

Law Levels

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Law levels help restrict what the characters are carrying on them in most situations. This keeps them from carrying rocket launchers into bars for example. The law level should be determined whenever the characters arrive at a new place, including the start of the game. Within the Empire, law maintains the following standards.

- **No Mass Destruction Weapons** are allowed within the Empire. This includes explosives, bio-toxins, nuclear, chemical weapons. Any area effect weapons, and non-discriminating untargeted lethal weapons of war are included in this category. For example a nerve toxin grenade is illegal, however a sleep grenade is legal. These weapons are only allowed under Mega-Corporation permit and to the military forces of the Empire itself. Penalty is a lengthy prison sentence. Effectively taking the offending character out of the game permanently. Rescue attempts may be made, however this will turn the entire party in outlaws.
- **Large Weapons are banned** from being carried on the streets. No weapons other than pistols or hand weapons are allowed outside of private residence or other personal property. Larger weapons are occasionally required to be checked in with the local authorities, and stored away. During invasions and select others times, when militia is necessary they are temporarily allowed. This includes all burst and auto firing weapons. Penalty is typically simply to confiscate the offensive weapon until the character is ready to leave the town, planet, or station.
- **No Concealed Weapons** – Concealed weapons are only allowed with permit. Permits are given for valid reasons, such as self-defense, job requirements, and private investigators. A criminal background check is required before issuing permit. Permits cost paltry 100 credits. Penalty is typically simply to confiscate the offensive weapon until the character is ready to leave the town, planet, or station.
- **Armor** is deemed necessary to self-defense and as such any armor is allowed with the following exceptions. Banned weapons that are mounted on armor must be removed before entering the street. Power Armor is banned due to its offensive nature. During invasions and select others times, when militia is necessary they are temporarily allowed.

Within the Frontier, law on weapons and armor are extremely lax. The more civilized the area, the closer local law will resemble that of the Empire overall. Within individual colonies, law may be abandoned all together, and street and mob justices will apply.

These law rules apply to mainly weapons, and armor. However law is far more expansive than this. Anyone, who has ever read any bit of law text, will know how difficult to read they are. It is recommended that to apply our own laws onto the Future Shadows universe. If it is illegal now, then it will be illegal then.

Some things in the passing of time have been dropped from the law books. For example drugs and alcohol laws are no longer in existence. Any violations that under the influence will typically be some sort of disruption of the peace. The punishment being to sober up in jail for the amount of time it takes, or hospitalization as deemed necessary. Repeat offenders will eventually land jail time after several violations. Due to the lapse of substance abuse laws, any crime committed under the influence is punishable for the actual crime committed.

There is no longer insanity pleas, or act of passion crimes, they are all simply the crime that was committed.