

# THE MOBILE POLICE PATLABOR

*official archives*

**35**<sup>TH</sup>  
ANNIVERSARY

機動警察パトレイバー 35th  
公式設定集



*Anime by Shogakukan Inc. Jump by Aehriman*

It is the futuristic year of **1998!**

Giant mecha called Labors have revolutionized construction, transport and industry, but from this shining age a dark shadow grows, that of Labor-assisted crime! Since the average beat cop can't really do much if a forty-ton mech does a smash-and-grab or terror attack, the Tokyo Metropolitan Police have created Special Vehicles Section 2, a unit that will protect the public from Labor crimes with their own Patrol Labors - Patlabors!

You start the day that second unit, Noa, Ohta, Shinsi, Asuma and Hiromi first muster for roll call and duty. Unfortunately, the truck carrying their Patlabors has been held up in traffic. Have **1,000 chrome points** (cp) to make your way in this world.

# Locations

*Pick a location or Roll for +100 cp.*

1. **Unit 2 HQ:** a disused airfield, at least it has plenty of hangar space.
  2. **Ueno Park:** a large public park in Taito, the cherry blossoms are spectacular.
  3. **Shinohara Heavy Industries:** HQ and factory of the premier makers of Labors.
  4. **Project Babylon:** If the Dutch can reclaim land from the sea, why not Japan? Start in the reclamation project in Tokyo Bay.
  5. **Tower City:** A planned kilometer-tall mega tower and self-sufficient mini-city within Tokyo. Half finished.
  6. **Geo-City:** Tokyo is expanding up, and into the sea, why not underground? This huge cavern will be home to many, if completed safely.
  7. **Oasis:** A desert country, small but rich in oil, which doesn't exist on your Earth.
  8. **New York:** A strange foreign city, where Lt. Kanuka comes from.
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# Age, Sex & Race

*Pick whatever you like. No charge.*

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# Perks

*These cost 100 points unless otherwise stated. You get 4 Tokens which can be redeemed to get anything you want here for free.*

**Police Academy (free)** You have graduated from the police academy with distinction and have all learned all the skills expected of a rookie cop. If you were not already, you are physically capable of meeting all the qualifications.

**Bad Vibes:** You have a peerless instinct for when things are about to go wrong. Might give you time to get out, or at least pick a better place to stand when the shooting starts.

**By the Book:** You're an expert in the law and regulations, both here and in any future settings you land in. You know how to stay out of trouble, and which rule to cite when your superiors ask.

**Civilian Career:** Choose an ordinary job, like cooking or carpentry or something. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

**Crowd Control:** You can't reason with a mob. Except for you, you can shake people out of the groupthink and get them to consider what they're actually doing, to feel guilt. That's a rare gift.

**Defensive Driving:** You learned how to drive extremely well. Any vehicle you get behind the wheel of seems half again faster and more resilient. You have an exceptional mental map for roadways and quickly learn the best shortcuts.

**Encyclopedia Tokyo:** You have a perfect memory. Every face, every fact, every figure you encounter, you can recognize and remember exactly how and where you encountered it. You can also read a whole page in little more than a glance.

**First Responder:** You may not be an EMT, but you aren't far behind, having trained in emergency and trauma medicine, you know how to set a bone, stop bleeding, and can keep people alive until the handoff to the professionals.

**Internal Affairs:** You have a nose for rooting out corruption within the force. You can spot a dirty cop with ease and know who you absolutely cannot trust.

**Interrogator:** You know how to question a suspect, how to keep to a theme and make yourself utterly terrifying, how to spot a lie and entice the truth.

**Marksman:** You are one of the best sharpshooters to ever wear a uniform. Even firing from the hip you're more accurate than most of the SWAT guys taking a few seconds to line up the target just right.

**Mech Combat 101:** You don't just know how to drive a Labor, but how to use its abilities best in combat. You keep calm under fire, and understand when to use your mech to shield civilians, when you cannot afford to take a hit.

**Mechanic:** You understand the technology behind Labors intimately, knowing how to maintain and repair and rebuild them. Dropped on a random twentieth century or near equivalent Earth, you could build your own Labors from scratch and revolutionize heavy industry.

**One Loose End:** Sometimes the cover-up just exposes more holes. No matter how clever the conspiracy, there will be a clue to its existence, and you are guaranteed to stumble over it at some point. Plan your next moves very carefully.

**Resilience:** You have the guts of an action hero. Shot? Just a flesh wound, walk it off. Broken rib? Won't stop you from winning the fight. You can take punishment like a pro. Just remember sometimes it's better to stay down.

**Solid Cover:** When you take shelter you can be assured it will stand up to a bullet or a few, even if it's behind a parasol. You are skilled at finding cover and fitting yourself to it, even if you need to suck in your chest to hide behind a lamp post.

**Spot the Clue:** One of these things is not like the others, one of these things just doesn't belong. Whenever there's an anomaly or odd detail, it jumps out at you as if highlighted or glowing.

**Stealth:** It isn't easy getting close enough to an alert cop during a firefight to neatly heart-shot him in the back. Nor to creep up on a Newcomer with superhuman senses. But you manage just fine.

**SWAT:** Special Weapons & Tactics, you have trained for serious combat, and are an expert in small unit tactics, as well as breach-and-clear operations.

**To Serve & Protect:** People trust a policeman, until they learn better. You are charismatic and effortlessly reassuring. People feel they can come to you with their problems.

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## Items

*100 cp unless specified, you can also spend your tokens here.*

**454 Casull:** One of the most powerful handguns in the world, this revolver has almost unimaginable stopping power.

**Badge:** This marks you as a member in good standing with the constabulary here, or wherever you land. The paperwork will all be in order too, yet you never seem to get assignments.

**Connections:** A good cop knows people, the retired guy at the diner who likes people-watching, that guy you let off once. You have a network of friends, snitches and stool pigeons who are very good at keeping you up on the street-level side of major events.

**Go Bag:** A bag packed with two changes of clothes, a knife, two bus tickets out of town that are always valid on the next bus, and \$3,000 in cash or an equivalent in local currency.

**Home:** A large and well-furnished suburban house. How are you managing this on a policeman's salary? Nobody will ever ask, same for utility bills and taxes.

**Income:** What does a Japanese specialist police officer make in a future we've long since passed? Your guess is as good as mine. Regardless of whatever else you do you get about \$50 thousand per year. In future Jumps this updates to the local currency and equivalent purchasing power. Subsequent purchases add a zero.

**AV-98 Ingram:** The iconic mech of the series, first Labors designed and built specifically for police work and anti-Labor combat instead of being regular construction Labors with some black-and-white paint and a lightbar slapped on. Unprecedented in agility, speed and precision between its lightweight carbon-fiber armor, high powered motors and actuators, and a system to mirror the pilot's motions. It can disable most Labors with one well-placed shot from its 37mm revolver cannon or anti-Labor stun stick.

If you'd prefer, this can be any of the half dozen Ingram variants seen across the series, like the Ingram Plus, Kai, Zero, or if you want for some reason, the stripped down Economy or training 'Dolphin' models.

**AV-2 Valiant (-200 cp):** The upgraded Patlabor from the movie. Larger, stronger, has a built-in arm shield. Better pilot survivability, partly because the chest is more armored and doesn't break open to let the pilot in or out. More efficient drive and heat sinks, better electronics and controls. It's at least a slight upgrade in pretty much all metrics. The revolver cannon has been upped to 44mm.

**ARL-99 Helldiver (-200 cp):** An SHI military Labor, based on the Ingram but up-armored with limited rocket jump (mostly meant for braking) capability. Designed to be para-dropped behind hostile lines. Night vision option, a TOW anti-tank missile, eight smoke grenade launchers, and armed with a mech-combat knife and 40mm machine gun. Also available in sniper, stealth, and desert combat configurations.

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## Companions

*These also cost 100 points unless otherwise stated.*

**Recruit Anyone:** Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. I'd recommend George, his partner Sykes is a bit of a hot-head.

**Partners:** You can import all your companions, and they'll get 600 points to spend. They also get the 4 Template tokens, same as you got.

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## Drawbacks

*Each of these grants 200 points unless otherwise stated.*

### Continuity Toggle:

**Wunza:** Free! Wunza a yankee, one's a gun nut, Hiromi, he's cool. Together they fight crime. You can use this Jump as a supplement for any police procedural or mecha series.

**Call ACAB:** Because at the end of the day, All Cops Are Bastards. What, did you think wearing a badge would make you one of them? Besides a couple named characters, everyone on the force is racist, violent, on the take or some combination of the three. They will never believe you, never support you, and if you go around asking too many questions, well, that's how Tuggs got shot in the back.

**Longer Stay:** You'll stay 10 years here. Buy it twice and it'll be twenty.

**Power Lockout:** You can't use powers from outside of this jump in this jump.

**Item Lockout:** You can't bring items from outside the jump into this jump. Your Warehouse is barred to you.

**Companion Lockout:** Your companions can be imported and buy things, but they can't enter the jump with you. **They'll be in stasis instead.**

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## **Ending**

*What will you do now? Stay here? Go home? Move on to the next jump?*