

LAW, ORDER, & SENTENCING

This is a buddy cop RPG for two players and a GM. It's all about having fun, doing silly voices, and making stupid puns.

Cop Creation

First the players need to create their cops. Choose from the options on the tables below or roll if you're feeling lucky. Don't forget to give your cop a cool name.

Cop Type

Roll	Type	Skills
1	Beat Cop	Local knowledge
2	Military Police	Firearms
3	Rapid Response	Driving
4	Royal Canadian Mounted Police	Horse Riding
5	Detective	Detecting (duh)
6	Undercover Cop	Impersonation

Your skill is relevant when making rolls described later.

Cop Background

Roll	Background
1	Two days from retirement
2	Rookie with something to prove
3	Don't need no partner
4	From the streets
5	Desk jockey
6	Actor in police costume (not a real cop)

Cop Relationship

Assign each player as Cop A or Cop B and then roll or choose from the table below for their relationship.

Roll	Relationship
1	Cop A's partner died and Cop B is replacing him
2	Cop B is having an affair with Cop A's wife
3	Cop A and Cop B are siblings
4	Cop A bullied Cop B at the academy
5	Cop A is a Blood and Cop B is a Crip
6	Cop B has a crush on Cop A

Cop Situation

The GM can use the tables below to make the background of the scene. Roll these secretly for more fun.

The cops are in:

Roll	Location
1	Gangland USA
2	Small English Village
3	Donut Shop
4	Police Academy
5	Cruise Ship
6	Theme Park

Where they are:

Roll	Activity
1	Investigating a shoplifting
2	Saving a cat from a tree
3	Doing a ride along
4	Filling out paperwork
5	Trying to frame someone
6	Guarding the president

When:

Roll	Event
1	Twenty cats get stuck in a tree
2	A bomb explodes
3	A crew takes hostages
4	The Declaration of Independence is stolen
5	Benedict Cumberbatch is kidnapped
6	They go back in time to 1914

Because of the actions of a criminal mastermind...

Roll	Criminal	Special skill
1	Supervillain	Secret lair
2	Alien	Advanced tech
3	White Collar CEO	Can buy anything
4	Beekeeper	Bee powers
5	Cult leader	Army of zealots
6	Politician	Wordplay

The GM can use the special skill of the mastermind to inform his worldbuilding.

Playing The Game

The game ends when the players arrest the criminal mastermind. When a player tries to do something non-trivial, the GM will ask them to make a dice check with a difficulty of 2-6. A player succeeds if they get equal to or greater than the number.

Cop A: "I try to tackle the gunman.

GM: "That's going to be hard, you'll need a 5."

Cop A rolls a 6.

GM: "You manage to tackle him to the ground..."

There are two ways to improve your chances when making a check. In both cases, you roll an extra dice and use your highest roll. If you have a relevant skill the GM can decide to give you an extra dice. You can also get help from your buddy. This is done by prefacing your action with a half-finished sentence or question and letting your buddy finish it off in a cool way. If the GM feels the attempt was funny or cool enough, they can give you an extra dice. Puns are highly recommended in these situations.

Cop A: "I try to knock out the chef with the frying pan.

'Steve, know what day it is?'

Cop B: " 'Fry-day!' "

GM: "That was slick guys, have an extra dice."

Law, Order & Sentencing is by George Richardson, created for the Comedy One-Shot RPG podcast **GORM**. Listen to a playtest at gormpodcast.com or follow on Twitter [@gormpodcast](https://twitter.com/gormpodcast)