



Inspired by Sue & John Wilson's 1pg RPG, BIG Thanks to them.  
General thanks to Team8 & forum.

## Introduction

Copz is a role play game set in Murder City. Here every TV cop / detective show you have ever seen is filmed and fed to the rest of the planet as "fiction". You are the thin blue line, the donut eating coffee drinking, misogynistic protectors of truth and justice in Murder City, the brave boys (and sometimes girls) of the MCPD.

You will need 2 six sided dice (called D6), paper and friends, that have not been brutally murdered by jilted lovers, to play Copz. Here are the rules:

### Players

In Copz you take the role of peace officers or detectives trying to make Murder City less homicidal than it already is. Each Cop character has 5 statistics (stats) and 8 character points to spend on those stats. As with most games the higher the value the better. There is no upper limit to these stats. You may pick a class which will empower you with the mystical abilities of the "sleuth". You may only pick one class per character.

### Charm

"How you doin' "

This covers all social activities, it may be based on good looks, witty banter, plucky comedy or a sporty car and colourful shirt. The higher the better you are at Charming suspects or the ladies (men).

### Authority

"Freeze!"

Well did he? This is the force of your character. Do citizens respect you as a Cop? It also covers interrogation and all negative violent social activities. It is a value of general Cop-ishness.

### Grit

"Tough guy, huh?"

This covers all cop like physical actions, car chases, fire fights all that stuff, every time you are injured you lose one Grit. This is because character Copz are nearly indestructible and almost never "buy it". Copz "buy it" when they reach negative one Grit.

### Grief

"Suspension! two weeks"

Grief points cannot be bought and start at zero. Every time you get a point of Grief you must add one to the dice roll of any checks you must do, this represents stress. For every three points of The Curve (see below) you get one automatic Grief point. Your police captain also shouts at you in increasingly higher volumes with each point in Grief.

### The Curve

"Here's your money bitch"

You can have as many points as you like in this stat... its free and for every point of The Curve you get one to spend elsewhere you can also save them for later. But If this goes too high then Internal Affairs will be after you, do you know what they do to Copz in prison? For every point in The Curve you owe Mr BIG one favor. In game, every time you say "The Curve" you must do so in an Italian accent or gain one Grief.



## Classes

### Long coat

You are the meat and potatoes of cops. You automatically get two extra points in Grit and one extra point in Authority.

### Old Angie

Although you are not actually a cop, they accept you as one of their own for some inexplicable reason, you must be old, female, and are probably a novelist. You may never have a Grit higher than four and you start with one Grief, you always have one Grief. Once a game you may summon a Copz teammate or non-player to your aid, they just appear out of nowhere. Also you may force one non-player suspect to act like they know you. You will automatically pass any Authority / Charm checks concerning them. You cannot force them to admit murder however. You must babble incessantly about Clabbit Grove, your home town.

### Fatso

You are overweight because you love coffee and donuts. You have a plus one penalty regarding any checks that involve Grit or Charm. However, once a session, you may suggest getting donuts and coffee. Everyone who agrees may restore any lost Grit and they also lose a point of Grief. You have an unlimited supply of Copz candy, if you give the other characters some, they may restore one point of lost Grit. You must pass a Authority check for this to be successful.

### Baldy Willis

You are tough, but unlucky. You have a bonus of two Grit. You do two damage instead of one. Once a Game you may call on your "Buddy" to summon SHWAT who will kill all the armed perps in the area. Every hour of real time spent playing you must make a check with both your Grief and The Curve added together, if you PASS you will be attacked by 2d6 random European Terrorists.

### Glass Eye

Your crime solving abilities are mystical because of a glass eye and you must always talk about your "wife" but no-one has ever seen her. Once a game you may declare a suspect as "THE SUSPECT" (s)he is now marked until the case is solved. You may teleport to their location no matter where they are, just out of eye sight as many times as you wish. Three times a game you may start a question with "One more thing..." if you do this, a suspect (not THE SUSPECT) must answer truthfully but not necessarily directly. If THE SUSPECT is not the actually perp when the case is solved you gain three Grief. You also begin with an old car and a big slobbery dog.

### Melancholy Mel

You were once in the army and are very tough. You get a plus Three bonus to Grit and Authority and all hand to hand attacks do two damage. You also gain a plus one bonus to Charm as the ladies seem to like you. Every time your character goes to sleep roll a D6 if you roll a six you will kill yourself with a silver bullet.

### European Smart Ass

You are not a cop, but you are so smart that the cops accept you. You have an extra three points added to Authority. You may NEVER take any The Curve points. If you have any remove them and any bonuses. Once every game you may ask the GM who the perp is, the GM will make a secret Authority roll if you pass he will tell you the truth if you fail he will lie. After you know you must not tell the other players, instead you must act smug and titter disapprovingly when they get it wrong.



## Playing Copz

Copz is like a TV show where each player takes the role of a main character. One player must be the GM (Games Master) who creates the world the players are in. The GM plays the roles of everyone else in the world (Non-Players or NPCs) and describes what the other players see, hear, smell, etc. Its like a game of cops and robbers or make believe except the players are using their imagination and are all working together to create an interesting story, while the GM creates puzzles and challenges for the other players to solve. The goal is to have fun.

## SKILL CHECKS

To make a skill check in Copz roll two six sided dice if you roll equal to or less than your statistic then you have succeeded in your task. The GM may add or subtract any amount from the dice roll. However it is suggested that the GM declares the modification before the dice is rolled in the interest of fairness.

### Example Skill Checks

A cop is questioning a suspect. Hoping she will tell him where she was last night. The Player rolls 2 six sided dice and rolls less than his Authority. Thats a success! the suspect spills the beans and the story continues. A fail may have meant going elsewhere for clues.

Two cops are chasing the Perp in an exciting car chase scene. The Driver cops rolls his Grit to catch up, as does the Perp. Both pass. In the next round the Cop passes yet the Perp fails The Cop manages to catch up and ram the Perp off the road.

## COMBAT

Sometimes Copz need to defend themselves from dangerous felons. All Copz (except Old Angie and European Smart Ass) start with a gun. Combat is basically just a skill check. It is recommended that the GM and players try to be as descriptive and imaginative as possible, otherwise combat scenes will be reduced to repetitive dice chucking. Here is a breakdown of combat.

- All players roll 2d6 to see who goes first, highest wins. Next player to the left of the winner goes next.
- On your turn you may announce an action. it can be anything But some specific actions require rules: You may ATTACK in which case roll 2d6. If you roll less than your Grit you do one damage to your target. If you DEFEND (run for cover, block blows etc) you take no damage this turn.
- When you take damage reduce one from your Grit statistic. This heals and returns to its initial level at the rate of one point per game day. When you reach negative one Grit your character is out of the game but may return next game if the GM allows.
- All weapons/attacks do one damage to Copz some Copz inflict two points of damage to Perps.
- Copz may "arrest" a violent (but not armed Perp) This is treated as an attack but you must roll under your Authority rather than your Grit. Some Copz are so capable of laying bare a crime so well that the Perp can't help but confess his or her sins.

## GRIEF

You gain Grief every time you make a wrongful arrest or kill an innocent bystander. For every point of Grief you get a one point penalty on your dice rolls for any skill checks. A GM can award Grief any time he or she likes, for any reason (especially if you don't make him coffee).



## FINAL WORDS

This is a silly game for silly people and is not intended to be taken seriously. For inspiration watch any bad cop show. If you are unsure about role-playing games, try searching google "what is a roleplaying game", or visit your local hobby store.

*Dedicated to real police everywhere, who actually put there lives on the line and get very little thanks.*

*I am Puck hear me roar...*

## A TYPICAL GAME

So you want to GM Copz for your friends. Well good for you. A typical game of cops should consist of a murder that the players have to solve (being Copz after all). This is the main point of Copz. But to make it more interesting you'll want to have a few suspects, motives, red herrings and maybe a car chase. Basically what you are doing is writing the plot to an extremely cheezy TV cop show. Below are a few interesting people that exist in Murder City.

### THE CAPTAIN

The Captain runs the department. He is tough and on very good terms with the mayor, governor (insert public official here). He is very concerned about things looking bad for the City. He also shouts a lot. When GMing the Captian make sure you shout. End every engagement with "And get the HELL OUT MY OFFICE" the Captians appearance mysteriously changes but he's always "The Captain". Hes also indestructible. When the Captian smiles be very very scared.

### INTERNAL AFFAIRS

These are the bogey men of Copz, you don't want these guys sniffing around you. They are naturally attracted to Copz with a high The Curve. Internal Affairs travel in twos (Mr Internal and Mr Affairs). They always talk in low accusative tones. When questioned by IA you must make a Authority roll. If you FAIL you shout at them, you automatically gain two Grief. If The Curve value ever raises above 15, next time you are alone, IA will take you away. Make a new character.

### MR BIG

Mr Big is the leader of organized crime in Murder City. Almost every cop is in his pocket. He is untouchable, and indestructible. Some say he is the opposite of The Captian and some say they are the same person. Mr Big has agents everywhere so he can sell you Favours for one point in The Curve

### BRASH JOHNSTONE

Brash is the best Cop in Murder City. He loves winning, he is smug, handsome and determined to solve the players case before they do. Brash also secretly works for Mr Internal. If you do anything "out of line" around him you gain five Grief points.

### SHWAT

These are elite cops that answer to The Captain. They only come if the Captian or Baldy Willis summons them. Except for "hut hut hut", they never speak. They are all extremely tough and will automatically kill a player if an attack is successful. SHWAT stands for Special Helecopters Weapons and Tactics. SHWAT travel everywhere in black helicopters and sometimes a big van.

## PLOT IDEAS

A City Auditor and his family is found murdered. Could a couple of Ex-Copz be responsible for the murder? Confusion is added further when The Captian is found to be involved.

A Cop dies while taking part in a car race at a police rally which the players are attending. It is soon discovered that the cop was murdered. When I.A. show up does the evidence point to Mr Big? Or someone more sinister?

A famous archeologist is found dead at his desk in the museum. Investigations found he was poisoned with exotic snake venom. Didn't he just return from aboard, what was he up to and what did he bring back?

A covert agent has been arrested for the murder of the Chinese ambassador. He claims he is innocent is this the truth? I.A. wants the players to find out.

