codes
Mechanical	Civil Codes
Demolition	Commercial Codes
Fabrication Shop	Domestic Codes
Maps & Charts	Interstellar Codes
Mining & Drilling	Biometrics / Verimetrics
Construction	Forensics
ElectroMechanical	Forgery
Welding / Machine Shop	Criminology
Architectural	
Marine Mechanics	Science
Aviation Mechanics	Biology
Automotive Mechanics	Archeology
Athletics	Linguistics
Martial Arts	Chemistry
Sky Diving	Physics
Scuba Diving	Gun Combat
Snow Skiing	Combat Pistol
Acrobatics / Gymnastics	Combat Rifle
Mountaineering	Combat Shotgun

A-Grav Combat	Combat Sub-Machine Gun
Combat Sword	Police Baton
Archery	Armorer
Vehicle	Spacecraft
Wheeled Vehicles	Astro Navigation
Tracker Vehicles	Vacuum Suit
Grav Vehicles	Zero-G Craft
Heavy Equipment	Starship Pilot
Snow Vehicles	Zero-G Combat
Quadrunners	Gunnery
Motorcycles	Aircraft
Remote Controlling	Propeller Aircraft
CargoMaster	Jet Aircraft
Watercraft	Grav Craft
Powercraft	Helicopters
Hovercraft	Aerial Navigation
Sailcraft	Animal Handling
Kayaking / Rafting	Animal Training, Handling or Riding
Airboats / Skimmers	Veterinary (Animal Care)
WaveRunners / Jet Skis	
Submersibles	
Commercial Vessels	

Administration

Administration denotes a knowledge of the proper procedures, policies and forms necessary to accomplish a task or obtain information from a bureaucratic agency. This includes an understanding of the organizational structure, its unique behaviors and official mandate. It's also knowing how to use the proper terminology and phraseology in writing and using the agencies policies and regulations to your advantage. In short, Administration makes the PC look professional and competent to bureaucrats making them more willing to help.

Financial

Financial is a knowledge of personal and business finance. It implies an understanding of bookkeeping and accounting procedures along with banking and investment practices. It also denotes a working knowledge of the different financial markets such as stocks, bonds and commodities. A character with this skill has an understanding of the basics of insurance, real estate, taxes and estate planning. In a commercial setting it would allow the PC to determine an employee's appropriate salary and benefit package, manage a company's books and create a profit and loss statement. It includes how to obtain credit reports, bank records and mortgages. Within a law enforcement context, it allows the PC to examine and analysis of financial documents (forensic accounting) to determine if a crime has occurred.

Procurement

This skill denotes a knowledge of supply procedures and inventory control for a starship, military unit or agency. With this skill a PC can find needed supplies, equipment, vehicles or parts through direct purchase or scrounging from other supply sources. Procurement implies an understanding of how to read a supply catalogue and recall bulletin, how to order and ship items and how to setup and maintain a preventive maintenance program.

Streetwise

Streetwise provides a PC with the understanding of street culture and allows them to blend in. Several factors also apply such as dress, vocabulary and attitude. This skill also alerts a PC to trouble and imparts a knowledge of the criminal underworld with its unwritten rules and customs. Knowing where to go and who to see on a specific planet is quite valuable in obtaining certain types of information. Also includes street culture to include tattoos and piercings.

Interrogation

Interrogation denotes a knowledge of how to obtain information from others. It can range from gentle interviewing techniques to direct intimidation and trickery, or involve physical violence, torture or the use of truth drugs or telepathic extraction. It's knowing what to ask and having a keen understanding of body language and psychology.

Liaison

Liaison is a skill in negotiation and compromise. It also implies a knowledge of political power and how to obtain and use it effectively. It also implies a knowledge of political and diplomatic protocols and the how the law applies to it use. (Restricted to Inmates)

Persuasion

Persuasion is the talent of salesmanship and the use of charm, wit, story-telling, and a sense of humor to influence others. It requires a solid understanding of human behaviors such as using individual vices, weaknesses and motivations. The higher the skill of the PC the easier it is for him or her to convince another person or a group of people to accept another viewpoint, or to buy, sell, invest in or part with something of value. This could involve selling or buying a specific cargo (thus replacing Broker in my game), seducing a member of the opposite sex (or, for that matter, the same sex), running a con on some wealthy clients, or representing a client in a court of law. In my universe I also allow the PC to use bribery along with this skill.

Leadership

Leadership denotes a knowledge of how to lead others (NPCs). This includes both personal presence and physical bearing along with an insight into others while under stress.

Cultural

Cultural denotes having a knowledge of the lifestyles of the rich and famous. In essence, having this skill accords the PC the status of a lady or a gentlemen who play and work in the upper middle class. This involves an education in formal dance and fashion. It also implies a knowledge of the social graces (etiquette and protocols) as well as how to plan social events and parties. The higher the skill the more refined the PCs taste and preferences and the more impressed those within this social class are. The PC can have a knowledge of an alien culture—just list it separately. This skill only affects NPCs. (Restricted to Inmates)

Forgery

This skill involves the forging of personal signatures and document marks along with a skill in computer graphics software to create complex multi-color designs for the production of illegal commercial papers, security documents or currency. Once designed these documents can be reproduced using a variety of specialized pre-press procedures and printing methods: offset lithography, intaglio printing, high-end inkjet and laser printers, etc. This skill also implies a knowledge of printing papers, inks, laminates and other materials and techniques to include: cutting, folding, binding, foil stamping, embossing, holographic imprinting and electronic encoding. In return, a PC with this skill has a much better chance of detecting counterfeit documents and handwriting forgeries under proper examination and enough time.

Disguise

A skill in the use of disguise and wardrobe to avoid detection as a law enforcement officer conducting an undercover or surveillance operation. This skill denotes a critical knowledge in the application of facial makeup, latex appliances, contacts, hair pieces, as well as, the use of body suits and wardrobe. The PC is also skilled in creating and altering of clothing from various fabrics. Also included in this skill is knowledge of special effects and pyrotechnics along with the use of stage magic techniques. This skill along with Acting will allow a character to play the part of another, impersonating their behavior, voice and attitude.

Keyboarding

This skill denotes an understanding of computers including typing, familiarity with the most common operating systems, mainstream application software such as word processing, spreadsheet, presentation graphics, Internet browsers and utility programs. This is a required skill in order to obtain the follow-on skills such as Databasing, Networking and Programming. At higher levels this skill allows the PC to troubleshoot computer problems and remove and inspect a computer for evidence (computer forensics).

Programming

This skill denotes an understanding of how to write and debug a computer program. This implies training in a computer language such as C++ or Visual Basic. Each computer programming language should be treated separately. Programming languages for military or intelligence applications may have security classifications.

Networking

This skill denotes an understanding of how to use a computer on a common network, how to protect information and privacy, and how to configure and build a computer network. At higher levels the PC becomes proficient in using a Cyberdeck (a specialized computer used by netrunners).

Databasing

This skill denotes an understanding of how to create a relational or dynamic database using a mainstream database program and how to write a program to extract useful information from any database.

Cryptography

This skill denotes a knowledge of the art and science of cryptography (codes and ciphers) and how to break a code (cryptanalysis).

Signal Analysis

This skill denotes a knowledge of the detection and analysis of electronic signals from sensory devices (microwaves, radars, transmitters), communication systems and specialized surveillance equipment. It also implies the use of counter measures against such equipment.

Surveillance

The use of photographic and electronic surveillance technology and techniques involves the placement and use of clandestine devices to remotely monitor a person, vehicle or location. Equipment can consist of miniaturized electronic eavesdropping devices or parabolic, wireless or laser microphones, multi-spectral video cameras, microwave and thermal imaging systems or night vision devices, communications interception equipment, encryption-decryption software, long-range homing transponders and electronic direction finding equipment. This skill also involves training in visually tracing, tailing or shadowing a subject, whether on foot or within a vehicle. It denotes a basic understanding of photographic and videographic recording techniques and equipment.

Forensic Pathology

An autopsy of the human body can reveal numerous clues to its cause of death. By studying bruise and wound characteristics, and examining and analyzing body tissue, stomach contents, organs and fluids the PC may be able to classify the time and cause of death as natural, accidental, suicide, murder or undetermined. This skill is somewhat dependent upon matching skills in the sciences.

Seamanship

This skill includes a knowledge of sailing, piloting techniques, nautical knots, signaling methods, the rules of ocean navigation, and the use of maps & charts and maritime weather. This skill may apply to police personnel assigned to harbor patrol duties.

Water Survival

This skill denotes training in survival at sea which includes swimming and drown proofing.

Firefighting

This skill denotes an understanding of firefighting techniques, the science of fire, the investigation of arson and the proper handling and cleanup of hazardous materials to include nuclear materials and chemical and biological agents.

Security

Security is the planning, implementation and monitoring of a variety of physical security system and techniques to prevent the unauthorized entry of personnel or contraband into a designated area. This involves establishing security procedures, techniques and tactics, along with training in physical and electronic search and detection methods. This skill also imparts an understanding of executive security (bodyguard) procedures and techniques.

Counter Security

Called Intrusion in some Traveller games. The opposite of security. It involves moving an object through a restricted area by means of concealment, disguise, counter-measures, diversion or bribery. It also entails training in sleight of hand (stage magic) techniques. Also referred to as "Smuggling".

Legal

This skill includes an understanding of legal terminology, the use of a law library or online reference service (like Westlaw) for legal research, a knowledge of legal jurisdictions and organizations, training in the preparation and writing of legal briefs, motions and other legal forms, how to file a lawsuit, criminal complaint or request for information through the system. In short, how the law works and how to work effectively within it. Legal entails the knowledge of those things every lawyer or para-legal has to know in order to run a successful law practice. It does not include the specific knowledge of civil or criminal statutes or case law and development of a legal strategy or theory (that would be Civil or Criminal Codes), extracting case information from a defendant or witnesses or advising a client of their rights (that would be Interrogation), or arguing a case before a judge or jury (that would be Persuasion). In order to practice law within any jurisdiction one has to be licensed and pass a bar exam administered by a bar association or legal society.

Criminal Codes

This skill imparts an understanding of criminal law and its application, the rights of the accused and the protection therein, a knowledge of criminal trial procedures and the rules of evidence, the selection of a jury, courtroom protocol, legal strategy or theory, and the ins and outs of punishment and appeal. In order to practice law within any jurisdiction one has to be licensed and pass a bar exam administered by a bar association or legal society. Specify Jurisdictions: Imperial, Planet (Specify), Nation (Specify) or State (Specify).

Civil Codes

Specific knowledge of law as it applies to civil law including defamation of character (as in libel or slander), invasion of privacy, wrongful death, medical malpractice, product liability issues, civil rights (sexual or racial harassment and discrimination). If it doesn't fit anywhere else, it goes here!

Commercial Codes

Specific knowledge of law as it applies to business relationships and the conduct thereof (sometimes referred to agency law) includes an understanding of business organization (sole proprietorships, partnerships arrangement and corporations), purchasing and sale of a business, the laws governing the rights of employers and employees, landlords and tenants, intellectual property, advertising law, and the subtleties of product warranties and business contracts and agreements.

Domestic Codes

Specific knowledge of law as it applies to domestic statutes including an understanding of the rights and laws governing marriage, divorce, property settlement, child custody and support, alimony, parental rights, paternity issues, adoptions, name changes, prenuptial agreements, mental competency and commitment issues. Specific knowledge of law as it applies to the estate of a deceased individual to include the issuance of wills, probate, trusts, inheritance, estate planning, death taxes, life insurance and real estate.

Interstellar Codes

Specific knowledge of law as it applies to interstellar space treaties and agreements. Laws between the Imperium and planets or groupings of planets. It includes an understanding of the laws governing the rights of starship captains, extradition of criminals, the rights of diplomatic personnel, interstellar protocol, the rights of salvage, the rules of navigation and the crimes of piracy and skipping or hijacking of a spacecraft.

Military Codes

Military Codes refers to the laws governing the Imperial or colonial military judicial process and regulations, policies, and procedures. It defines Court Marshal offenses and specifies punishments.

Demolition

Knowledge of explosive compounds and field demolition techniques and equipment, as well as handling and disarming of military ordnance such as land mines, grenades, artillery shells and aerial bombs as well as improvised munitions, booby traps and custom engineered explosive devices. In military settings, it implies a knowledge of mine and counter-mine operations as well as Weapons of Mass Destruction (WMD).

Biometrics / Verimetrics

The examination and comparative analysis of biologically unique evidence resulting in the identification of an unknown person (either a suspect or a victim). This can include collecting latent prints, voice-print, facial topology analysis (face pattern recognition), facial thermography, retinal patterns, brain wave patterns (EEG), DNA and dental x-rays (forensic odontology). Identity and truth could also be obtained using advanced polygraph devices, voice stress analyzers, brainwave pattern analysis, specific psychological testing, telepathic interviews—some of these methods may be banned and others used by specific government agencies.

Forensics

Forensics is the recognition, collection, preservation, examination, analysis and interpretation of crime scene evidence. This involves both field work (the scene of the crime) and laboratory work. Field work involves: dusting for latent finger, palm or foot-prints; making shoe and tire impressions, spraying Luminol to detect blood stains; vacuuming the scene for trace evidence (hairs / fibers / soil / insects); securing weapons, ammunition, bullets or shell casings; gathering documents, handwriting samples, obtaining signatures, telephone answer machine recordings, home security tapes, mail letters (hate / love), notes (ransom / suicide / threatening), recent receipts, data from PDAs, serial numbers of stolen items, computer e-mail, disks and files; collecting alcohol, drug, DNA, hair and fingernail samples; securing victims clothing for lab processing; collecting over-the-counter, prescription or illegal drugs; performing gun powder residue (Paraffin) tests on potential suspects; and photographing or video-taping the crime scene. The PC must maintain a positive chain of custody of the evidence. If a PC has the required science skill he may attempt to perform the standardized testing on a specific piece of evidence. The PC will have a basic to advanced understanding of crime laboratory equipment and techniques including the use of microscopes for examination and comparison of a wide variety of evidence. (Restricted to Inmates)

Criminology

Criminology is simply the study of criminals and their behaviors. Information is gained through interviews with convicts and researching case histories in order to develop a psychological profile of a criminal to identify his criminal signature and unique methodologies. This will sometimes involve psychological testing or psychometrics.

A-Gravs Combat

This skill denotes training in the use of Anti-Gravity Backpacks (referred to as “A-Gravs”), their operation, techniques and maintenance.

Fabrication Shop

PC is trained in the use of a technology shop working with plastics, fabrics, woods, ceramics, rubber and stone.

ElectroMechanical

PC is trained in the use of a technology shop working with electrical, mechanical, pneumatics and hydraulics systems.

Welding & Machine Shop

PC is trained in the use of welding equipment and technique as well as metal and machine shop.

Pharmaceutical

PC is trained in medical pharmacy and toxicology. In a law enforcement setting the PC will also have a knowledge of illicit and designer drugs.

Veterinary

PC is trained in the care of specialized animals such as horses and dogs used by law enforcement.

Pathfinding

PC is trained in land navigation and the use of geological and military maps and charts.

Locksmithing

The PC is trained in the installation and breaking of locks and safes. It also includes the placement, installation and operation of electronic detection and monitoring systems such as cameras (video, still, night vision, thermal imaging), x-ray scanners, metal and chemical (drugs, explosive) detectors, sensors and alarms (temperature, pressure, IR, laser, motion, EMS).

Sky Diving

Experienced in jumping from aircraft using a vintage parachute or modern maneuverable parafoil. This includes chute packing, body gliding techniques, landings and handling emergency situations. It also includes high altitude low opening (HALO) jump techniques while using a combat environment suit. Law enforcement personnel may need to jump into wilderness settings to conduct search and rescue operations. This skill also includes the use of hang gliders and para-sails.

SCUBA Diving

Trained in the use of snorkel, SCUBA and power diving systems and their operation, safety and maintenance. It also entails a general skill in oceanography and marine biology, underwater navigation and communications, emergency procedures, power dives to deep depths and depressurization techniques. It also involves underwater salvage operations.

Mountaineering

Knowledge of climbing and repelling man-made structures and mountain faces using ropes and other climbing gear. This skill includes route selection, safety protocols, climbing in ice, high altitude climbing and extreme cold weather survival. It may be needed by law enforcement personnel involved in mountain search & rescue operations.

Armorer

Trained in the maintenance, repair and restoration of pistols, rifles, shotguns, submachine guns, grenade launchers, machine guns, tactical missiles, cannons, energy weapons, combat environment suits and helmets and powered armor (Battledress). Also included in this skill are swords, knives, bows and crossbows, as well as electronic binoculars, night vision devices and weapon scopes. As a gunsmith the PC can customize and accurize a weapon to one's specification. An armorer receives an automatic default SL-0 in each of these weapons.

Animal Trainer / Handler / Rider

This skill involves the training, riding or handling of a specific type of animal (i.e., dog, horse, bird) and a knowledge of how to take care of it. A rider / trainer / handler is able to control the animal and direct its movement or actions.

Vehicle

Wheeled Vehicles (4-Wheel Street / Off-Road)
Tracked Vehicles (Off-Road)
Grav Vehicles (Ground Altitude Only)
Snowmobiles
Quadrunner / All Terrain Cycles
Motorcycles / Bicycles
Remotely Controlling (RPVs & Waldos)
CargoMaster / Walkers

Aircraft

Propeller Aircraft (Single or Twin Engine VFR Rated / Commercial Multi-Engine Instrument Rated)
Jet Aircraft (Single or Twin Engine VFR Rated / Commercial Multi-Engine Instrument Rated)
Grav Craft (All Attitudes) (AGrav VFR Rated / Commercial AGrav Instrument Rated)
Vertical Lighters (SVTOL Craft) (Single or Twin Engine VFR Rated / Commercial Multi-Engine Instrument Rated)
Helicopters (Single or Twin Rotor VFR Rated / Commercial Multi-Rotor Instrument Rated)
Airships (Lighter-than-Air-Craft) (Twin Engine VFR Rated / Commercial Multi-Engine Instrument Rated)
Aerial Navigation (& Weather)

Watercraft

Power Craft (Motorcraft, Hydrofoils, Ocean Racers)
Hover Craft (Ground Effects Vehicles)
Sailcraft / Catamarans (Sailcraft)
Kayaking / Canoeing
Airboats / Skimmers
WaveRunners / Jet Skis
Submersibles
Commercial Vessels

Post-Service Development (Retirement)

Savings / Investments / Winnings (2d6 + DMs + PIPs) (DMs for Financial and Gambling skills)

2	25,000 Imperial Credits
3	50,000 Imperial Credits
4	75,000 Imperial Credits
5	100,000 Imperial Credits
6	150,000 Imperial Credits
7	200,000 Imperial Credits
8	250,000 Imperial Credits
9	500,000 Imperial Credits
10	750,000 Imperial Credits
11	1,000,000 Imperial Credits
12	2,500,000 Imperial Credits

Service Pension

After 20 Years receives 2,500 Imperial Credits Monthly
After 25 Years receives 3,500 Imperial Credits Monthly
After 30 Years receives 4,500 Imperial Credits Monthly

Retirement Gift (1d6 + DMs)

1	Silver Engraved Watch
2	Engraved Conceal Carry Pistol
3	CSI Mobile Lab Kit*
4	Sherlock Unit **
5	Tactical Surveillance Package ***
6	Round Trip Jump-2 Middle Passage

* CSI Mobile Lab Kit is a state of the art crime scene investigation kit with a digital spectrum analyzer / digital microscope worth 10,000 Imperial credits.

** “Sherlock Unit” is a state-of-the-art pocket digital assistant with a voice, artificial intelligence and a holographic display worth 50,000 Imperial credits.

*** Tactical Surveillance Package is a state-of-the-art suitcase surveillance package with a digital camera system and several lens, a digital voice recorder, a dozen micro-miniature voice/data transmitters, a GPS transmitter and tracking device, laser microphone with a listening station and headphones, and other assorted surveillance items worth 100,000 Imperial credits.

Bank Credit Line (1d6 + DMs)

1	5,000 Imperial Credits
2	10,000 Imperial Credits
3	20,000 Imperial Credits
4	50,000 Imperial Credits
5	100,000 Imperial Credits
6	250,000 Imperial Credits
7	500,000 Imperial Credits

Imperial Licenses & Permits (1d6 + DMs)

1	Concealed Carry Permit
2	Bounty Hunter License
3	Private Investigators License
4	Information Broker License (Netrunner)
5	Special Weapons Permit (Automatic Weapons)
6	Imperial Database Access Pass

Employment Offers (2d6 +DMs)

(Roll three times)

- 2 Police Beneficent Association (PBA) (Union or PBA Representative)
- 3 Fraternal Order of Police / Police Professional Association (Political Lobbying Group)
- 4 Licensed Private Bounty Hunter (for a Bail Bond Company)
- 5 Licensed Private Investigator (for a Private Detective Agency)
- 6 Private Collector (Freelance Recovery Man / Skip Tracer)
- 7 Private Body Guard (for a Corporate Security Company)
- 8 Licensed Courier (for an Special Transport Company)
- 9 Mercenary (Corporate & Private Paramilitary Unit)
- 10 Consultant with a Law Enforcement Foundation (Police Think Tank)
- 11 Investigative Reporter (for a Major News Network)
- 12 Certified Forensic Examiner (for Commercial Forensics Laboratory)
- 13 Private Enforcer (to a Major Corporation or Private Security Consulting Firm)

If you find something there that you like, feel free to use it. If you have any comments please e-mail me at aaingram@ev1.net, otherwise, enjoy!