

Law & (In)Justice

PC Points

Charm (double effect in **green** zones, i.e. 5-7)
 +1 if best PC is charming (e.g. 15-17 CHA)
 +2 if best PC is super charming (e.g. 18 CHA)

Repute (double effect in **purple** zone, i.e. 8-10)
 +1 if PCs are positively renown, or feared
 +2 if PCs are legendarily renown, or very feared

Law

+1 if using a competent lawyer
 +3 if using a brilliant (and expensive) lawyer

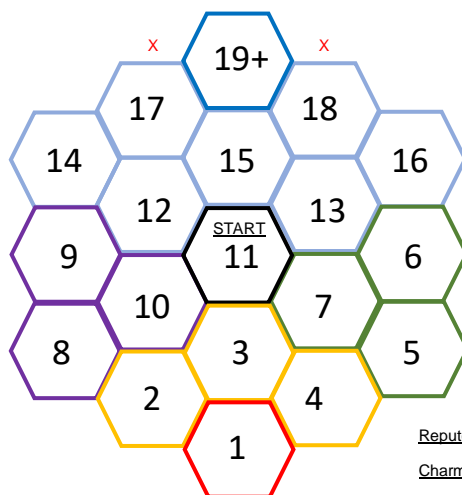
How to spend points

Points can be used to nudge the outcome of the navigation roll; so 3 points spent can flip a 12 face outcome to a 6 face outcome.

Corruption

If the Judge is corrupt, on an **odd** roll the DM nudges the outcome negatively by 1 face. If corrupted by PCs, then nudges positively. PCs nudge after the DM.

Hex Key



X = Disallowed direction

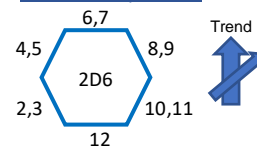
Repute Points ○ ○

Charm Points ○ ○

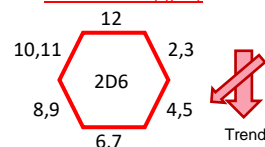
Law Points ○ ○ ○

Use the appropriate Navigation Hex

PCs are actually innocent



PCs are actually guilty



Navigation instructions:

Roll 2D6 and move in the appropriate direction to determine the next trial outcome. If you leave the flower, return at the other end of the same row or column

| | |
|----|---|
| 1 | PCs are found Guilty (end) |
| 2 | Jury is stone-faced as prosecutor summarises the evidence in a convincing and damming manner |
| 3 | Formal legal point of law <u>not</u> ruled in the PC's favour; case significantly hampered |
| 4 | Jury will no longer make eye contact with the PCs |
| 5 | False or fanciful witness sings like a canary; to a third party this might even be entertaining |
| 6 | Emotional testimony appears to negatively influence the jury; not a dry eye in the house |
| 7 | Credible negative testimony given; appears to resonate with jury (lots of nodding in agreement) |
| 8 | Damming evidence revealed |
| 9 | Fabricated evidence is deemed admissible |
| 10 | Case supporting evidence has been weakened |
| 11 | START HEX ... but if returning to this HEX, then roll on the Random Event Table below |
| 12 | Negative evidence appears to be circumstantial at best |
| 13 | Negative witness does not appear credible and evidence appears to be tantamount to hearsay |
| 14 | Negative evidence shown to be falsified or wrong |
| 15 | Formal legal point of law ruled in the PC's favour |
| 16 | Cross examination weakens witness evidence |
| 17 | Significant positive evidence uncovered |
| 18 | Surprise witness comes forward to corroborate parts of PCs story |
| 19 | PCs Acquitted (end) |

D6 Random Events (from Hex 11)

- Judge dies or is killed; it's a 50:50 if a corrupt Judge is replaced with another corrupt Judge
- Mafia/patron takes an interest in your side (+1 Law Point or Repute Point if a slot is free)
- Ruling executive wants a scapegoat and your it, (Judge is now negatively corrupt)
- Magical explosion, monster attack, fire; freak weather etc. – basically a chance for PCs to escape!
- Assassination attempt; poison X-bow bolt shot at a PC (+1 Repute or Charm Point if they survive)
- The shit has really hit the fan, anything can happen now, roll a D20 and go to that Hex.