



DANGER ZONE ONE

SERIES GUIDE

DRAFT 1.6



THE STORY

YOU HAVE THE RIGHT
TO REMAIN

THRILLED!



The future is here. Technology permeates every facet of society. Megacorporations run the world. And crime runs rampant in the streets of **PALLAD CITY**.

REENA SAFFRON is fresh out of the academy and eager to begin her first day as a full-time officer with the **PALLAD CITY POLICE DEPARTMENT**. But her idealistic nature and unwavering belief in justice is put to the test when she's partnered with **'MANIAC' MADISON WYNTER**, a loose-cannon officer with the department's Special Crimes Unit, whose methods stretch the law to its very limits.

Can these two find common ground long enough to lock away a few perps? Reena and Madison will have to put their arresting bodies on the line to protect and serve, while demonstrating some impressive busts if they ever hope to clean up the streets.

But it won't be easy. Whether it's stopping a madman in a stolen military-grade powersuit, shutting down a sinister underground fight club, or rescuing the kidnapped mayor, these girls have their work cut out for them!

THE SETTING

TO **CRIMINALS**
IT'S A PARADISE

TO **THE POLICE**
IT'S A BATTLEFIELD

TO **REENA**
A ROOKIE OFFICER,
IT'S HER NEW BEAT

TO **ALL**
IT'S



DANGER ZONE ONE
DANGER ZONE ONE

WELCOME TO **PALLAD CITY**

PALLAD CITY is a sprawling metropolis perpetually teetering on the edge of chaos. Many officers in the PCPD have taken to calling Pallad City "**DANGER ZONE ONE**" due to its ever-increasing crime rates and hazardous environment in which they have to work. Despite its notoriety, the city is home to many megacorporations and fosters a booming economy and industrial sector. Regardless, many citizens (and some PCPD officers) look at these megacorps with disdain for their tendency to operate above the law.

A large portion of Pallad City underwent major reconstruction twenty years ago after the **KURTOW EARTHQUAKE**. The disaster had left much of the area devastated. Today, the neighboring Kurtow Ruins—a wasteland comprised of a section of cityscape that has yet to be remodeled—stands as a grim testament to the catastrophe two decades ago.

Unbelievable as it may be, Pallad City has never topped the annual "Worst City" poll. That distinction goes to the neighboring megatropolis of **NU METROPOL** (designated Danger Zone Zero), one of the largest cities in the world. That said, Pallad City is still a far cry from the prestigious status of **OLD METRO** or even **SILICA CITY**.

THE CHARACTERS

REENA SAFFRON ROOKIE PCPD OFFICER

Since as far back as she could recall, Reena had always dreamed of becoming a police officer. Possessing an inherent desire to help others, she was never one to shrug off a friend in need and would be the first to step in when she witnessed someone being bullied. Whether helping an elderly person cross the street or offering a hand to a complete stranger, Reena is practically selfless—an unusual trait in a megacorp-run world where materialism and self-interest are the status quo.

Born into a well-to-do family, Reena lived strictly in Old Metro during her formative years. She attended Metro High School and, upon graduating, enrolled in the local police academy's new "fast-track" program, designed to quickly fill the growing demand for new officers.



Age: 19

Eye Color: Blue

Hair Color: Black

Blood Type: O Negative

Favorite Food: Pizza

Hobbies/Likes: Movies, reading comics,
watching professional wrestling & auto-
racing, going to the beach, & playing VR games

REENA SAFFRON STATS

REENA SAFFRON ROOKIE PCPD OFFICER

Despite her low grades and nearly failing every course in the academy, Reena's instructors still noted her potential and boundless determination. (The urgent need for new officers also restricted how selective the academy could be!)

Reena graduated the academy's brief three month program at the age of 18 and was immediately assigned to the Pallad City Police Department. Though it meant she'd have to move away from her friends and family, Reena couldn't refuse a chance at her dream job. What she lacks in studious aptitude, Reena more than makes up for in her jovial spirit and perpetually positive attitude. And, while some may see her youthful naivete as a crutch, Reena exhibits an unwavering confidence to combat the perils that come with being a PCPD officer.



YOU'RE
BUSTED,
PAL!*

*REENA'S
CATCHPHRASE

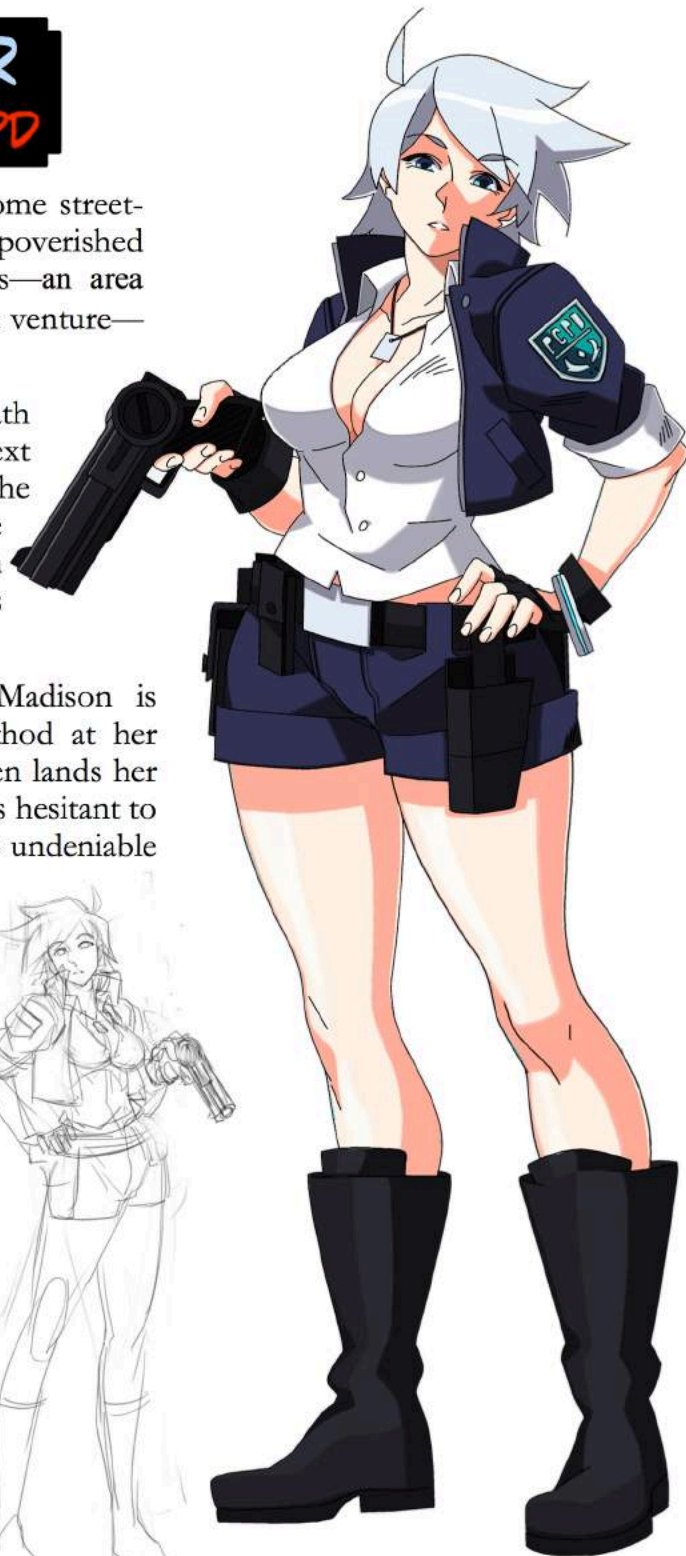


MADISON WYNTER ICE QUEEN OF THE PCPD

Born in Pallad City, Madison was forced to become street-smart at an early age. Growing up in a rough, impoverished neighborhood on the outskirts of the Kurtow Ruins—an area known for its lawlessness where even the police dare not venture—every day was a fight for survival.

At the age of 18, Madison enlisted in Death Widow, a private military company. She spent the next three years with the PMC, working on contracts across the globe. After severing ties with the company, she relocated back to Pallad City and applied for a position in the police department. She quickly rose up the ranks and was assigned to the Special Crimes Unit.

Where some officers embrace the system, Madison is constantly on the edge of it. She'll employ any method at her disposal to close a case or bring down a perp. This often lands her in hot water with the police chief but, with that said, he's hesitant to reign her in, due to her impressive track record and the undeniable results she achieves.



Age: 24

Eye Color: Blue

Hair Color: Silver

Blood Type: O Positive

Favorite Food: Pasta

Hobbies: Guns, going to the firing range,
modifying her MVX Hyper Interceptor

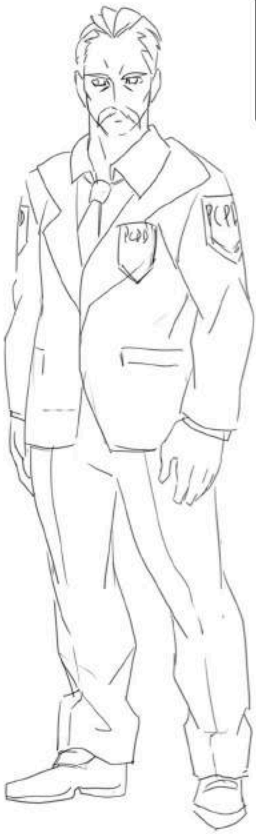
MADISON WYNTER STATS

MADISON WYNTER ICE QUEEN OF THE PCPD

Madison spends much of her time in the firing range (she's won the police marksmanship award two years in a row!) and rarely associates with other officers. She has a record of prior issues with partners that were assigned to work with her. Madison's hardened and distant demeanor has led many on the force to refer to her as the "Ice Queen of the PCPD," while her loose-cannon tactics have earned her the title, "Maniac" Madison.



VICTOR HARDIMAN POLICE CHIEF



Chief Hardiman's been with the PCPD for longer than anyone else on the force. He's seen and heard it all before. Often weary, always overwhelmed, Hardiman doesn't leave his office much and his desk is constantly littered with sheets of electronic paper or digital clipboards that require his attention.

Hardiman keeps a bottle of whisky and a shot glass in his desk cabinet for when he needs a quick break from the hustle and bustle of his job...which is often. His favorite hobby is counting down the days to retirement.

Though his hands are always bound by policy, red tape, and political maneuverings of the "higher-ups," he turns a blind eye to Madison's often rogue endeavors due to the results she achieves.



PCPD OFFICERS PALLAD CITY'S FINEST

Where Nu Metropolis is known for its rampant police corruption, Pallad City is secure in its reputation of upstanding officers. Even so, the public still views the PCPD as largely ineffective, due to the ever-rising crime rates and criminal activity.

It doesn't help that, in some circumstances, an officer is unable to act on a case if a megacorporation is involved. Due to legal loopholes a megacorp's private security contractor can often supersede police authority in an investigation (megacorps have a firm hold on the law and government).

Due to the demands and high stress that comes with being a PCPD officer, few rookies stay long enough to have extensive careers.



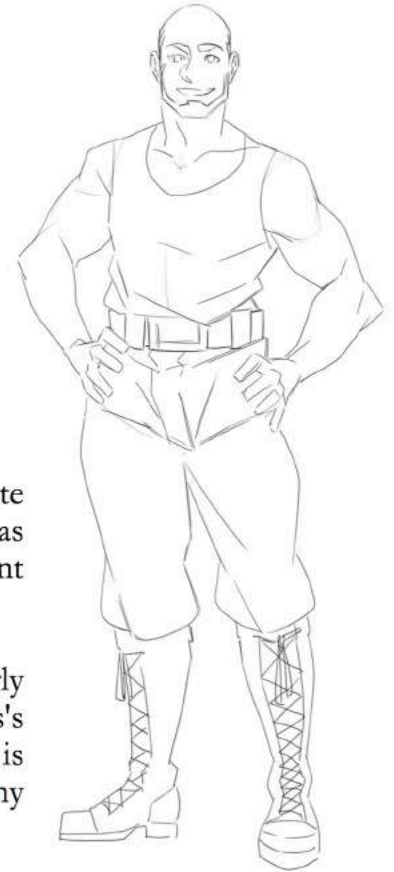


ARLEW GRIPPS PCPD (SCU) OFFICER

If Gripps applied himself more, he'd have all the makings of a detective. But his lazy work habits and womanizing ways have landed him on suspension enough times to keep that promotion just out of reach.

Flaws aside, Gripps is a talented officer in his own right and works in the Special Crimes Unit (SCU) with his partner, Sev. The SCU affords him a great deal of freedom over how he operates a case, in comparison to a uniformed officer (an added perk is that he doesn't have to wear said uniform).

Gripps has a sarcastic wit and tries to maintain a playful attitude regardless of how desperate a situation may be. This often draws the ire of Madison who, despite being aware of Gripps' talents as an officer, regards him as something of an idiot due to his wasted potential.



JONIO SEV PCPD (SCU) OFFICER

Like Madison, Jonio Sev has prior experience working for a private military company before joining the PCPD. However, unlike Madison, Sev was employed by a relatively small company involved strictly in security and client protection services, where he served as a medic.

Always friendly and easily approachable, Sev is well liked by nearly everyone on the force. He often serves as the voice of reason to Gripps's sometimes maligned judgment. Sev is extremely loyal to his friends and is satisfied enough with his position in the Special Crimes Unit that he neglects any opportunity to seek a promotion.

One can often find Sev in the PCPD gym, always eager to improve his already well-toned physique.

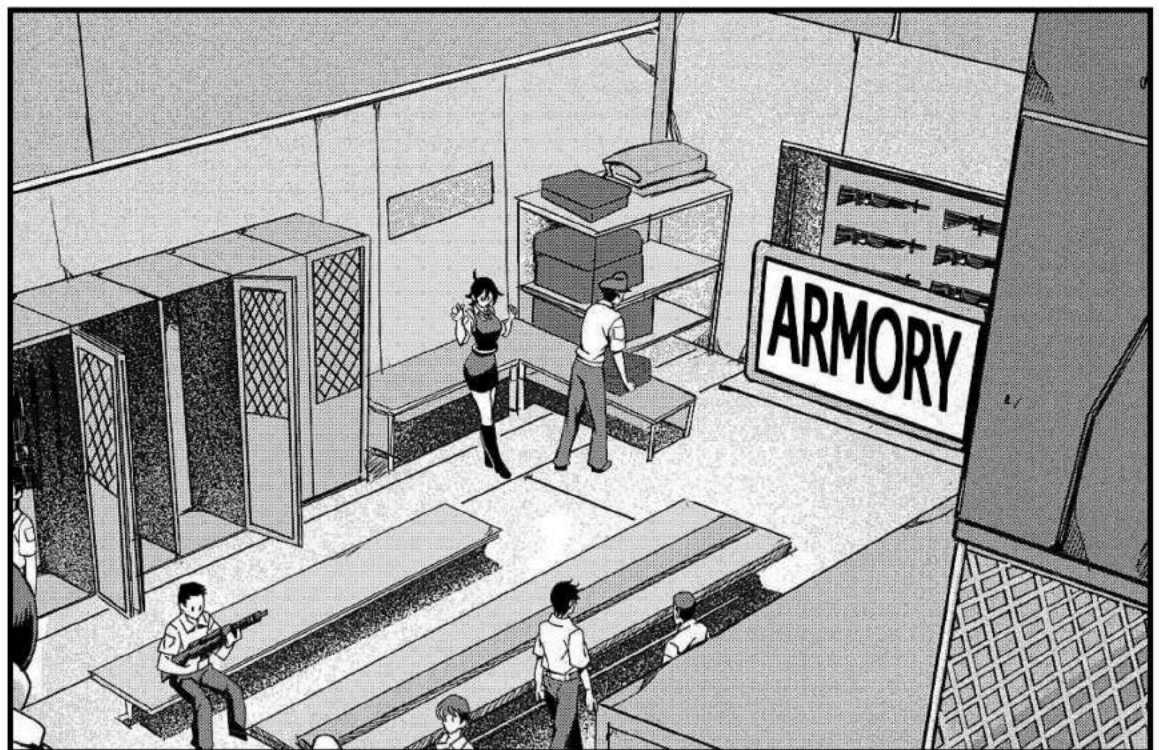
BRENTON KENDAL

PCPD ARMORER

It would be difficult to find someone more affable and eager to please than Brenton Kendal, the PCPD's resident armorer. He's has an encyclopedic knowledge of weapons and equipment and can readily supply an officer with the proper tools for any case.

Always keeping up-to-date on all the latest tech breakthroughs, Kendal is well-read on everything from protective body armor, Halvok firearm models, to upcoming I.DAC firmware. But it's no secret that he's something of a pest to the higher-ups in the department, due to his constant requests for (expensive) cutting-edge equipment. Unfortunately, financial concerns and recent budget cuts prevent the PCPD from having the 'best of the best.' But Kendal still tries, believing that PCPD officers' safety should be the department's foremost concern.

Despite Kendal's amiable personality, he has a deep fear of Madison Wynter. He can't help but feel a chill in the air when she enters the armory. He's found that she's also the most demanding officer on the force, and most of the items she receives from the armory have to be customized to her specifications.





SERA WHITE PCPD DISPATCH

Sera didn't quite have the makings of a beat cop, but her ability to process intel made her a perfect candidate for the position of emergency dispatch officer. She eagerly transferred over, finding that her skills were more suited aiding officers from behind the scenes (in the safety of police HQ).

She graduated the police academy with honors and finished at the top of her class. Her skills, particular in crime scene analysis, has been highly praised.

She can come off as rather shy, especially to those she doesn't know well. Sera doesn't have much in the way of a personal life and constantly laments to others about her dating woes. She loves gossip and is the last person any PCPD officer should talk to about personal matters.

Although Sera wears glasses, it's not due to poor eyesight. Her glasses are AR (augmented reality) specs that provide real-time analytical data that she can relay to officers on the street.

Sera previously worked at the Silica police department (SPD) before joining the PCPD. Her former SPD partner, Vanessa Coronet, is currently planning to transfer over as well.



SERA IN HER SILICA POLICE UNIFORM,
PRIOR TO JOINING THE PCPD.



CHERIE ALGRAVE

PCPD NETRAVER

A skilled netraver (elite hacker), Cherie works in the PCPD's Cyber Crime Division. However, prior to joining the police, Cherie belonged to the hacktivist group, Noblesse Oblige, a collective of expert netravers that sought to fight the injustices of the world via the global net.

Cherie honed her talents by raving megacorp mainframes and uncovering incriminating evidence on corrupt politicians and business people. This bolstered her net-cred among fellow netravers and earned her the handle "Hot" Cherie.

In time Cherie grew disenfranchised with Noblesse Oblige after their actions became more self-serving, so she sought another avenue to apply her skills: the PCPD. She was instantly hired, after proving herself by hacking into the PCPD's criminal database (which was, supposedly, guarded by one of the most secure firewalls to ever exist).

One of the most capable netravers in Pallad City, Cherie's always eager to test herself against other elite hackers. She knows she still has a long way to go before matching one of the most infamous netravers in the world, the Black Queen, who's said to reside in Nu Metropol.

Cherie may come off as fun-loving, care-free, and always looking for a good time, but she never slacks when it comes to work. Despite their clash in personalities, Cherie is one of the few people on the force Madison would call a friend. And "Hot" Cherie is always ready to provide network intel to the PCPD's resident ice queen.

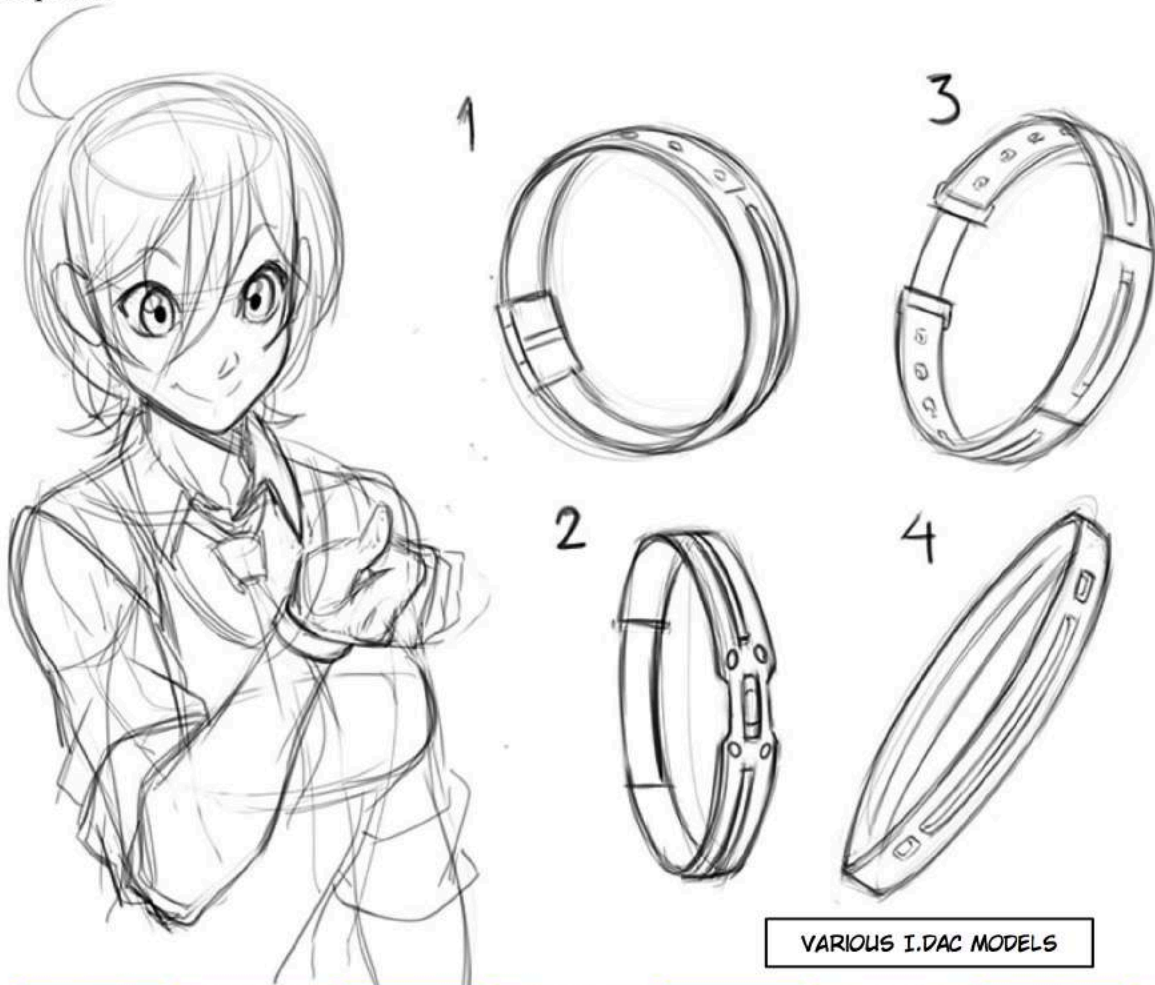


TECHNOLOGY

I.DAC

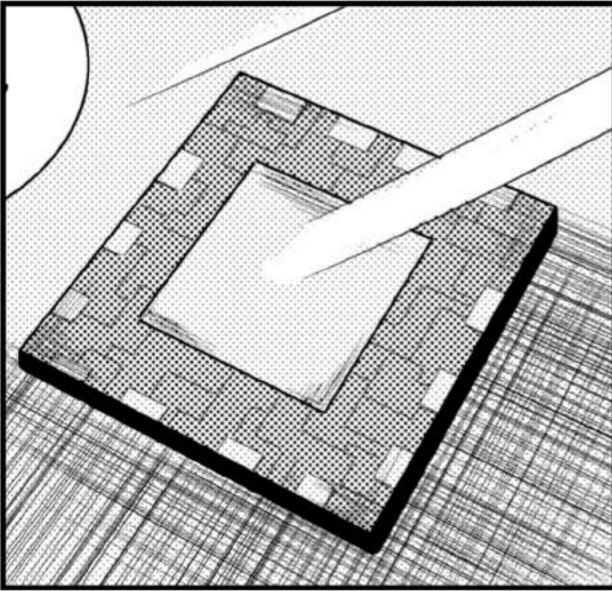
INTEL & DATA AID COMMUNICATOR

Every PCPD officer uses an **I.DAC**—an Intel & Data Aid Communicator. Each I.DAC is equipped with a miniature microphone, providing officers with direct contact to PCPD headquarters at all times. These devices also feature a micro holo-projection lens allowing them to project holographic displays of city maps, weapon schematics, or pertinent case information. Since the I.DAC is linked with the PCPD's criminal records database, mugshots, crime scene holos, and anything the Command Division has on file is at an officer's immediate disposal.



BID CHIP

BIO-IDENTIFICATION CHIP IMPLANT



The BID chip is a bio-identification microchip, smaller than a grain of rice, that is implanted under the skin (in the fleshy part of the hand between the thumb and index finger). Around 95% of the population has them and many are implanted at an early age.

Designed to function as a universal identity token, the BID chip serves multiple purposes. It contains an individual's identification and medical info, driver's license, bank account data (it's becoming a popular method to make financial transactions too), and offers real-time global positioning intel (to track a missing or kidnapped person and monitor convicted criminals, etc). The BID chip even has more mundane uses, such as allowing an individual's unique bio-data to unlock a door or log into their computer.

BID CHIPS AND FIREARMS



The law mandates that weapon manufacturers must make their firearms in adherence to the Telson Act "Smart Gun" provision. As such, every gun is now equipped with a chip that "communicates" a signal solely to its user's BID chip. Only a registered user can fire their own weapon. Anyone else who attempts to use an already registered firearm will find the weapon "ID-locked" and unable to depress the trigger.

This prevents criminals from getting their hands on a gun, or allowing anyone to steal a police firearm. In the event someone attempts to commit a crime with a gun, the weapon could be remotely jammed by police HQ. There are also many places designated as "Safe Zones" where guns will not fire (except for police-issued weapons, of course). The inclusion of chips makes weapons easier to track as well.

However, due to this "smart gun" technology utilizing the BID chips, most criminals must seek out black-market firearms that haven't been upgraded or BID locked yet. While these older models are becoming increasingly difficult to find, they *are* out there. Also, some underground crime rings have recently resorted to 3D printed weaponry (even if they can be unreliable and prone to failure).

HALVOK MODEL FIREARMS

PCPD STANDARD ISSUE

The Halvoks are the standard firearm of choice for PCPD officers. The **HALVOK 99** is the newest model and Madison's current sidearm (model 1 on right).

Madison later goes on to use a modified variant of her firearm, known as a Halvok 99-X (model 3 on right). This is a unique design, customized to her specifications.

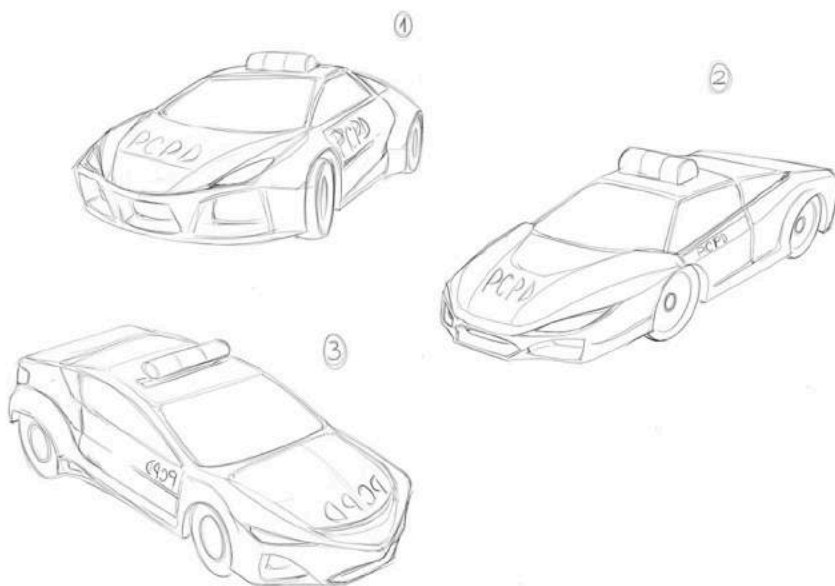
The Halvok 99 is known for its stopping power and incredible accuracy. Early on, Reena found the 99 model too unwieldy and couldn't handle the firearm's significant recoil. She later switched to the smaller 98-B model (model 2 on right).

It's important to note, no firearm can fire without a signal from a **BID CHIP** (see previous page).



MVX HYPER INTERCEPTOR

POLICE CRUISER



The MVX Hyper Interceptor is the vehicle of choice for PCPD officers. Known for their speed, each possess an 814 cc endothermic rotary engine with four electric motors and a turbos nitrocharger.

Madison has heavily customized her own Hyper Interceptor, making it one of the best vehicles on the force.

When receiving a call from dispatch, Madison's call-signal is "Interceptor-Zero-Three." Each vehicle has an interior view-screen monitor, basic on-site crime analysis computer, augmented reality displays incorporated into the windshield, and "smart-pilot" auto-drive (a feature that Madison *never* uses).

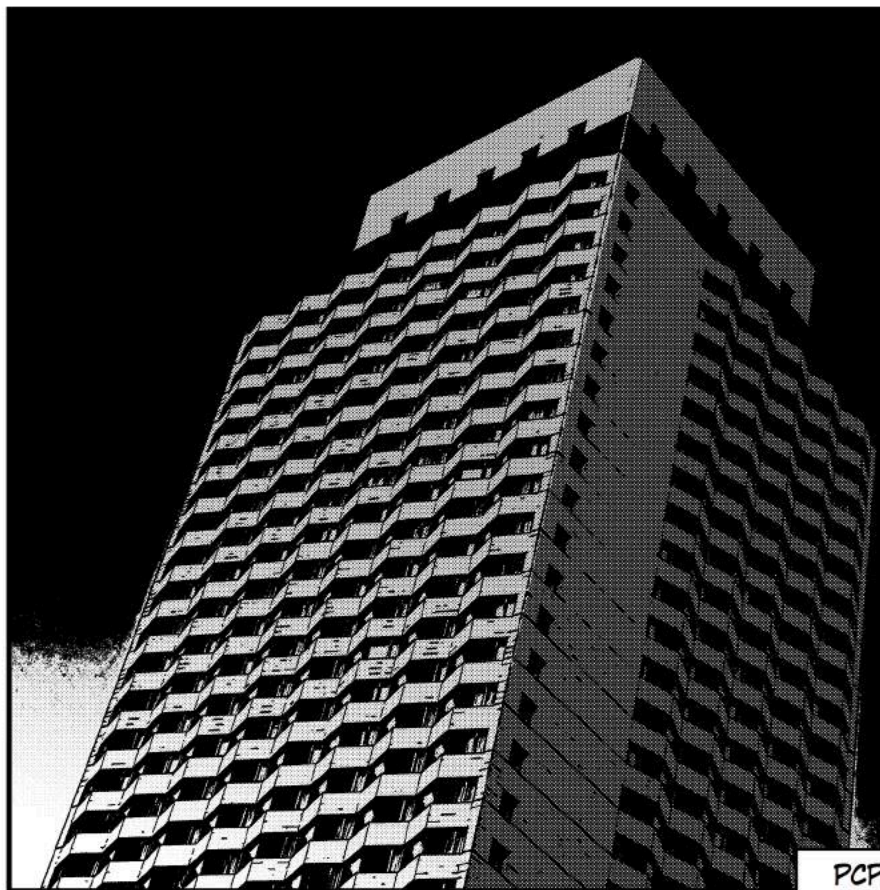
PCPD HQ

PALLAD CITY POLICE DEPARTMENT

Pallad City police headquarters is located in the heart of the downtown district. The high-tech building serves to accommodate officers of the PCPD and contains offices and facilities for all personnel. The station houses an impressive armory, temporary holding cells, interview/interrogation rooms, locker rooms, crime scene forensic labs, a cyber crime division, a firing range, and an underground garage. The building is also equipped with a state-of-the-art security system, providing guaranteed safety from outside threats.

Like most megacities, Pallad City is powered by a **GeoCore**—a massive "super" computer that regulates nearly every aspect of the city's public works. This includes monitoring both the water supply and wastewater treatment facilities, maintaining a secure grid and electricity-output infrastructure, and overseeing the automated hyper-light rail lines, among *many* other tasks.

However, PCPD HQ runs on a separate, private **SubCore**, designed to remain online should the central GeoCore ever fail or temporarily go down (which would likely result in city-wide panic and anarchy).



PCPD HQ