

County Sheriff's Department (CSD)

by Alex Ingram

The County Sheriff's Department is the primary law enforcement agency for the county. Counties (also referred to in some states as parishes, boroughs or shires) are political, judicial and administrative subdivisions of state government. Depending upon population the county may employ several hundreds to several thousand full-time uniformed deputies and plain-cloth investigators enforcing state laws. They operate along side town and metro police but provide enforcement services to unincorporated areas, rural farming and ranching communities and undeveloped wilderness areas including state parks and wilderness reserves. Its mandate includes the management of the county jail system, security of county and state courts (bailiff's corps), emergency response during natural disasters, the containment of civil unrest (riot control), the operation of a sheriff's posse which conducts manhunts for escaped prisoners and performs wilderness search and rescue operations for missing children, lost hikers and downed aircraft, as well as performing ceremonial duties. Its personnel are referred to as sheriff's deputies or investigators and are trained at the State Sheriff's Academy.

Entrance Requirements (2d6)

Applicants must meet the following requirements:

| | |
|-----------------------------------|----|
| Strength: | 7+ |
| Dexterity: | 8+ |
| Endurance: | 8+ |
| Intelligence: | 8+ |
| Education: | 7+ |
| Social Status: | 7+ |
| Have a High School Diploma or GED | |
| Have no criminal record | |

Sheriff's Academy (2d6)

Upon acceptance the PC will attend a half-year course of study at the county's Sheriff's Academy. During the second half of that year the PC will attend their respective Branch School.

| | | |
|------------|-----|----------------|
| Graduation | 7+ | DM+1 if INT 9+ |
| Honors | 11+ | DM+1 if INT 9+ |
| Skills | 7+ | DM+1 if INT 9+ |

Roll once for award of each skill. A roll of a natural 12 results in doubling the skill level: Combat Pistol, Combat Shotgun, Martial Arts, Criminal Codes, Police Tactics, Medical and **Vehicle**

Graduation from the Sheriff's Academy receives 1 PIP and DEX of +1.
 Graduates will receive promotion to the rank Deputy Sheriff.

Branch Schools (2d6)

Each branch has its own school. Branch schools are a half-year in length.

| Enforcement Branch School | Operations Branch School |
|--|--|
| Combat Pistol, Combat Shotgun, Martial Arts, Medical, Grav Vehicle, Criminal Codes | Combat Pistol, Martial Arts, Explosives-Demolition, SCUBA Diving, Police Tactics, Dog Handling |
| Investigative Branch School | Security Branch School |
| Keyboarding, Interrogation, Databasing, Criminal Codes, Forensics, Streetwise | Security, Martial Arts, Combat Pistol, Locksmithing, Surveillance, Criminal Codes |

Once rolled the PC will remain in that branch until they are either promoted, obtain a special assignment or a transfer. If a PC receives a transfer to a new branch they will attend that branches school. If they previously attended it they become an instructor in that course. The PC will roll again for each skill taught plus receive an automatic SL of +1 in Instruction.

Unit Assignment (1d6 + PIPs)

Roll each year for one of the six unique assignments or special assignment.

| | Enforcement Branch | Operations Branch |
|---|---------------------------|--------------------------|
| 1 | Foot Patrol | Riot Control Unit |
| 2 | Roaming Patrol | Canine Unit |
| 3 | Roaming Patrol | Forensics Unit |
| 4 | Boat Patrol | Fugitive Unit |
| 5 | Air Patrol | Internal Affairs Unit |
| 6 | Special Assignment | Special Assignment |
| 7 | Sheriff's Posse | SWAT Team |

| | Investigative Branch | Security Branch |
|---|----------------------------------|--------------------------|
| 1 | Computer Crimes Taskforce | Property Unit |
| 2 | Gang Enforcement Taskforce | Surveillance Unit |
| 3 | Vice Enforcement Taskforce | Court Security Unit |
| 4 | Narcotics Taskforce | Parole Unit |
| 5 | Organized Crime Taskforce | Jail Unit |
| 6 | Special Assignment | Special Assignment |
| 7 | District Attorney's Investigator | Protective Services Unit |

Taskforces are crime-specific groups composed of investigative and support personnel from various law enforcement agencies including city, county, state and national jurisdictions.

Unit Assignment (1d6 + PIPs)

Enforcement Branch

Boat Patrol — Assigned to patrol the lakes, rivers and canals. marine search and rescue operations, port security, commercial fishing enforcement, smuggling and piracy prevention, maritime safety inspections, boaters education classes, investigations regarding maritime accidents through a board of inquiry, oceanic & arctic operations (using fleet of cutters & icebreakers), enforcement of endangered marine species laws, protection of coastal sanctuaries and chemical spill containment & cleanup. At the national level this could be the equivalent of a coast guard.

Roaming Patrol — Assigned to provide mobile patrols to unincorporated towns, rural farming / ranching communities and wilderness areas.

Air Patrol — Assigned to provide aerial surveillance, support to police ground units and air search & rescue operations using gravcraft, aircraft and helicopters.

Sheriff's Posse — Assigned to a horse-mounted patrol that performs crime prevention, crowd control, wilderness search & rescue, corralling escaped animals, fugitive manhunts and ceremonial duties.

Operations Branch

Riot Control Unit —Assigned to a cadre unit charged with maintaining law and order during mass protests, demonstrations, marches or other street events. Riot control units have specialized equipment such as vehicle-mounted water cannons and tear gas dispensers and other devices and methods in order to disperse a rowdy crowd or prevent or contain a street riot. This is a core unit of full-time riot control experts and not a full-sized force under normal conditions. All sheriffs' deputies are given some training in riot control procedures and tactics at the academy. During a disturbance deputies from around the county may be temporary called in to make up the core of a large riot control force.

Canine Unit — Assigned to a sheriff's dog team used in crowd control, sentry, wilderness tracking, drug or explosive detection and search & rescue duties. They may also use bloodhounds for fugitive manhunts, search and rescue of missing children or disaster rescue operations.

Forensics Unit — Assigned to a Crime Scene Investigation (CSI) Team.

Fugitive Apprehension Unit — Assigned to track and capture the most dangerous and elusive fugitives on the run. They may operate as special operations teams or track felons into the wilderness much like the Royal Canadian Mounted Police.

Internal Affairs Unit — Assigned to investigate complaints made against other officers, the behavior of police officers involved in corruption or misconduct, officer-involved shootings and death in custody cases. May also conduct security clearances and background investigations on police recruits and officers transferring into the agency.

SWAT Unit — Assigned to a Special Weapons & Tactics (SWAT) team performing high-risk search & seizures and hostage rescues. They are sometimes called a Tactical Operations Unit (TOU) or a Hostage Rescue Team (HRT) by different agencies.

Investigative Branch

Computer Crimes Taskforce — Assigned to investigate crimes involving computers such as cyber terrorism, hacking, e-fraud, computer forensics, denial-of-service attacks.

Gang Enforcement Taskforce — Assigned to investigate crimes involving criminal gangs such as youth street gangs, outlaw motorcycle gangs, racial or ethnic hate groups, dangerous religious cults, environmental extremist, anarchist, illegal alien sanctuary movements and radical animal rights groups.

Vice Enforcement Taskforce — Assigned to enforce codes and statues involving Sexually Oriented Businesses (SOB) which include topless and nude bars, adult bookstores, licensed brothels, escort services, massage parlors, porno theatres, gay bathhouses, adult lifestyle clubs and pornography production studios. This unit investigates crimes of prostitution. It may also regulate gambling establishments such as casinos, sports betting parlors, licensed bookies, race tracks, lotteries, bingo parlors and the crimes resulting from the gambling trade (i.e., profit skimming, cheating scams, rigged gambling devices) and the collection of gambling debts (loan sharking).

Narcotics Taskforce — Assigned to investigate crimes involving the manufacture and trafficking of illicit drugs, black-market pharmaceuticals, dangerous toxins and other controlled chemicals used in their production.

Organized Crimes Taskforce — Assigned to investigate and track crimes including racketeering, conspiracy, trafficking in contraband, smuggling, black marketeering, tech-running, organ legging, bootlegging, arms dealing, loan sharking, money laundering, running illegal aliens, slavery, extortion, blackmail and piracy.

District Attorney's Investigator — Assigned to the District Attorney's Office as a Special Investigator.

Security Branch

Jail Enforcement Unit — Assigned to manage and provide guard services to the central county jail system. The county jail has thousands of jail cells for county and state prisoners pending trial and those sentenced to up to one year. Over one year sentencing requires assignment to state or federal prisons and penitentiaries. Normally, the county has vacancies and sells jail space to city, national and planetary law enforcement agencies.

Property Unit — Assigned to the central property warehouse which includes the vehicle impound lot, boat impound marina and coordinates with the property clerks at each police precinct property room. They conduct public auctions occasionally to sell the property confiscated.

Surveillance Unit — Assigned to provide surveillance and security for county buildings, commercial and retail banking institutions, museums and armored cars through fixed video cameras, sheriff stations, mobile patrols and roaming hover cams.

Court Security Unit — Assigned to provide court security to judges, jurors, witnesses, attorneys and spectators.

Parole Enforcement Unit — Assigned as a Parole officer (PO) to monitor prisoners released from prison through early release programs.

Protective Services Unit —Assigned to provide protective services to witnesses in danger before, during and after their testimony. Provides safe houses and may manage a witness protection and relocation program. Also assigned to protect foreign dignitaries and local VIPs (mayor, commissioner of police). Also provides motorcade and route security and runs threat analysis to prevent assassinations or terrorist attacks.

Special Assignments (3d6 + PIPs)

2 **Language School** — Select one **Language** and roll 7+ (x3)
(transfer to the Enforcement Branch)

3 **Academy Instructor**

One year assignment teaching at the Sheriff's Academy. Upon completion of the assignment the PC is automatically awarded a skill in Instruction and given a choice of their next unit assignment.

4 **Interagency Exchange Program**

One year liaison assignment with another law enforcement organization. Upon completion of the assignment the PC is automatically awarded a skill in Liaison. With an excellent FDR the PC receives a permanent job offer from that agency along with promotion to the next rank and attendance at that agency's basic training academy.

1 Metropolitan Police Force

2 State Department of Public Safety

3 Federal Marshal Service

4 National Investigative Agency

5 Planetary Peacekeeping Force

6 International Criminal Intelligence Directorate

7 Colonial Star Patrol

8 Imperial Ministry of Justice

5 **Competitive Teams**

One year assignment on a competitive team along with the associated skill:

1 Equestrian Team — automatic award of SL in Horsemanship (specify animal)

2 Racing Team — automatic award of SL in Evasive Driving (specify vehicle)

3-4 Martial Arts Team — automatic award of SL in Martial Arts

5-6 Marksmanship Team — automatic award of SL in **Small Arms** (Rifle, Pistol or Shotgun)

6 **Watercraft School** — Roll 7+ for: Seamanship / **Watercraft** / Swimming / Marine Mechanics (transfer to the Enforcement Branch and assigned to the Boat Patrol)

7 **Flight School** — Roll 7+ for: **Aircraft** / AeroNavigation / Wilderness Survival / Aviation Mechanics (transfer to the Enforcement Branch and assigned to the Air Patrol)

8 **Dog School** — Roll 7+ for: Dog Handler (x3) (transfer to the Operations Branch and assigned to a Dog Unit)

9 **Sheriff's Posse School** — Roll 7+ for: Horsemanship (x3)
(transfer to the Sheriff's Posse)

- 10 **Investigator’s School** —Roll 7+ for: Interrogation / Streetwise / Databasing (transfer to Investigative Branch assigned to an Taskforce Unit)
- 11 **SWAT School** — Roll 7+ for: Combat Pistol / Combat SMG / Martial Arts / A-Grav Combat
- 12 **Imperial Academy of Justice** — Only available to sheriff deputies without a college degree.
- 13 **Law School Scholarship** — Awarded a four-year program of study in criminal law. (See Law School under “Higher Education” module.

Mission (2d6 + PIPs)

Select the mission that is most appropriate to the unit assignment.

- 2 Training
Desk Duty
Community Action
- 3-5 Security (Event / Court / Jail / Ports)
Investigation (Casework / Interrogation)
Street Patrol (Traffic Enforcement / Peacekeeping)
- 6-8 High Speed Pursuit
Covert Surveillance (Stakeout)
Road Block / Urban Sweep
- 9-11 Riot (Civil Disturbance) / Raid (Search & Seizure)
Fugitive Manhunt / Felony Arrest
Executive Protection (Security Detail)
- 12 Shootout (Gun Battle)
Hostage Rescue
Undercover Sting

Survival (2d6 + PIPs)

| Desk Duty Training Community Action | Security Investigation Street Patrol | High Speed Pursuit Covert Surveillance Road Block / Urban Sweep | Riot / Raid Fugitive Manhunt Executive Protection | Shootout Hostage Rescue Undercover Sting |
|---|--|---|---|--|
| Auto | 4+ | 6+ | 8+ | 10+ |

Type of Injury

- 2 Critical Injury (Roll below)
- 3-5 Major Injury (Roll below)
- 7-9 Minor Injury
- 10+ Superficial Injury

Critical or Major Injury

- 2 Death (Start New PC)
- 3-5 Major Physical Problems requiring Bionic Implant Surgery (Roll on Bionic Devices Table below)
- 6-8 Minor Physical Problems requiring Surgery (No Implants)
- 9+ No Lasting Physical Problems

Bionic Devices

- 2 Bionic Rejection (PC Dies — Roll up new PC)
- 3-5 Bionic Arm(s) or Leg(s) (Enhanced Speed & Strength)
- 6-7 Bionic Eye(s) (Enhanced Vision)
- 8-9 Bionic Ear(s) (Enhanced Hearing)
- 10+ Bionic Dataport

Decoration (2d6 + PIPs)

If FDR was Poor DO NOT roll for Decoration.

If FDR was Excellent add +2 to roll.

| Desk Duty Training Community Action | Security Investigation Street Patrol | High Speed Pursuit Covert Surveillance Road Block / Urban Sweep | Riot / Raid Fugitive Manhunt Executive Protection | Shootout Hostage Rescue Undercover Sting |
|---|--|---|---|--|
| 10+ | 8+ | 6+ | 4+ | 2+ |

| | |
|----------------------------------|------|
| Blood Ribbon | Auto |
| Commendation | +2 |
| Cross of Bravery | +4 |
| Medal of Valor (Extreme Bravery) | +6 |

Skills (2d6)

Skill Roll: 7+

If skill level roll is successful select the appropriate table below and roll 2d6 + PIPs

| | Sheriff's Life (Patrolmen to Sergeants) | Command (Lieutenants and above) |
|----|---|---------------------------------|
| 2 | Language | Administration |
| 3 | Combat Shotgun | Instruction |
| 4 | Medical | Keyboarding |
| 5 | Liaison | Procurement |
| 6 | Leadership | Leadership |
| 7 | Streetwise | Financial |
| 8 | Combat Pistol | Police Tactics |
| 9 | Martial Arts | Leadership |
| 10 | Grav Vehicle | Liaison |
| 11 | Interrogation | Leadership |
| 12 | Computer | Cultural |

| | Academic Skills | Athletic Skills |
|----|-----------------|-----------------|
| 2 | Language | Snow Skiing |
| 3 | Applied Science | DEX +1 |
| 4 | Computer | Martial Arts |
| 5 | Administration | Acrobatics |
| 6 | Law Enforcement | Sky Diving |
| 7 | Academics | STR +1 |
| 8 | Technical | Archery |
| 9 | EDU +1 | END +1 |
| 10 | Law Enforcement | Scuba Diving |
| 11 | INT +1 | A-Grav Combat |
| 12 | Personality | Mountaineering |

| | Enforcement Branch | Operations Branch |
|----|---------------------------|--------------------------|
| 2 | Police Baton | Electro-Mechanical |
| 3 | Watercraft | Police Tactics |
| 4 | Vehicle | Dog Handling |
| 5 | Interrogation | Electronics |
| 6 | Combat Pistol | Small Arms |
| 7 | Martial Arts | Surveillance |
| 8 | Streetwise | Martial Arts |
| 9 | Medical | Medical |
| 10 | Combat Shotgun | A-Grav Combat |
| 11 | Criminal Codes | Scuba Diving |
| 12 | Aircraft | Watercraft |

| | Investigative Branch | Security Branch |
|----|-----------------------------|------------------------|
| 2 | Administration | Administration |
| 3 | Financial | Security |
| 4 | Streetwise | Martial Arts |
| 5 | Forensics | Combat Pistol |
| 6 | Administration | Medical |
| 7 | Leadership | Surveillance |
| 8 | Interrogation | Small Arms |
| 9 | Criminal Codes | Interrogation |
| 10 | Investigation | Language |
| 11 | Databasing | Police Tactics |
| 12 | Cultural | Leadership |

Sheriff's Rank & Title

Sheriff's organizations do not use the terms "Enlisted", "NCO" or "Commissioned Officer" to categorize rank distinctions, even though there exist many similarities to the military. Most sheriffs' deputies operate under a civil service system responsible for their hiring, day-to-day management and firing. Many law enforcement agencies divide responsibilities between several levels of leadership, such as, field personnel (deputies and investigators), supervisory personnel (sergeants), managerial personnel (lieutenants to lieutenant colonel) and political appointees or elected officials (under sheriff and sheriff). The term "deputy" is a generic term referring to a uniformed member below the rank of corporal.

Another critical difference between the sheriff's department and the military is tour of duty commitment. In most American sheriff departments there's no employment contract; deputies may serve as long as they choose, or until they quit or retire (usually after 20 or 30 years), or unless they're forced out by medical disability or disciplinary action. Reenlistment rolls are therefore optional. The only time a service commitment is required is if a PC attends a college, university, the Imperial Academy of Justice, or a graduate from law school; In such cases, the PC owes the agency one-and-a-half-years of service obligation for each academic year of college or law school completed.

| Sheriff's Deputies | |
|---------------------------|------------------------------------|
| E1 | Sheriff's Recruit |
| E2 | Deputy Sheriff (Private) |
| E3 | Deputy Sheriff (Corporal) |
| E4 | Deputy Sheriff (Sergeant) |
| E5 | Deputy Sheriff (Squad Sergeant) |
| E6 | Deputy Sheriff (Watch Sergeant) |
| E7 | Deputy Sheriff (Precinct Sergeant) |
| E8 | Deputy Sheriff (First Sergeant) |
| E9 | Deputy Sheriff (Bureau Sergeant) |
| E10 | Deputy Sheriff (Sergeant Major) |

| Sheriff's Command Staff | |
|--------------------------------|---------------------|
| O1 | Lieutenant (Junior) |
| O2 | Lieutenant (Senior) |
| O3 | Captain (Junior) |
| O4 | Captain (Senior) |
| O5 | Major |
| O6 | Lieutenant Colonel |
| O7 | Colonel |
| O8 | Vice Sheriff |
| O9 | Under Sheriff |
| O10 | Sheriff |

Media Attention (2d6)

Each year the PC rolls to determine if they become the target of media attention, either positive or negative. The PC may perform a heroic act such as apprehending a violent criminal or saving the life of a child. Hero status will be rewarded by a promotion in rank and a choice of a new branch assignment (to Tactical, Investigations or Intelligence Branch). On the other hand, if the media discovers that the PC was involved in some questionable activity, departmental corruption or involved in a cover-up, they will label the PC a villain. Villain status will result in an Internal Affairs investigation.

2 Villain Status

Internal affairs determined that a crime occurred and the findings are forwarded to the Sheriff's Disciplinary Review Board for an administrative hearing. By-pass the FDR and go directly to the Verdict roll. FDR is automatically poor for this year.

3 Negative Media Attention (FDR is automatically poor for this year)

4-10 The matter disappears from the public eye without further effect

11 Positive Media Attention (FDR is automatically excellent for this year)

12 Hero Status

Promoted to next rank and assigned to PC's choice of Tactical, Investigations or Intelligence Branch along with any necessary training. FDR is automatically excellent for this year.

Fitness for Duty Report (FDR) (2d6)

In the real world, sheriff's deputies are evaluated annually by their supervisors for their personal conduct and professionalism. This is called a Fitness for Duty Report (FDR). It includes qualifications for firearms marksmanship, martial arts, physical fitness, knowledge of criminal procedures, pursuit driving and lifesaving (first aid). An FDR can be 'Poor', 'Average' or 'Excellent'. Roll once each year.

| | | |
|-----|---|-----------|
| 2-4 | = | Poor |
| 5-9 | = | Average |
| 10+ | = | Excellent |

With an "Excellent" FDR the PC receives 1 PIP which can be applied during the character generation process (excluding rolls for Survival and FDRs). An "Average" FDR has no advantage or disadvantage. But, receiving a "Poor" FDR can have the following negative results:

| | | |
|-------|---|--|
| 2-4 | = | FDR is reviewed and allowed to stand. Internal Affairs begins an investigation and the PC is on suspension for the remainder of the year. No roll for skills, decoration, promotion. |
| 5-9 | = | FDR is reviewed and allowed to stand. No investigation. Return to duty. |
| 10-12 | = | FDR is reviewed and ordered changed to "Average". Return to duty. |

Internal Affairs Investigation (2d6)

An Internal Affairs investigation is initiated for one of the following reasons:

- 2 **Criminal Misconduct**— The officer has been accused of one of the crimes below:
 - 1 Excessive Use of Force (Misdemeanor)
 - 2 False Imprisonment (Misdemeanor)
 - 3 Making a False Official Report (Misdemeanor)
 - 4 Public Corruption (Felony)
 - 5 Evidence Tampering (Felony)
 - 6 Manslaughter (Felony)
- 3 **Violation of Police Regulations** — Violation of established rules or procedures or insubordination towards a superior
- 4 **Line-of-Duty Incident** — Officer involved shooting, an injury of a suspect while in custody or involved in a police-related traffic accident.
- 5+ **No Investigation** — Either the incident did not occur or no evidence was revealed by Internal Affairs to proceed further. The matter is dropped.

Verdict (2d6)

If criminal misconduct is charged and Internal Affairs finds evidence or witnesses to support a crime occurred the officer will be immediately suspended from duty. The officer will retain legal counsel from the Sheriffs Beneficent Association and a hearing scheduled before the Sheriffs Disciplinary Review Board (SDRB). The board is an administrative investigative body consisting of five police captains. The charges are read and the board examines all the evidence and hears all the witnesses. The officer presents his side. The board determines if the officer is guilty or not guilty of the charges.

- 2-4 The SDRB finds the PC guilty of the offense (see Punishment below)
- 5+ The SDRB finds the PC not guilty of any offense. All charges are dropped and the PC returns to full duty status.

Punishment (2d6 + PIPs)

If found guilty by the SDRB the following action is ordered:

- 2 Termination of employment and criminal charges filed by the prosecutors office (Go to the “Criminal Courts” module)
- 3 Termination of employment (Find another career) (The incident was embarrassing for the agency and they want to sweep it under the rug)
- 4 Suspension from duty for one year
- 5 Reduction in Rank (and if in the Investigation or Intelligence Branches the board orders the PC transferred back to Patrol Branch).
- 6 Letter of Reprimand is placed into the PCs personnel file (negative on promotion roll)
- 7 Disciplinary Transfer — The PC has been transferred to uniformed duty for the next year (2d6):

- 2 Central Motor Pool (Garage)
- 3 Central Dispatch (911 Center)
- 4 Crime Laboratory
- 5 Supply Room
- 6 Central Booking or Intake
- 7 Evidence Property Room
- 8 Court Security
- 9 Crime Prevention
- 10 Community Affairs
- 11 Criminal Records
- 12 Custody Transport

Upon completion of the transfer and if the PCs next FDR is average or above they will return to their prior branch assignment. If the FDR roll is poor the PC stays in this assignment until successfully rolling an average FDR or better. While under Disciplinary status the PC will not roll for decorations, skills, promotion or attend any schools or training.

8+ No Action Taken

Skills
Skill: 7+

| | Sheriffs Life (Deputies to Sergeants) | Command (Lieutenants and above) |
|----|--|--|
| 2 | Language | Administration |
| 3 | Combat Shotgun | Instruction |
| 4 | Medical | Keyboarding |
| 5 | Liaison | Procurement |
| 6 | Leadership | Leadership |
| 7 | Streetwise | Financial |
| 8 | Combat Pistol | Police Tactics |
| 9 | Martial Arts | Leadership |
| 10 | Grav Vehicle | Liaison |
| 11 | Interrogation | Leadership |
| 12 | Computer | Cultural |

| | Academic Skills | Athletic Skills |
|----|------------------------|------------------------|
| 2 | Language | Snow Skiing |
| 3 | Applied Science | DEX +1 |
| 4 | Computer | Martial Arts |
| 5 | Administration | Acrobatics |
| 6 | Law Enforcement | Sky Diving |
| 7 | Academics | STR +1 |
| 8 | Technical | Archery |
| 9 | EDU +1 | END +1 |
| 10 | Law Enforcement | Scuba Diving |
| 11 | INT +1 | A-Grav Combat |
| 12 | Personality | Mountaineering |

| | Patrol Branch | Tactical Branch |
|----|----------------------|------------------------|
| 2 | Police Baton | Electro-Mechanical |
| 3 | Watercraft | Police Tactics |
| 4 | Vehicle | Dog Handling |
| 5 | Interrogation | Investigation |
| 6 | Combat Pistol | Small Arms |
| 7 | Martial Arts | Surveillance |
| 8 | Streetwise | Martial Arts |
| 9 | Medical | Medical |
| 10 | Combat Shotgun | A-Grav Combat |
| 11 | Criminal Codes | SCUBA Diving |
| 12 | Aircraft | Watercraft |

| | Investigations Branch | Intelligence Branch |
|----|------------------------------|----------------------------|
| 2 | Administration | Police Tactics |
| 3 | Financial | Photography |
| 4 | Streetwise | Databasing |
| 5 | Forensics | Disguise |
| 6 | Behavioral | Acting |
| 7 | Leadership | Forgery |
| 8 | Interrogation | Surveillance |
| 9 | Criminal Codes | Streetwise |
| 10 | Investigation | Keyboarding |
| 11 | Netrunning-Databasing | Interrogation |
| 12 | Cultural | CounterSecurity |

| | Wilderness Branch |
|----|--------------------------|
| 2 | Snow Skiing |
| 3 | Wilderness Survival |
| 4 | Reconnaissance |
| 5 | Combat Engineering |
| 6 | Pathfinding |
| 7 | Dog Handler |
| 8 | Security |
| 9 | Mountaineering |
| 10 | Martial Arts |
| 11 | Horsemanship |
| 12 | Swimming |

Promotion (2d6 + PIPs)

Promotions are based upon a civil service examination for lower and middle ranks. For the lowest ranks promotions are awarded once every four years (but this can be sooner depending upon special events). To advance to the rank of sergeant, or captain, a deputy must take and pass a civil service examination designed specifically for that rank. The Promotion Review Board interviews each applicant and considers the following criteria: the deputy's Personnel Jacket, Fitness for Duty Reports (FDR), Annual Qualifications (firearms, vehicle, physical fitness, etc.), Decorations, Continuing Education and Letters of Commendation or Reprimand. Those that pass both the exam and the review board are approved for promotion and place on a promotion list with the highest candidate at the top. Once a vacancy becomes available at that rank the top candidate is promoted by the Sheriff.

Occasionally, political considerations can interfere with this process and a less qualified person can be given the promotion instead (based upon racial quotas or the sheriff's niece needs a job). In most agencies a deputy can remain in one rank for their entire careers—there's no 'up or out' policy. The ranks of vice sheriff and above are political positions that are appointed by the County Board of Supervisors when vacancies occur, or in some counties, elected.

Civil Service Examination (for rank attempting)(2d6) 7+

Positive DMs

Decorations

| | |
|---|----|
| For each Wound Ribbon | +1 |
| For each Commendation | +1 |
| For each Cross of Bravery | +2 |
| For each Medal of Valor | +3 |
| Each Excellent FDR | +1 |
| Bachelors Degree | +2 |
| Doctorate Degree | +2 |
| Each skill level in Liaison, Cultural or Leadership | +1 |
| Each skill level in Police Tactics | +1 |

Negative DMs

| | |
|---|----|
| Each Letter of Reprimand | -3 |
| Each Poor FDR | -1 |
| Negative PIP (a high ranking enemy does not wish PC promoted) | -3 |

Roll 7+ applying DMs and PIPs