

The new police recruits.
Call them slob.
Call them jerks.
Call them gross.

Just don't call them
when you're in trouble.



POLICE ACADEMY

What an Institution!

"POLICE ACADEMY" A PAUL MASLANSKY PRODUCTION
STARRING STEVE GUTTENBERG • KIM CATTRALL • BUBBA SMITH • AND GEORGE GAYNES AS COMDT. LASSARD
MUSIC COMPOSED BY ROBERT FOLK • STORY BY NEIL ISRAEL & PAT PROFT • SCREENPLAY BY NEIL ISRAEL & PAT PROFT AND HUGH WILSON
PRODUCED BY PAUL MASLANSKY • DIRECTED BY HUGH WILSON

R RESTRICTED
UNDER 17 REQUIRES ACCOMPANYING
PARENT OR ADULT GUARDIAN

A LADD COMPANY RELEASE
WARNER BROS.
© 1984 Warner Bros. Entertainment Inc. All Rights Reserved.

On March 4th of 1984, newly elected mayor Mary Sue Beal announced that she was changing the hiring practices of the police force. No longer would height, weight, sex, education, physical strength, mental stability, or criminal records be used to keep new recruits out of the Metropolitan Police Academy. Hundreds of people who never dreamed of becoming police officers signed up immediately. You arrive on the day the first new class of cadets will start and will stay for ten years, leaving shortly after the events of the seventh movie. You can join the cadets, or do your own thing. Anyway, here's 1000 CP (cop points) to get you started.

Identity

Roll 1d8+20 for your starting age. Your gender is the same as the last jump. You can pay 50 CP to change your gender or choose your age, or 100 CP to change both.

Drop-In - You just show up in the city, with no history, contacts and no paperwork. Fortunately the police academy has no restrictions, so you can quickly get a job to start your next ten years.

Cadet - You are a new recruit, just signed in. Unfortunately something about you would normally keep you out of the academy, so you've been assigned to group D, under Lieutenant Harris

Cop - You are an officer of the law, one of the cops in the City. You either work under Captain Lassard in one of the toughest precincts in the city, or have been assigned as an instructor to Commandant Lassard's Police Academy

Civilian - Join the police? No, no, well... Maybe next year, or later. Right now you are a regular citizen with a job, no time to start a new career.

Criminal - You're no law abiding sucker. You're a true criminal. Maybe you're a punk just having fun harassing the normies, maybe you're part of an organized mob, Hell I've heard this guy Konali is trying to start a branch of the Russian mob and is looking for muscle, if you're interested.

Location

Where will you be on the day the new police class begins? Roll 1d8

1 At the Academy, one of the first to arrive.

2 At home, you should get driving if you don't want to be late.

3 At a police station along with Mahoney and Jones, maybe someone will offer you the option of joining the cops instead of jail time?

4 At a local abandoned zoo, used as a base by a gang of punks. If you're not a punk, you're probably about to be harassed.

5 At a store, Schewchuk, checking the merchandise. You probably should get going before the store is robbed. Again

6 At a flower shop. Seems one of the florists quit. Job's vacant if you don't want to be a cop.

7 At a firm in a skyscraper, in the City's downtown area. You've heard about a night guard who is quitting to join the police.

8 Somewhere else. Pick any location on Earth.

Perks

Perks cost half for their origin, 100 CP perks are free instead.

Drop-In

Stunt Driver - 100CP

Who knew working in a parking garage would help you develop useful skills? You are a very skilled driver, capable of driving defensively, doing movie-like stunts, driving at high speeds without problem, etc. This expertise also translates well into driving other things besides cars, like buses, airplanes and boats.

Human Beatbox - 200CP

It's hard to believe the noises your throat can make. You can make all kinds of sound effects with your mouth, with enough verisimilitude to fool most people, even people who know what you can do. You can also effectively throw your voice, to make your sound seem to come from the other side of a room or follow someone around. You also have a great sense of timing, managing to make your effects completely synchronize with people's gestures and lip movements without any rehearsal needed. You also have some skill in changing your voice and impersonating others, though it is not as pronounced.

Martial Arts - 400CP

While the academy has a martial arts course for self defense and holds for apprehending criminals, you don't really need it, you are already a very good martial artist, with a black belt in karate. You are also very agile and skilled in acrobatics and parkour.

Confident Man - 600CP

You have a lot of confidence in yourself, an air of cool-headed self assurance and an aura of assertiveness. Besides being extremely charismatic, having strong willpower and a lot of courage, this also means people tend to believe what you say at face value, even when it should be obvious that you are lying. You are also very quick when coming up with lies, pranks and schemes, and even quicker to notice when someone else is trying to pull one over on you.

Cadet

Intimidation Factor - 100CP

There's something about you, something that makes you very intimidating. Maybe you are very big and have an imposing physical presence, maybe your bloodlust is almost palpable or maybe it's just the way you randomly start SHOUTING LIKE A LOON! Whatever you choose it really amps your ability to make others afraid, you can make a bus full of young men sit down and shut up and with some effort you can make even a shark turn around and run away.

Seducer Exótico - 200CP

There is something about you, something that other people just find... sexy. Really, really sexy. Even if you're not particularly handsome, you can find a couple of new sexual partners in just a few hours, and given some time you could convince a half dozen or more to share you, happily even become your harem. Not only are you a skilled seducer, you also have the sexual prowess and stamina to completely satisfy multiple partners at the same time, or a particularly voracious party. You could even convince an otherwise rule bound disciplinarian to bend or break some rules just to be with you, or convince a few girls to have an orgy in the middle of a party.

Gun Nut - 400CP

You're an army veteran, done your tour of duty. But strangely they did not allow you to do a second one, or join a special forces path, no matter how much you wanted. Apparently you're too trigger happy for the army. Sad really, since you are a wizard with guns. Not only do you know just about everything there is to know about guns, but you have amazing aim, you can use a handgun like a sniper rifle, write with a full auto machine gun, and shoot a cat off of a tree without even grazing the cat.

Superman Syndrome - 600CP

Most people need to lift a lot of weights at the gym to get strong, but you were born with it. You have naturally more muscle mass, and denser muscle fibers, than normal people. You are strong enough to hold a small boat from moving, flip a car on its roof with little effort, knock down brick walls, and throw a football hard enough to throw the catcher ten feet back. You are also very tough, to the point that several hundred pounds of debris could fall on your head and you can just shrug it off.

Cop

MOVE IT! MOVE IT! MOVE IT! - 100CP

With the lowered restriction on entry to the academy, Lassard will need some good teachers to get the new cadets in shape. Luckily he has great instructors like Callahan, Harris and now you. Under your supervision students learn faster, get in shape quicker, and generally become the best they can be, even if at the same time you are harassing them and trying to get them quit training. In fact you can bully your students as much as you want without lowering the quality of your training.

Bumbling Insurance - 200CP

People around here seem to get away with outrageous behaviors, gross incompetence, clear senility, horrible mistakes and even small crimes without getting fired, reported to HR, being sued or even going to jail. As long as you don't actually hurt anyone, people will be less likely to pursue action against you, witnesses won't bother to report you, and your superiors are more likely to give you a lower punishment than you deserve. Racism, sexism, sexual escapades, pranks, general failure to properly do your job, things like that will just be ignored, major visible screw ups might get you demoted instead of fired, and actual assault and vandalism in front of multiple cops might get you simply fired or expelled from an organization, instead of being sent to jail. Well, as long as the person you assaulted doesn't actually get hurt.

Experienced Officer - 400CP

You are a skilled and experienced cop, with multiple years on the beat and good time in higher ranks too. You have comprehensive knowledge of local law and police procedures, and can gain similar knowledge in other places with just a little study. You also gain a boost to your perception and intelligence, along with great deductive skills and could easily pass the exams to become a detective if you tire of wearing the uniform.

Amazonian Beauty - 600CP

Nature was kind enough to make you good looking, but you improved on that with copious amounts of exercise. Not only are you hot enough to literally cause accidents as people stop and stare at you in the street, but you also gain a general buff to your athletic and fighting skills. When taking this perk you also may pick one body part and make it bigger and more attention grabbing, whether you want bigger but still perky breasts, a porn star dick, or just marvelous thighs, you can have it.

Civilian

Well Adjusted Citizen - 100CP

While the police are important to the story, most people in the City are just normal regular people like you. You gain ten years experience and knowledge in a civilian job of your choice, such as a lawyer, medic or engineer. If you'd rather have a job you don't need so much experience, like being a cashier, bartender or still a student, you can instead gain experience and talent in a hobby or sport, to the point where, if you choose to be a skater you's be able to compete with a young Tony Hawk.

C.O.P - 200CP

In about two years Commandant Lassard will start his C.O.P, C.O.P. I mean his Community Outreach Program, Citizens on Patrol, and you are someone who could easily support it. You are a pillar of the community, charismatic and capable of swaying the opinion of large crowds of people, you could easily run for mayor if you wanted. You are also a good judge of character and know when people deserve another chance instead of going to jail, you also have a good idea on whether putting them in a program like C.O.P or even in the Police Academy will truly help them learn and redeem themselves. You also gain some of the authority of a cop even if you aren't one, and people in actual positions of authority will be more willing to listen to you.

Boxing - 400CP

Like the Kirklands, you've been practicing boxing since your childhood. You are a very good boxer, with a right hook that can knock out boxers several weight categories above you, but more importantly, your habit of getting into fights almost daily has made you exceptionally tough. You can tank several punches to the face without taking much damage.

Crazy Professor - 600CP

You're not angry enough to be called mad, and you didn't quite finish your doctorate, but being a mad doctor isn't a requirement to be a great inventor, which you definitely are. You are an expert engineer and weapons maker, capable of making high tech equipment, like gadget filled supercars or powerful robot cops, even with the very short budget of the police.

Criminal

American Ninja - 100CP

The city sometimes suffers under the hands of highly skilled burglars, jewel and art thieves and even the occasional phantom thief or gang of ninjas. You are ready to join their hands, having learned great sneaking and thieving skills. You know how to infiltrate buildings, pick locks, bypass security systems, sneak past guards, pick pockets, etc.

Screaming Punk - 200CP

There's a large gang of punks roaming the city, and you are the craziest punk around. You are a very tough guy, coupled with extreme pain resistance, allowing you to take a lot of damage and keep going, even falling down a long staircase and having just bruises. Your pain tolerance is so strong, you are almost immune to non-lethal weapons, tasers only tickle, tear gas is actually enjoyable, pepper spray just reminds you of your own chili sauce. You also have a powerful scream that can break locks or knock people on their asses at short range.

Sharp Code - 400CP

Computers are still a new technology, but you are ahead of the curve and started learning early, now you are a master programmer, hacker and game designer. You're capable of creating a game so good it generates 1.5 billions in revenue in just six months, that also acts as a powerful worm and suit of virus to take down any security system.

Shadowy Mastermind - 600CP

The crime in the city is at an all time high, ripe for a mastermind to come in and start his own empire, become a kingpin of crime or just pull off some grand plan to become insanely rich. You are one such criminal mastermind, capable of creating intricate plans and heists, manipulating the masses like a master politician, and gathering and controlling many capable, if quirky, minions. You are also a master of disguises, special effects, escapology and illusionism, capable of putting on grand theatrical gestures to frighten your foes, awe your minions or generate an aura of mystery around your identity.

Items

You can pick one 100 CP item for free, and discount one item of every other price tier.

Thieves Tools - 100 CP

A set of tools fit for a cat burglar, including a grapple gun, glass cutters, climbing gear, laser revealing smoke pellets, a set of skeleton keys, sedatives to take out guards, and other similar tools.

Swagger Stick - 100 CP

A small stick with a chrome plated ball at the tip. Unlike the one Harris carries, yours does actually give you an aura of authority and people who see you carrying it will be more likely to respect you and obey your orders.

Pocket Mike - 100 CP

A small microphone and speaker combo, besides making you louder, it allows you to change your voice a bit and helps you throw your voice. It's not as good as being a trained ventriloquist and imitator, but it would improve the performance of someone who is.

Surveillance Equipment - 100 CP

A briefcase containing a full set of surveillance equipment, including small cameras and microphones, a silenced drill to help place them, phone taps, a water glass that allows you to hear through any door, and a tracker bullet that can be used in any gun. The briefcase itself houses the computer that records what the cameras and microphones record as well as keeping tabs of the trackers. Somehow all evidence gathered with this is still admissible in court.

Non Standard Firearms - 200 CP

Most cops work with just the standard .38 special the police department issues them. For more enterprising cops, there is this kit. This weapons crate comes with a .44 Magnum revolver, five smaller pistols with shoulder, ankle and waistband holsters, a Remington 870 shotgun, an UZI SMG and an M16A1 machine gun with underslung grenade launcher, multiple grenades, and several crates of ammo. You also get a police permission to carry these weapons on patrol.

Police Bazooka - 200 CP

One of the professor's experiments, this enormous recoilless rifle comes with low explosive no fragmentation rockets that can break down doors and batter people around or knock them out without actually damaging them and glue rounds that can harmlessly detain people. It can also be used to shoot anything you can fit in the breach, such as footballs, cartoons of ice cream, and even small animals (without harming the animals). It can also shoot normal tank busting rounds if you get your hands on them. You also get a police permission to carry this weapon on patrol.

Disguise Machine - 200 CP

A small machine that creates realistic rubber masks for disguise. As long as you have a photo or similarly detailed image of someone, you can insert that into the machine to create a disguise good enough that people looking at you and the real person won't be able to distinguish the real one. The masks even feel like real skin and hair, so merely touching them won't break the disguise, but pulling on the mask's nose or ears can cause it to stretch.

K9 Corps - 200 CP

A kennel inside the warehouse with five dogs, of any breeds of your choice, trained for police work. The kennel has space for the dogs to live comfortably and for training.

Blue Oyster Franchise - 400 CP

Blue Oyster is a famous gay bar, with many locations in most metropolitan cities. It is patronized by the most manly, leather wearing, bike riding, burly gay men around. You are now the proud owner of your own Blue Oyster franchise. In every world you go you will find you own a macho gay bar near your starting location, which gives a neat profit. The customers are not obligated to fight for you, but they're willing to intimidate people or enter a brawl if you promise some free drinks or something and they fear neither violent criminals or the law.

Police Academy - 400 CP

A large campus with several buildings including it's own dormitories and a large space for exercises including a running track and a gun range. If left alone it will produce high quality law enforcement officers for the city, but if you take a more personal approach you might have some cops devoted to you, either as a personal police force or infiltrating the city forces. It imports in your starting origin location in other jumps.

Game Company - 400 CP

A large game company for the early 90s, it has both a video game developing side, a publisher side and a factory to produce the cartridges in-house. If you have a well selling game it can easily produce enough copies to hit all the international markets. The developer team is skilled but not particularly brilliant or original, you'll need to find someone to direct it to produce any great games. The company can either be connected to the warehouse, in its own space accessed through a door inside it, in which case it will mostly produce games for you, or be imported into other settings, changing to match the local tech levels so it can continue to sell games, becoming a vr sim company or similar in futuristic setting and a tabletop game or card game company in setting without computers.

Criminal Empire - 400 CP

You have a large gang of followers, a couple dozen competent criminals, a handful of really skilled thieves and bruisers and a lot of thugs and petty criminals. These followers can be any type of criminals you want, from punks to organized criminals. You can choose whether they actually follow you from jump to jump or if you start every jump with a new gang of locals.

Robot Cop - 600 CP

An eight feet tall metal humanoid, painted to look like it is wearing a police uniform, as strong as Hightower, bulletproof up to the bazooka shots used by the City PD, and with many integrated gadgets, from handcuff dispensers, tentacles to grab running suspects, even brooms and pans to tidy up the scene after action. It has enough AI to be capable of following basic orders like guarding a place or arresting someone and comes with a remote control for more complex orders or on the fly reprogramming.

Super Car - 600 CP

The Professor's magnum opus, this sleek looking car can achieve speeds close to a racing car, is tough enough to escape unscathed from crashes that completely wreck the other car, and comes equipped with all kinds of retractable gadgets, from parabolic antennas, to helicopter blades for short flights, to powerful magnets, and many, many, many others. It has spare tires inside and can change tires on its own, and also has retractable wheel on the roof so it can drive upside down while changing tires. The suspension is good enough not only for off roading, but also for climbing stairs.

Companions

New Cadets - 50 CP each, or 300 CP for eight

You can import companions as part of the new class of the Police Academy, or create new companions, for 50 CP each or 300 CP to import up to eight companions. Imported or created companions gain 600 CP to spend and the items stipend. Companions cannot buy companions.

Your Favorite Officers - 50 CP

For 50 CP you can take a canon character as a companion. You'll be guaranteed to meet them and have a bonding moment that makes a fast and close friendship with them, like Mahoney and Jones had.

Drawbacks

Cartoonish +0 CP

With this toggle you can decide if the events of the Police Academy cartoon are canon, and how much of them are canon.

What is it? Speak up! +100 CP

You are very, very shy. You have difficulty speaking above a whisper and just a little social pressure will cause you to flinch and get quieter and quieter. You have difficulty getting people's attention and might let others just talk over you. You can break from it when things are dangerous or really serious, or if something gets you good and angry, but most of the time you're nearly unintelligible.

Out of Shape +100 CP

The academy is allowing all kinds of people in, including those who are very out of shape, and with this perk, this now includes you. Whether you are short and nerdy like Sweetchuck, fat and easily tired like Leslie Barbara or grossly obese if somewhat strong like House, you will have great problems while doing police work.

My Glasses +200 CP

You are really nearsighted, almost blind without your glasses. And since you probably work as a cop or a criminal, the likelihood of your glasses getting broken is very high. Comedically high one could say, as any time where it would be funny for you to stumble around blindly it is almost guaranteed you'll lose them or they'll suffer some damage.

Hightower's Limiter +200 CP

You have a deep unforgiving phobia that will freeze you if you meet it, and even hearing about it will give you a bad case of the nerves. It wouldn't be such a problem, except it keeps changing. One day you cannot even think about coming close to a rat, the other you can't stand heights, next week you can't even look at a white coat because it reminds you of a dentist. And you never know when your phobia will change, or what you fear before you encounter it once.

The Fackler Effect +400 CP

You don't have bad luck. not exactly. But you do seem to be a nexus of bad luck. Your actions tend to cause things to break, people near you constantly get slightly hurt or embarrassed, miscommunications and confusion sprout where you walk. It can be mitigated if you pay close attention to what you're doing and what is going on around you, but this drawback also makes you a lot less focused and perceptive. At least the accidents around you don't affect you directly.

Truly Fackled +200 CP

Well, it seems I was wrong. Now with this drawback your aura of bad luck does affect you. In fact it seems to target you more than others, as if trying to balance what you do to others. Expect to be used as a punching bag by the world.

Senile Old Man +400 CP

Disregard your original age roll, now your age is 66+1d8. And while physically you're still pretty fit, your mind tends to wander. And get lost. You have severe trouble remembering numbers, counting and doing math. You tend to ramble when talking, repeating words very, very, very, many, many, many times. You also tend to forget things, get confused or focus on weird things. Luckily around here it doesn't stop you from being a cop or from being in a position of power, but it will cause confusion for yourself and for those around you.

With Help Like This +600 CP

Commissioner Hurst has Harris, Lassard and Mauser, Harris and Mauser share Proctor, Blankes and Copeland, even Blankes was partnered with Copeland most of his career. Its a chain of incompetent subordinates with even more incompetent subordinates of their own. And now you're a link in that chain. For the duration of this chain all of your companions and personal followers have been severely downgraded in competence. Whether through stupidity, bad luck, greed or a combination of the three, they'll cause accidents to happen to you, get you in position to be humiliated or hurt, and generally foil your plans.

If you do not have any assistants of your own, you'll be granted one, or more if you want. You cannot harm them or get them fired, and will be forced to protect them if someone else tries, you will also be compelled to use these assistants in all your plans, confide them with secrets, and always keep them around you. They are loyal though, and can be turned into companions or followers at the end of this jump for free. If taken along in your chain, free from this drawback these assistants can become competent in time.

Village Idiot +600 CP

How did you pass the Police Academy before the restriction on education was lifted? How did you even graduate high school? You're not just dumb, you're unfathomably dumb. Possibly clinically retarded. For your stay in this jump you'll be about as smart as Proctor and Copeland. You also won't quite realize how dumb you really are, though you can tell that you'll be better off following someone slightly less incompetent.

Endings

Back in Training: Stay here

Your First Assignment: Go back home

Mission to New Places: Go to the next jump