

Julius T Carpenter

Allan Stenhouse
Street Judge (42)

Drv 5
Fig 5
Hed 6
Nim 6
Psi 0
Spd 5
Str 6



Action Skills - Gun (5), Melee (5), Lawmaster (5).

Academic Skills - Basic Demolitions, Basic Repair & Maintenance, Broad Combat, Broad Survival, Criminology, First Aid, Mega-City One Law.

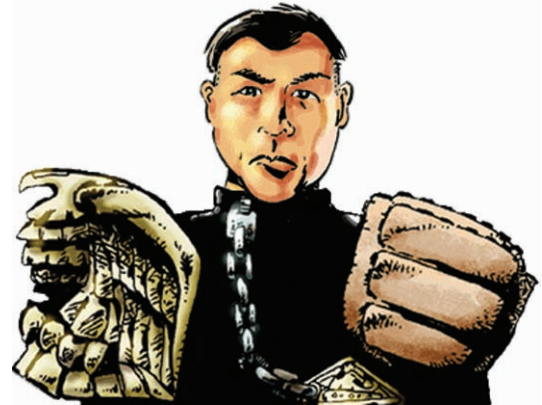
Disiplined for undue force used while breaking up a democratic rally, Carpenter was booted shipped to Aspen for a year-long stint of service, after which his position was to be reviewed. Carpenter became bitter man, full of hate and anger, regarding his posting as unfair to the extreme.

(update to backstory pending from Allan)

Pat Douglas

Craig Armstrong
Street-Med (26)

Drv 4
Fig 5
Hed 6
Nim 6
Psi 0
Spd 5
Str 5



Action Skills - Gun (5), Melee (5), Lawmaster (4).

Academic Skills - Basic Demolitions, Basic Repair & Maintenance, Broad Combat, Broad Survival, Criminology, First Aid, Forensics, Medicine, Mega-City One Law.

Pat Douglas was born in Shield City, Canadia, the youngest son of Doctor Brent Douglas and his wife, Amy, biz-cits. His world fell apart when his parents brought him to Mega-City One on a business trip and were killed in a tragic accident on a Sector 43 megway. Douglas's older brother Hobby refused to claim the boy, citing his new business responsibilities as the reason for his absence. Hobby had Douglas enrolled into the Academy of Law. Douglas initially found life in the Academy very difficult, initially falling behind in his training, particularly in combat and driving skills. He did however make rapid progress in the medical curriculum and was earmarked as a potential recruit for Med-Division; the shortage of Street Division personnel led instead to Douglas being transferred to Street Division. Upon graduation, Douglas was posted to Sector 221 where he served for three years. During this time, he was sent on several missions into the Cursed Earth, helping stem an outbreak of Burning Redeye Fever at St. Bob Flowerdew Hospital.

Douglas is an adequate Street Judge, but has never managed to be as comfortable riding a Lawmaster as his comrades. His manner is intellectual and retiring, and he dislikes some of his more verbose colleagues' attitudes, but he is brave when called into action. Douglas is tall and slim with dark, good looks. He has short, raven-black hair and light blue eyes. Most of his colleagues are surprised that he is in his mid-twenties as he still looks to be no more than eighteen years old.

Jacob Eldridge

Allan Stenhouse
Street Judge (32)

Drv 5
Fig 5
Hed 7
Nim 7
Psi 1
Spd 5
Str 5



Action Skills - Gun (5), Melee (6), Lawmaster (5).

Academic Skills - Acting, Basic Demolitions, Basic Repair & Maintenance, Broad Combat, Broad Survival, Criminology, Disguise, First Aid, Mega-City One Law, Mega-City Street Culture, Psychology.

Eldridge is a twelve-year veteran with a wealth of street experience under his belt, a take-charge, no-nonsense Judge. When he was just eighteen, Eldridge was seconded to the Wally Squad for undercover work inside one of Sector 10's gangs: the 'Diablos', a vicious, fifty-strong group of perps suspected of a wide variety of criminal activities in the sector.

These activities came to a head when two of the sector's finest, Judges Martin Corrigan, and Elsa Deifenbaker, were found murdered on the Diablos' turf. Eldridge and a colleague, Judge Ezra McDowell, were sent in and placed in deep cover for nearly a year. In that time, they were recruited by the gang, undergoing both physical and mental abuse to pass the 'Initiation Ceremony'. Both Cadets were branded with the gang's 'colours' - a tattoo, composing of an upside down cross, with a vicious-looking serpent coiled around it. In their time spent undercover, Eldridge and McDowell had to become completely immersed in their role, to ensure they had full knowledge of the group's structure and hierarchy, which meant they had to consistently operate outside of the Law. Both worked their way up through the gang's ranks, and within three months of their initiation, they found themselves chief enforcers of the gang's leader Vi Calderone, an exalted position to say the least. The assignment ended with Eldridge and McDowell taking the group down, having compiled a vast amount of evidence of the gang's criminal activities. However, in doing so, McDowell was killed when the final bust went down. Calderone found himself doing life in the cubes, but he has sworn

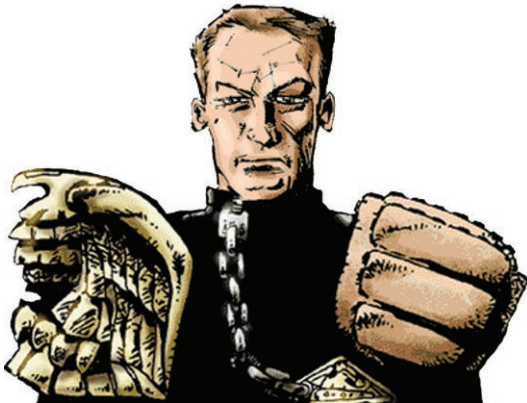
vengeance on Eldridge for his ultimate betrayal.

Eldridge, his job done, returned to the Academy of Law to complete his training. He chose to keep his ganger tattoo as a memento of his experience, and a reminder of his good friend Ezra McDowell.

Frank Ferrano

Graham Sanders
Street Judge (21)

Drv 5
Fig 6
Hed 6
Nim 6
Psi 0
Spd 4
Str 6



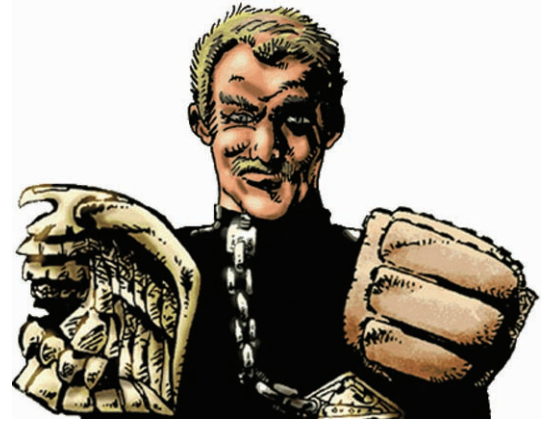
Action Skills - Gun (6), Melee (6), Lawmaster (5).
Academic Skills - Basic Demolitions, Basic Repair & Maintenance, Broad Combat, Broad Survival, Criminology, First Aid, Mega-City One Law.

Frank Ferrano was born in 2103, at the height of Block Mania. When his parents' apartment in the Samuel Beckett Block was destroyed by the neighbouring Quantum Court Block, the family were forced into a DP camp. Remaining homeless after the Apocalypse War, young Frank learnt quickly that life was a daily battle and he started fighting to look after himself at an early age. Ferrano joined the Academy of Law on the advice of Judge Stark, who realised the boy's uncompromising nature could be channelled into fighting crime. Cadet Ferrano excelled at the physical side of his training, becoming an accomplished wrestler and feared opponent in hand-to-hand combat. In addition, Ferrano discovered that he had a great aptitude for tracking and hunting, skills which he honed during extensive training on City Bottom against the criminals and sub-humes who dwelt there. Ferrano passed his FSA by bringing to justice the elusive crime lord Vincenzo Berretta, whom he captured after staking out a chowder deal in a luxury-hab in Sector 1.

Jeffrey Jesus

Paul Dunlop
Street-Tek (35)

Drv 5
Fig 5
Hed 5
Nim 6
Psi 0
Spd 5
Str 4



Academic Skills - Basic Demolitions, Basic Repair & Maintenance, Broad Combat, Broad Survival, Chemistry, Criminology, First Aid, Forensics, Kit Bashing, Mega-City One Law, Weapons Tek.

Jesus was born in a rad-wagon, some 1,000 miles outside Mega-City One in the Cursed Earth. His parents - Professor Samuel Jesus and wife Shirley - were conducting research into the effects of radiation on the local mutant population. On returning to Mega-City One, Shirley died and Jeffrey inducted Jesus into the Academy of Law so he could return to his outland studies unhindered. Jesus displayed his father's scientific prowess, excelling in chemistry and forensics. After graduating, he divided his time between street patrol and Tek-Lab studies, broadening his range of skills to include modern weapons technologies.

Jesus is not exactly in the peak of physical fitness, but his technical skills manage to counterbalance any physical deficiencies. He is tall and gaunt, his skin pale despite his regular exposure to the elements during street patrol. He has an untidy, jagged moustache and combed back, blond-grey hair, gradually thinning. His uniform is unkempt, but never dirty. Jesus cannot but employ complicated and often unnecessary words as he speaks, baffling citizens and bemusing colleagues. His Lawmaster stowage pods bulge with technical apparatus.

Jason Kingard

Tom Cusworth
Street Judge (20)

Drv 5
Fig 5
Hed 5
Nim 5
Psi 0
Spd 5
Str 4



Action Skills - Gun (5), Melee (6), Lawmaster (5).

Academic Skills - Basic Demolitions, Basic Repair & Maintenance, Broad Combat, Broad Survival, Criminology, First Aid, Mega-City One Law.

Jason Kingard is the son of Brit-Cit immigrants to Mega-City One. At the age of five, Kingard brought himself to the attention of the Justice Department by informing on his parents, who were trafficking tea. Taken into the guardianship of the Academy of Law, Kingard worked hard to graduate this year in the top twelve percent of his class. Since gaining the Full Eagle, Jason has been assigned to street patrol as part of a Patrol Group in Sector 120, under the command of Judge Kodak. His first six months have been busy, both busting perps and learning the life of a slab jock. Kingard was selected for transfer to Sector 53 to assist in the retaking of Garvie Precinct, under the command of Judge Liebenitz. As Liebenitz was the Judge who arrested Kingard's parents, Kingard accepted, eager for the chance to prove himself to the Judge who had become something of a distant mentor and role model to the young man.

Kingard is a bit stiff and formal, a demeanor attributed to his inexperience on the streets and recent proximity to the Academy. His superiors are confident that he will drop the 'Academy wrapping' as they call it and settle into a life on the slab. Kingard is known among his peers for his no-nonsense approach and blind devotion to the Law. He has never been seen to crack a smile, much less a joke. His only concession to individuality seems to be his hair (which is just within regulation length) and the ridiculous moustache, which Kingard feels lends him an air of gravitas and makes him appear less youthful than he really is.

Emmanuelle Monroe

Phil Campbell
Street-Tek (37)

Drv 5
Fig 5
Hed 5
Nim 5
Psi 0
Spd 5
Str 4



Academic Skills - Basic Repair & Maintenance, Broad Combat, Criminology, First Aid, Kit-bashing, Mega-City One Law, Robotics, Vehicle Mechanics.

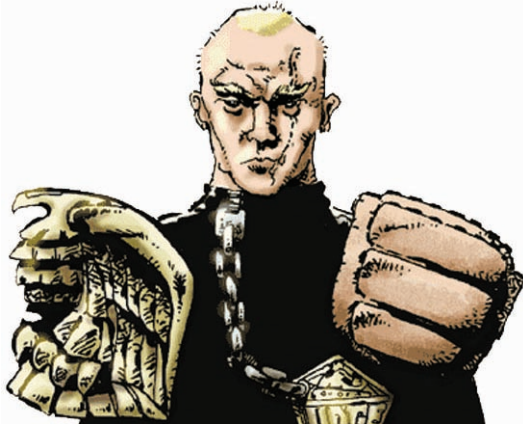
Judge Emmanuelle 'Emma' Monroe was inducted into the Academy of Law when her parents and older brother were killed in failed bank heist. As a very young girl, she enjoyed watching her late father take apart and reassemble vehicles in his mechanics shop. Monroe specialised in learning the skills to develop and maintain the array of equipment supporting the Judges in their fight against crime. Monroe worked on the Mechanismo Project, but its failure severely tested her faith in her career path. Monroe took an extended sabbatical from Tek-Division, pounding the slabs of Sector 24 for two years before she returned. Since returning, Monroe has grown tired of the petty politicking and what she sees as the negative influence of the Accounts Division on too many R&D projects; she requested permanent reassignment to Street Division.

Monroe stands 5'9" tall. She has an attractive, round face with green eyes and curly red hair.

Wolfgang Liebenitz

Craig Armstrong
Street Judge (45)

Drv 5
Fig 6
Hed 6
Nim 5
Psi 0
Spd 5
Str 5



Action Skills - Gun (5), Melee (6), Lawmaster (5).

Academic Skills - Basic Demolitions, Basic Repair & Maintenance, Broad Combat, Broad Survival, Criminology, First Aid, Interrogation, Mega-City One Law.

Wolfgang Liebenitz was born to be a Judge; recruited into the Academy of Law at the age of five years, he quickly proved himself to be an able cadet. Aged just twenty, he took part in the fighting against Chief Judges Cal and his Klegg mercenaries, earning the praise of several Judge-Tutors, particularly Judge Steel. Graduating from the Academy, Judge Liebenitz rotated through several tours in MegSouth. He very quickly became known as a harsh disciplinarian and a stern enforcer of the letter of the law. Liebenitz fought bravely throughout the Apocalypse War and sustained several injuries.

Throughout his career, Liebenitz maintained contact with Judge Steel. The aging Judge-Tutor had come to believe that the Justice Department was relinquishing too many powers and that justice should be more rigidly enforced, he passed these views on to his protégé. Although his general conduct was satisfactory, Judge Liebenitz suffered several SJS investigations into acts of undue force during arrests. He was cleared of all charges but some suspicions remained due to his outspoken opinion that the Justice Department was becoming too lenient. Liebenitz found himself unable to agree with Judge Dredd's opinion that the citizens be allowed to vote on the issue of Justice Department control. His outspoken criticism of Department policy aroused further suspicions in the minds of his superiors and, when Judge Steel was implicated in a plan to sabotage the referendum, Liebenitz was demoted and booted from the city, reposted as an Iso-Warden in Aspen Penal Colony.

Liebenitz was assigned as team-leader of the rescue group sent to investigate the disappearance of a MC-1 team assigned to investigate the wreck of the *MCSS Whistleblower*. Returning to Aspen with the survivors it rapidly became clear that an alien presence had infiltrated the facility. Tracing the source of this threat back to the *Whistleblower*, Liebenitz returned to the wreck with Judge Gutierrez, Warden Tahn, Warden Lynam, and Warden Staten, along with prisoner Two Feathers, in an attempt to rescue the kidnapped Governor of Aspen. Whilst their mission was a failure, they did manage to cripple the *Whistleblower* which an alien intelligence known as the Xenoseed plotted to crash into Aspen before using it to fly corrupted prisoners back to the Mega-Cities. Gutierrez, Two Feathers, and Liebenitz were the only survivors, saved by benevolent alien technology. After Liebenitz recovered, he was reinstated as a Street Judge and posted to Sector 53.

Recently promoted to the rank of Mobile Commander, Liebenitz was put in command of a joint task force with the mission to pacify the troublesome gangs of Garvie Precinct. The mission turned out to be exceptionally deadly as the task force came up against the actions of a gang of corrupt Judges who intended to eliminate all criminal elements in the Precinct and anyone else who got in their way. Although Task Force Garvie lost several fine Judges, it succeeded in its basic mission parameters. The capture of the corrupt Judges, the Contabile Mob, and the elimination of the main gangs in the area was adequate compensation for the losses.

Liebenitz is dedicated to law and order but is stern, merciless, and has been hardened even further by his experiences at Aspen. He feels no sympathy for the 'criminal scum' in his charge and relishes any physical confrontation. Although he is brutal and unfeeling, Liebenitz is a good Street Judge, experienced and more than able. He has learned to maintain a more diplomatic silence on his views of the Justice Department command structure, although he despises what he considers the overly lenient command of Chief Judge Hershey. His experiences since his promotion - particularly the loss of the Judges under his command - have changed Liebenitz; he is now more cautious and thinks his actions through a lot more - he also worries a lot more than he used to.

Thomas Two Feathers

Richard Siddall
Street Judge (31)

Drv 5
Fig 5
Hed 6
Nim 6
Psi 1
Spd 5
Str 5



Action Skills - Gun (5), Melee (7), Lawmaster (5).

Academic Skills - Basic Demolitions, Basic Repair & Maintenance, Broad Combat, Broad Survival, Criminology, First Aid, Mega-City One Law.

Two Feathers graduated in 2113, one of the top ten-percent in his class. Two Feathers aspired to be a Circuit Judge, taking the law into the Cursed Earth, his Native American ancestry creating a yearning in his soul for the great outdoors. He did not make it. A chronic shortage of Street Judges demanded Two Feathers be stationed in Sector 69. At first he loathed the assignment, but after six months as a Street Judge he discovered that he enjoyed patrolling the slabs. Although considered a reserved and somewhat standoffish individual, Two Feathers earned the respect of his peers as a no-nonsense individual who got the job done. Two Feathers was ascribed the nickname 'Tomahawk' much to his chagrin.

In April 2121, Sector 69 came under attack by paranormal entities and their agents. Two Feathers uncovered a plot that involved releasing the Devil from his incarceration in Iso-Block 666. Two Feathers's belief in the incorruptibility of the Justice Department was shattered when he learned that certain Judges within the sector house were traitors, part of the plot to free the Devil. Two Feathers attempted to warn the other Judges of the danger, but he was ignored. Two Feathers went rogue in an attempt to stop the Satanists, but was caught by the SJS. The Satanists employed lies and mind control to see that Two Feathers was incriminated of serious crimes and sentenced to twenty years in the Aspen Penal Colony.

Two Feathers was given 'special treatment', but survived beatings, starvation diet, public humiliation and solitary confinement. Two Feathers's native tenacity and pride kept him going, his belief that someday he would finally be exonerated.

Two Feathers is whipcord thin, scrawny with not an ounce of fat. His body has been hardened from a strict regimen of backbreaking hard labour. His back is criss-crossed with layer upon layer of scar tissue, testament to regular lashings as part of his 'rehabilitation'.

Connie Xian

Tim Knight
Street-Tek (35)

Drv 5
Fig 6
Hed 7
Nim 6
Psi 0
Spd 6
Str 4



Academic Skills - Basic Repair & Maintenance, Broad Combat, Criminology, Eastern Culture, First Aid, Forensics, Kit-bashing, Mega-City One Law.

Judge Xian is 5ft 9ins, slim build with classic Oriental skin tones and dark hair as long as regulations will allow. If she wasn't a Judge, people would call her pretty; as it is, they all her 'Ma'am'.

A third generation immigrant from Sino-City, Mr and Mrs Xian's firstborn brought great honour to their family by being selected for enrolment in that bastion of Western morality and standards, the Academy of Law. While competent with a gun, Rookie Xian's forte was mental and physical coordination and so her trainers transferred her to Tek-School. Xian shone in the fields of forensics and electronics and it appeared she was destined to spend her days serving Mega-City One as one of the 'backroom boys.'

Then, during one of Xian's first field assignments, the fickle finger of fortune touched her life. While conducting a forensic analysis of the corpse of a gang's late leader in his ramshackle City Bottom home, Judge Xian became aware that the rest of the gang had returned to reclaim his body. Single-handedly and using unarmed combat techniques, she managed to subdue the entire gang. This incident was brought to the attention of Chief Judge Silver who offered Judge Xian the chance to become a Street Judge, an opportunity this scrappy little optimist was only too willing to take. Teamed first with (the late) Judge Knight, Xian inherited his love of Mega-City One and disappointment at the way in which its inhabitants treated it - couldn't they see how much better things were here than in the megacities of the East?

In recent years, Judge Xian has become increasingly concerned with the number of new Judges in Mega-City One who let their Lawgivers do their thinking for them, and the general acceptance that violence and associated 'collateral' damage are accepted methods of peacekeeping. For Xian, this is the first sign of the rot that justifies the brutal regimes of the East. Slowly, a new dream has begun to blossom within her: outer space - perhaps there is somewhere better out there, maybe pursue an assignment taking her to the stars to help her find a civilization which truly appreciates what it has, tolerates diversity and can live in harmony. In the meantime, she'll be riding the streets of Mega-City One and kicking ungrateful perps' butts all the way to the cubes.