

BADGES & BRAVADO

MADE WITH LOVE & LASER-FEELINGS

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A tribute hack of Lasers & Feelings (v1.2)
By John Harper

www.onesevendesign.com

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Special thanks to the One Shot Network
for introducing us to this amazing game!
www.oneshotpodcast.com

It's just another day on the force for the police officers of the great city of Blue Bay... Until you get the call. Dispatch relays the situation and you and several other BBPD officers closest to the location are about to respond. Who knows, maybe this time you'll be able to prove the Captain's wrong about you after all...

CREATE YOUR COP

WHAT'S YOUR STYLE?

Ambitious; By-the-book; Over-the-hill; Conspiracy theorist; Hotheaded; Goofball; Crooked; Over-the-hill; Tough; Gun nut

WHAT'S YOUR ROLE?

Veteran; Rookie; Citizen Cop; Mall Cop; Bike Cop; Detective; Ex-Special Forces; Traffic Cop; K9 Cop (You get a dog!)

WHAT'S YOUR RATING?

Choose your number, from 2 to 5.



A high number means you're better at **BADGE**
Doing COP stuff: By-the-book, logical & precise action

A low number means you're better at **BRAVADO**
Doing COOL stuff: Gut instincts, emotions & passionate action

WHAT DO YOU GOT?

Standard issue; Armed to the teeth; Always malfunctioning; Boom!; Killer looks; Contacts everywhere; My fists and feet; Never enough ammo; Neverending ammo; Call me Macgyver

NAME

Choose your officer's last name
Examples: Mahoney, Riggs, Drebin, Nordberg, Spatchcock, etc.

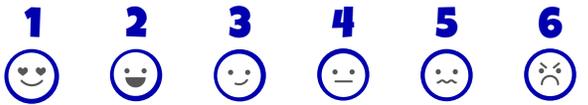
GOALS

PLAYER GOAL:
Get your officer involved in the case and have fun!

OFFICER GOAL:
Crack the case; Stay out of trouble; Be a hero; Get promoted; Make money; Make the headlines; Action; Piss off the captain

RELATIONSHIPS

Roll 1D6 for your feelings towards each other cop:



ROLLING THE DICE

When you do something risky, roll **1D6** to find out how it goes. Add **1D6** if you're prepared and another **1D6** if you're an expert. (The GM has the final say.) Roll your dice and compare each die result to your number.

- ◆ Using **BADGE** you want to roll under your number.
- ◆ Using **BRAVADO** you want to roll over your number.

OFFICER NEEDS ASSISTANCE!

If you want to help another officer with their roll, describe how and make a roll yourself. If you succeed, they can add **1D6**.



OUTCOME

- 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! Describe what that looked like.
- 3** If three dice succeed, you get a critical success! The GM tells you some extra effect you get.
- !** If any dice land exactly on your number, you get to **CALL DISPATCH!** You get a special insight into what's really going on. Ask the GM a question and they'll answer you honestly. After hearing it, you can change your action if you want, then reroll all the dice.



- Some good questions might be:**
- ◆ "Which way did they go?"
 - ◆ "How could I get them to ____?"
 - ◆ "What clues should I look for?"
 - ◆ "What's the best way to ____?"
 - ◆ "What's really going on here?"

THE INCIDENT...

Open the scene and introduce the officers & situation:

OFFICERS RESPOND TO...	AT LOCATION...
1 Robbery in progress	1 A shopping mall
2 Officer requests assistance	2 A hospital
3 Domestic disturbance	3 A college campus
4 Pursuit in progress	4 Downtown
5 Prisoner escape	5 A Museum
6 Fight in progress	6 A big event

DISPATCH CALL...

Advise officers after they arrive on the scene:



BE ADVISED...	SECRET TWIST...
1 ... armed & dangerous	1 Crooked cops!
2 ... hostage situation	2 It's a setup!
3 ... no backup available	3 Corrupt politician!
4 ... large crowds of people	4 Criminal organization!
5 ... high speed chase	5 There's a BOMB!
6 ... federal agents on scene	6 Diplomatic immunity!

THE GAME FLOW

- ◆ Open on each officers receive the call.
- ◆ Officers respond and coordinate their approach.
- ◆ The dispatcher's second call escalates the situation.
- ◆ Play to see how the officers handle the situation.
- ◆ Back at the station they'll answer to the Captain.

THE GM ROLE

- ◆ You are the voice of the Dispatch Operator.
- ◆ You are the voice of the Captain. Give 'em hell!
- ◆ Call for a roll when the situation is uncertain.
- ◆ Don't pre-plan outcomes. Let the story unfold naturally.
- ◆ 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.

