

POLICE PROCEDURE



*Just another day on the beat, driving around in cop cars,
bickering with your buddies, harassing innocent civilians:
just the life you signed up for when putting on that blue.*



PLAYERS: CREATE CHARACTERS

1. Choose what passes for your cop's personality: **racist, queerphobe, ableist, wife-beater,** _____.
2. Choose your cops's favorite MO: **shooting, taser, beating, sexual assault.** _____.
3. Choose your **number**, from 2 to 5. A high number means you're better at **POLICE** (bullying the less fortunate). A low number means you're better at **PROCEDURE** (suck up to the powerful).
4. Give your character a **generic cop name**. Like Danny Williams or some shit.

You have: a gun, some bullets, a uniform, a badge, a taser, a baton, and the permission of the state to commit whatever crime without any consequences.

Player goal: To act out a police procedure and see just how much it justifies police brutality. Hopefully.

Character goal: Choose one or create your own: **Promotion, Money, Kill Innocents, Keep Being Awesome** (you're just so fucking full of yourself).

PLAYERS: CREATE THE COP CAR

As a group, pick two things in the car: **Evidence to Be Planted, Confiscated Drugs, Bribery Money, Unregistered Firearms, A Box of Donuts.**

Also, pick one problem: **Wore-Out Tires, Loose Car Doors, Dirty Windows, Smells Like Pigs.**



ROLLING THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **prepared** and **+1d** if you're an **expert**. (The GM tells you how many dice to roll, based on your character and the situation.) **Roll your dice and compare each die result to your number.**

↓: If you're using police to bully the less fortunate, you want to roll under your number.

↑: If you're using procedure to suck up to the powerful, you want to roll over your number.

0: If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.

1: If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.

2: If two dice succeed, you do it well. Good job!

3: If three dice succeed, you get a critical success! The GM tells you an extra effect you get.

!: If you roll your number exactly, you have **POLICE PROCEDURE**. You get a special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

*How do I hurt them? How do I get out of this?
What's altruism? Where can I get more donuts?*

You can change your action if you want to, then roll again.

HELPING: If you want to help a fascist scumbag, whom's your fren :D, say how you try to help and make a roll. If you succeed, give them **+1d**.

GM: CREATE AN INJUSTICE

AN INNOCENT...	
1. Person of Color	4. Homeless Person
2. Queer Person	5. Sex Worker
3. Person With Disability	6. Immigrant
WANTS TO...	
1. Use the Restroom	4. Use a Public Utility
2. Grab a Bite to Eat	5. Talk With a Friend
3. Cross the Street	6. Buy Some Grocery
WHICH WILL...	
1. Be Harmless	4. Be Harmless
2. Be Harmless	5. Be Harmless
3. Be Harmless	6. Be Harmless
SO YOU...	
1. Harass Them	4. Harass Them
2. Harass Them	5. Harass Them
3. Harass Them	6. Harass Them

GM: RUN THE GAME

Play to find out how they fabricate the threat. Introduce the victim by showing evidence of their innocence. Before a victim does something, show signs that it's about to happen, then ask them what they do. *"The black man is helping an old nanny across the street. What do you do?" "The trans woman really needs to pee. What do you do?"*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Fuck, just how much did you stole from Don Corleone!?"*

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