

All The Lonely People

Campaign Characters for the Judge Dredd Roleplaying Game by Marcus Rowland

There are more than four hundred million citizens in Mega-City One. Judges always tend to see them in a rather cynical light, but should remember that a few aren't perps or futsies. Of course, some of them are just plain odd...

Mega-City One is notorious for the strangeness of its population, and it's the eccentrics that most people will remember. An ordinary citizen just merges with the crowd; the true oddball stands out, and adds essential flavour to life in the Mega-City.

Consider Judge Dredd's relationship with Otto Sump. Although he denies it, Dredd probably regards Otto as something of a protégé. Otto's strange combination of appalling ugliness, stupidity, misguided business acumen and chutzpah has given the Justice Department many problems, but Otto has never served a day in the cubes. Most other citizens would be jailed for wasting Justice Department time if nothing else! Dredd seems to tolerate Sump for his entertainment value. Life's never dull when he's hatching one of his peculiar business schemes.

Recurrent characters like Otto add a lot of flavour to the Judge Dredd stories, but tend to be omitted from scenarios because they don't easily fit into a short term adventure. Ideally, they should be introduced into a campaign as part of a regular cast of characters who are seldom important but often become involved in the plot. Otto is one good example, but others include Max Normal, Edwin Parsey and Walter the Wobot. Although Normal falls into a readily defined role as a nark, he's an individual rather than a cardboard cutout. Parsey isn't just a spont, he's *the* definitive spont. As for Walter, any robot with that sort of taste in underwear has got to be noteworthy...

Here, for the delectation of your players, is a tasteful selection of citizens, primed and ready to interact with any Judges lucky enough to cross their paths. Don't just use them once and forget them. Mega-City One is big, but a Judge assigned to a regular patrol route will probably run into the same citizens every now and again.

Use these characters to lead your players into adventures, pass on information, or simply entertain them. All of them should have a miraculous knack of avoiding really serious trouble. If the Judges do eventually decide to send them to the cubes, arrange for a fortuitous amnesty or change in the law to get them out and back into your campaign. Your players will thank you for it...

These characters are intended as examples. If possible, change names and vary as many details as possible, since your players may very well see this article.

Oliver Thrung (Businessman)

Oliver owns Thrung Inc, a large firm of locksmiths and builders. The company specialises in repairing the damage left after Justice Department blitz raids. As the blitz team depart, Thrung's workmen arrive to repair doors, replace floors and make apartments habitable again. If all the occupants have been arrested, the bill goes to the landlord.

How do Thrung's workmen reach the scene so quickly? Encourage the players to suspect that he has bribed a Judge, or listens to their messages illegally. If they blitz his office or apartment, they'll find evidence of nothing worse than a few minor offences, worth a month or two in the cubes. While he's inside, the team will notice that the repair teams are always hours late. In fact Thrung has a low grade precog ability. He simply has hunches about the location of the next raid and sends out work crews accordingly.

Unfortunately, this power won't function for any more useful activity.

Although Thrung is honest, some of his workmen might not be. Possibilities include pilfering, cutting duplicate electro-keys for later robberies, and industrial espionage.

Sometimes workmen arrive on the scene a few minutes before the blitz team. Sooner or later they'll walk into a hostage situation or get in the way of the Judges.

Thrung is rich enough to afford some very good lawyers who may be able to find technicalities to get him out of the cubes after serving only a fraction of any normal sentence.

Oliver Thrung

S 2	I 16	CS 12	DS 20	TS 18	SS 32	MS 8	PS 49
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Special Ability: Precognition (has hunches)

Oliver is 43, well groomed but slightly old fashioned. He lives in a luxury con-apt in the richest part of the sector.

Crazy Glad (Mrs Gladys Roach, Street Person)

Glad is one of the many victims of the Apocalypse War. Formerly married to a wealthy banker, she took to the streets to flee the Sov invasion, but returned to find that she was a homeless widow. The double blow was shattering. She wandered away from the sector refugee hostel, and began to live rough in the wreckage of her old block. As reconstruction began she moved on, preferring to haunt the ruins of the seediest parts of town.

Over the years she has become an incredibly shrewd observer of the street scene and often acts as a nark to the Judges of whichever area she inhabits. In turn, the Judges tend to ignore her begging. Ironically, Glad is still extremely wealthy and could easily afford to return to her affluent lifestyle. However, she never touches her money and won't carry credit cards or any identification, apart from her standard citizen's ID.

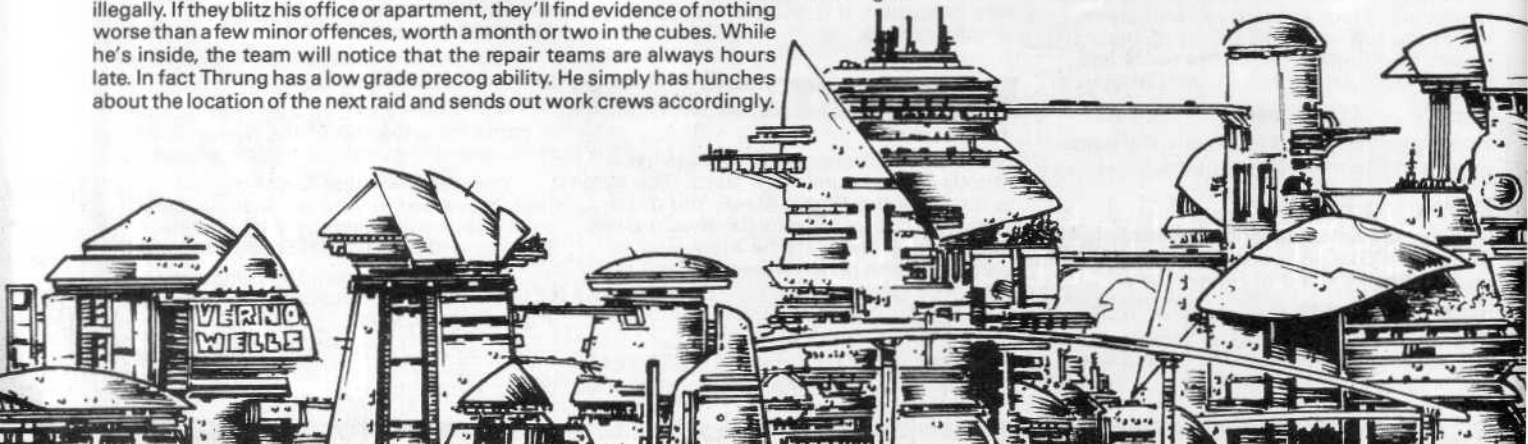
Glad is best used as an occasional informant. A more experienced Judge should introduce her to the team. Alternatively, she could be the long lost mother of one of the Judges. Let them encounter her a few times and learn her story, then don't mention her for a while. At a convenient moment reveal that she has dropped out of sight completely and encourage the Judges to start worrying about her safety. Perhaps she's been kidnapped as part of a plan to steal her money, or possibly she's simply decided to return to her former life, and now dwells in a luxury penthouse. Or maybe she's just gone on to another sector. She uses her card so rarely that it could take weeks to track her down.

Gladys Roach

S 1	I 22	CS 12	DS 9	TS 11	SS 73	MS 7	PS 40
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Special Abilities: Sense Soft Touch (SS ability), Inconspicuous (SS ability), Sense Perps, Detect Intent (erratic)

Sense Soft Touch is a trivial SS ability allowing the user to sense whether or not it's worth approaching a potential benefactor. *Inconspicuous* simply adds 10% to SS when attempting to hide. Neither ability is available to Judges.



Gladys is 50 but looks older, and dresses in appalling, old, cast-off clothing. She always carries two or three bags of belongings. She is always on the borderline of a public health violation.

'Honest' Abdul Akbar (Rug Salesman)

Akbar is that rarity, a totally honest citizen. He's a door to door salesman specialising in carpets and soft furnishings, covering a dozen blocks around his home. Unfortunately, Akbar has a habit of getting into trouble: he's been tapped dozens of times, walked into six separate confronts between rival juve gangs, was hit by a ricochet during the last block war and has his pockets picked three or four times a week.

Justice Department crime analysts have noticed these incidents and concluded that Akbar is crime-prone, in the same way that some people are accident-prone. Although his behaviour is impeccable, something about him seems to attract perps. For this reason, Akbar is under permanent Justice Department surveillance. He's followed by Spy In The Sky cameras whenever he leaves his apartment and the perps who follow him are soon apprehended.

There are many ways the Judges can encounter Akbar; perhaps the most amusing is if they don't know about him and are then reprimanded for scaring the perps away. In the course of time his bruised features, torn clothing, and perpetual 'Why me?' expression will become familiar landmarks in the routine life of your sector.

'Honest' Akbar (Abdul Akbar, salesman)

S 2	I 21	CS 15	DS 14	TS 18	SS 45	MS 8	PS 10
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Special Abilities: Salesmanship (SS Ability)

On a roll against SS the vendor overcomes the resistance of any customer who fails an SS roll. Judges are almost immune; give them 25% bonus. Akbar won't try to use this ability on Judges anyway.

Akbar is 32. He is handsome and would like to be a snappy dresser but always seems to lose his best clothing to tapsters and other perps.

'Greasy' Joe Kablonski (Fast Food Chef)

Joe runs the Acme Diner, a typical fast food joint on the nastier side of the sector. He's been robbed hundreds of times and now runs a credit only business, so there's never any cash in the shop. All this means, however, is that the perps tend to steal food, furnishings and fittings instead.

The odd thing is that the perps never hurt Joe; he's just held at gunpoint or locked in the storeroom. Typically, the Judges will encounter him as he philosophically sweeps up the broken glass left by his last visitors, and return a few hours later to find that he's been robbed again while they were rounding up the last group of perps. He always offers them Synthi-Synthi-Caff and it happens that he makes the best 'caff in the sector, in unusually large mugs. An hour or two after any Judge drinks one, he faces the awkward problem of using a public lavatory while wearing a skintight synthi-leather suit...

Joe is a fairly passive character. He rarely does much, but his situation means that the Judges will see quite a lot of him. He has an irritating habit of whistling hymns while he works and is always cheerful, despite the robberies. If questioned, he'll explain that he's a born-again Omphalologist (a religion so obscure that he's the only member in the sector), and doesn't want to accumulate bad cosmic forces by worrying about his problems. The diner is always sparkling clean (except when it's littered with broken glass). The food is dreadful (normal Mega-City One diner standard), though as wholesome as any other totally synthetic meal.

Turn Joe into a familiar character, then kill him in some particularly gruesome way, to lead the player characters into an adventure. The quarry of a hunt club? The first victim of a new and peculiarly vile disease? The list of possibilities is endless.

'Greasy' Joe Kablonski

S 2	I 15	CS 14	DS 10	TS 15	SS 25	MS 31	PS 17
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Joe is 45 and always wears a white apron over his clothing.

Harriet Lark

Harriet is a con-woman. However, she's shrewd enough to find rackets that are technically legal, until the Judges change the Law to stop her. Her only convictions are for minor charges brought by Judges who wanted her out of the way for a few months. She's always prepared to shut down her operations at the first hint of Justice Department opposition. Harriet is a great admirer of Otto Sump, and her greatest regret is that she didn't invent Smart Sweets first. Until the Law was changed, she ran one of the largest 'Billing Service' rackets in the city. She sent out bills for a few hundred credits plus tax, in which the debt was a fee for writing the bill!

Recently, Harriet founded Immortality Inc, a company offering the secret of immortality for twenty credits plus tax. If read carefully, the advertisement only offers the following:

- * A book slug containing the secret (with no guarantee that it is usable)
- * An 'I Know The Secret Of Immortality' tee-shirt
- * A music slug (the 20th-century classic 'Staying Alive')

The book slug contains the equivalent of four hundred computer-generated pages, paraphrasing the sentence, 'The way to achieve immortality is to live forever' several thousand times. Immortality Inc has been chartered as a tee-shirt company, and careful reading of the small print in the advertisement reveals that the company only charges for the shirts - the slugs are free gifts! So far Harriet has sold more than a hundred thousand packages, making five creds per pack before tax.

Harriet knows that the Judges will arrest her on the slightest excuse, and runs a very clean operation. The books are impeccable, all permits and taxes are in order, and her advertising is just barely legal. Her apartment is clean and she doesn't indulge in any illegal vices.

The team will probably find a way to shut down the operation, and put Harriet away for a few months but she'll always have another operation planned and will bob up again and again, always with larger, more lucrative and more or less legal rackets.

Harriet Lark

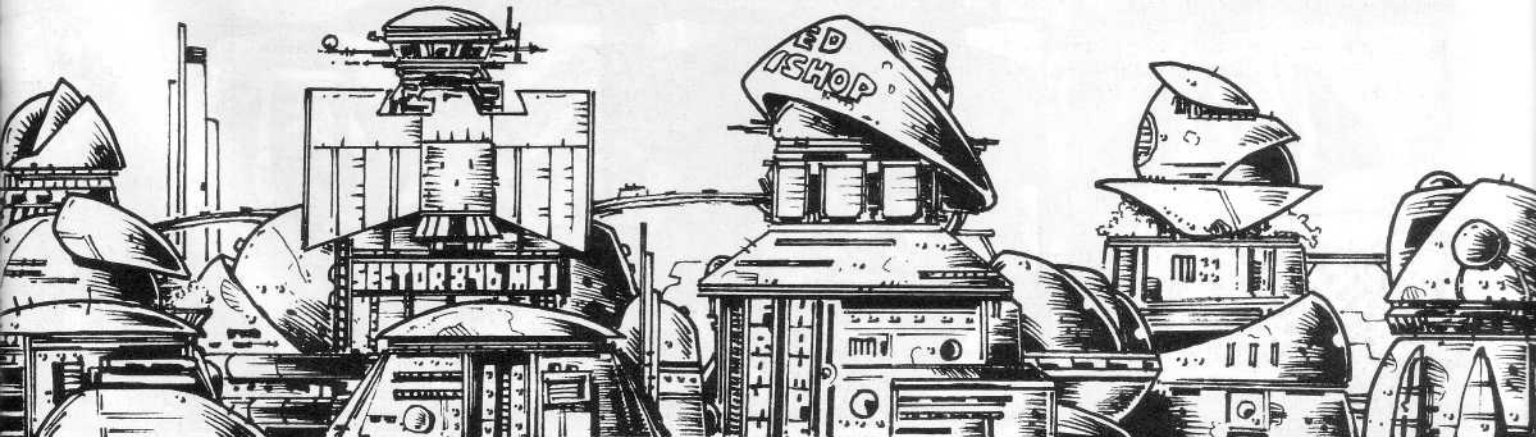
S 3	I 35	CS 21	DS 16	TS 57	SS 43	MS 12	PS 6
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Special Abilities: Use Data (2), Law.

Law is a civilian SS Ability which gives a deep knowledge of The Law, giving a 10% bonus on SS in attempts to prove that an action is legal. All Judges know The Law in this much detail without needing special SS rolls.

Harriet is 37, a snappy dresser who follows the Pinstripe Freak fad. The only way to annoy her is to insult her clothing, umbrella or shoes.

Marcus Rowland



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