

JUDGE

TYPE

EXPERIENCE

Cadet	○ ○ ○ ○ ○	1 dot per session
Rookie	○ ○ ○ ○ ○	"
Standard	○ ○ ○ ○ ○	"
Experienced	○ ○ ○ ○ ○	"
Senior	XP _____	raise cost = 1 per level above Abysmal

CHARACTER PICTURE



- BEYOND LEGENDARY
- LEGENDARY
- AMAZING
- SUPERB
- GREAT
- GOOD
- FAIR
- MEDIOCRE
- POOR
- TERRIBLE
- ABYSMAL

FUDGE POINTS

TRAITS

AUTHORITY _____

- Attributes -

Agility _____

Strength _____

Health _____

Perception _____

Willpower _____

- Skills -

Combat	Melee	_____
	Heavy Weapons	_____
	Shooting	_____
Vehicle	Driving	_____
	Piloting	_____
Specialty	Investigation	_____
	Medical	_____
	Streetwise	_____
	Technical	_____

- Powers -

Psi	Empathy	_____
	Precognition	_____
	Psychokinesis	_____
	Self Control	_____
	Telepathy	_____

GIFTS

Ambidextrous can use either hand, favours _____

FAULTS

COMBAT

Initiative (avg Agil & Per rnd down) _____

Unarmed Damage (Str-2) _____

DAMAGE TRACK

Terrible -					+
SCRATCH	HURT	VERY HURT	INCAPACITATED	NEAR DEATH	
○ ○ ○	○ ○	○	○	○	
No Effect	1 Wound Die	2 Wound Dice			

Phudge **DREDD**

Game

Player

LAWGIVER

Magazine	Chamber 1	Chamber 2	Storage
1	GP 12:	12:	Lawgiver
2	GP 12:	12:	Lawgiver
3	GP 12:	12:	Belt Pouch
4	GP 12:	12:	Belt Pouch
5	GP 12:	12:	Belt Pouch



Ammo Type	Range		Damage
	Normal	Max	
General Purpose	50m	150m	Fair
Incendiary	15m	150m	Good (fire)
High Ex	5m	50m	Good (area)
Grenade	15m	50m	Mediocre (area)
Armour Piercing	50m	150m	Good (AP)
Rubber Ricochet	15m	50m	Fair
Heat Seeker	15m min to 50m	N/A	Fair
Hypo Shell	15m min to 50m	N/A	KO

BELT POUCHES

- Birdie Lie Detector
- Bleeper (5)
- Hand Cuffs (2)
- Hand Radio
- Lawgiver IR Sight
- Magazines (3)
- Silencer
- Medi-pack
- Pollution Meter
- Stumm Gas Grenades (3)



GLOVE POUCHES

- Heat Seeker Shells (3)
- Hypo Shells (3)



BOOTS

- Lawgiver
- Boot Knife - Dmg: Mediocre

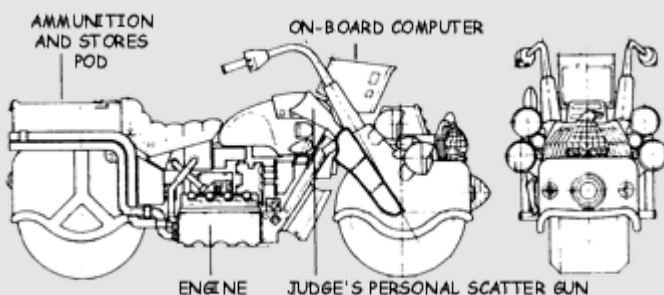


LAWMASTER

- Driving FAIR
- Max Speed 570 Kph (480 m)
Acc/Dec 80m
- Heavy Weapons MEDIOCRE
- Bike Cannon (50m/150m) Dmg: Great
Magazine 36:
- Cyclops Laser (50m/500m) Dmg: Superb

LAWMASTER STOWAGE

- Bike Cannon Magazines (6)
- Lawgiver GP Magazines (10)
- Scatter-gun (15m/50m)
- Shells (30) - Dmg: Mediocre
- Stumm Shells (6)
- Daystick - Dmg: Mediocre
- Cling-net
- Hand Cuffs (3)
- Medi-pack (2)
- Rad-cloak
- Respirator (2)
- Stumm Gas Grenades (10)
- Spare Parts



LAWMASTER HIT LOCATION

	AP
1 Computer & Communications	1
2 Left Bike Cannon	1
3 Right Bike Cannon	1
4 Cyclops Laser	1
5 Engine and Fuel	2
6-8 Judge	1
9 Headlamps & Infra-Red Light	-
10 Stowage	1
11 Front Tyre	3
12 Rear Tyre	3