

# DEBATABLE ACTIONS DECK



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LPJ9498





## AD EXAMBUIM

**Description:** This is the Latin legal term meaning “For exchange” or some type of compensation for individuals.

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**Prerequisite:** Barrister

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**Skill Used:** Diplomacy

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**Damage Bonus:** +20

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**Length:** Action or Half-Action

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**Special:** After succeeding at this attack, you may increase the damage bonus by staking Debate Points. Each debate point you risk adds +5 to the damage bonus. If your opponent succeeds at his Will save, you do not lose the Debate Points you staked on this maneuver.

# AD HOMINEM

**Description:** This is a Latin legal term meaning “To the person”. This is a personal attack that appeals to personal or culture prejudices rather than reason.

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**Prerequisite:** Barrister

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**Skill Used:** Intimidate

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**Damage Bonus:** +15

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**Length:** Half-Action

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**Special:** If your attack is successful and your opponent fails the Will save, you gain an additional +5 damage bonus to your next attack. The attack must be successful or the bonus is lost.

# ATTACK FACTS

**Description:** This statement is made to attack that factual evidence of the debated individual's position.

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**Prerequisite:** None

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**Skill Used:** Diplomacy or Intimidate

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**Damage Bonus:** +10

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**Length:** Action

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**Special:** None

# BIG LIE

**Description:** You wave your laundry list and scream about traitors in the heart of the government. You rave that your opponent is a child molester. Whatever the fib is, it's so outrageous that foolish people believe everything you say.

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**Prerequisite:** None

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**Skill Used:** Bluff

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**Damage Bonus:** +20

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**Length:** Action

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**Special:** If you fail the attack roll, you must figure the damage and make a Will save against that DC. If you fail, you lose Debate Points as per the usual damage rule.

# BUILD THE ARGUMENT

**Description:** You methodically establish each point of your argument and defend it with inexorable logic.

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**Prerequisite:** None

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**Skill Used:** None

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**Damage Bonus:** No Damage

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**Length:** Half-Action

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**Special:** If your next attack uses the Diplomacy or Perform (oratory) skill, it gets a +2 bonus. You can stack bonuses from this maneuver, but the maximum bonus you may accumulate from successive uses of Build the Argument is +6.

# CAVEAT EMPTOR

**Description:** This is the Latin legal term meaning “Let the buyer beware”. The character involved with this kind of debate must take responsibility for the product they acquire.

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**Prerequisite:** Barrister

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**Skill Used:** Diplomacy

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**Damage Bonus:** +10

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**Length:** Half-Action

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**Special:** None



# **CORPUS DELICTI**

**Description:** The Latin legal term which means “Body of the Crime”. This is the listing of the facts of the transgression involved.

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**Prerequisite:** Barrister

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**Skill Used:** Diplomacy or Intimidate

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**Damage Bonus:** +15

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**Length:** Half-Action

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**Special:** None

## COUNTER LIE

This statement can be used to attack a lie directly with another lie. This is best used when you can directly attack a position or person with ideas or concepts that are basically rumors or conjectures.

**Prerequisite:** None

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**Skill Used:** Bluff or Intimidate

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**Damage Bonus:** +15

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**Length:** Half-Action

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**Special:** If you fail the attack roll, make a Bluff check. The DC is equal to your opponent's Debate defense. If you fail this check, you lose two debate points.

# DAZZLING RHETORIC

**Description:** Your words soar. You paint castles in the sky for your audience, and they're ready to pack their bags and move in.

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**Prerequisite:** None

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**Skill Used:** Perform (oratory)

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**Damage Bonus:** +10

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**Length:** Action

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**Special:** You may damage two opponents with this attack. If you choose to do so, calculate separate modifiers for each opponent, adding your skill bonus and any other relevant bonuses (including that opponent's last maneuver). Then make a single attack roll and add it to each of the two modifiers to generate two separate results.

# **DISTRACTING PATTTER**

**Description:** You make a series of quick and nonsensical points, confusing your opponent while you set up your real attack.

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**Prerequisite:** None

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**Skill Used:** Bluff

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**Damage Bonus:** +5

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**Length:** Action

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**Special:** Whether or not you succeed in this attack, your first subsequent attack that is not Distracting Patter gains a +2 bonus. You may store up to a +6 bonus with successive uses of Distracting Patter.

# ESTOPPEL

**Description:** The Latin legal term meaning that there must be consistency in legal argumentation; basically put “You can’t have it both ways” or “You can’t have your cake and eat it, too”.

**Prerequisite:** Barrister, Diplomacy 10 ranks

**Skill Used:** Diplomacy

**Damage Bonus:** +25

**Length:** Action

**Special:** If your attack succeeds and your opponent fails his Will save by more than 5, you may make a Perform (oratory) check. If the result is higher than the Debate Defense of each of your opponents, your opponent lose 1d4+1 Debate Points. If your attack succeeds and your opponent fails his Will save by more than 10, you may make a Perform (oratory) check. If the result is higher than the Debate Defense of each of

## **ESTOPPEL (CONT'D)**

your opponents, you may declare the debate over. Each side totals its remaining Debate Points and the debate damage it caused, and a winner is determined.

# EXPOSE FLAW

**Description:** You uncover a flaw in your opponent's logic.

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**Prerequisite:** None

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**Skill Used:** Diplomacy

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**Damage Bonus:** +5

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**Length:** Half Action

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**Special:** None

# FALSE AUTHORITY

**Description:** You know what you're talking about and have evidence to back up your claims. And you know, with just a little bit of stretching, it does!

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**Prerequisite:** None

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**Skill Used:** Bluff

---

**Damage Bonus:** No Damage

---

**Length:** Action

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**Special:** Make a Bluff check and add the usual attack roll modifiers. The result becomes your Debate Defense for the next 1d6 rounds; the effect begins immediately.



# FORCEFUL INTERROGATION

**Description:** You batter your opponent with questions, seeking to disorient her and expose important information.

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**Prerequisite:** None

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**Skill Used:** Intimidate

---

**Damage Bonus:** +10

---

**Length:** Action

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**Special:** If your attack is successful and your opponent fails the Will save, you gain an additional +5 damage bonus to your next attack. If your opponent succeeds at the save, you gain a +5 damage bonus to her next attack. No matter who gains the damage bonus, the attack must be successful or the bonus is lost.

# GENTLE PERSUASION

Using quiet, reasoned arguments, you cajole your opponents and the audience to your side of the debate.

**Prerequisite:** None

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**Skill Used:** Diplomacy

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**Damage Bonus:** +5

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**Length:** Action

---

**Special:** If you succeed at your attack roll and your opponent fails his Will save you gain a debate point in addition to the usual consequences.

# HINT AT CONSEQUENCES

**Description:** You almost suggest that unpleasantness might result from the foolish course of action that your opponent is suggesting. Not that you'd have anything to do with it, of course.

---

**Prerequisite:** None

---

**Skill Used:** Intimidate

---

**Damage Bonus:** +5

---

**Length:** Half-Action

---

**Special:** None

# HUMOROUS JAB

**Description:** You bedevil your opponent with a quick joke or a witty remark.

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**Prerequisite:** None

---

**Skill Used:** Perform (oratory)

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**Damage Bonus:** +5

---

**Length:** Half-Action

---

**Special:** None

# INVOKE FAITH

**Description:** You connect your argument to whatever gods or ideals are worshiped in your society.

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**Skill Used:** Perform (oratory)

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**Damage Bonus:** +10

---

**Length:** Action

---

**Special:** If you have levels in one or more classes with divine spell casting abilities, you may add those class levels to the damage bonus.

# LEX NON SCRIPTA

**Description:** This is the Latin legal term meaning “Unwritten law”. An unwritten law develops out of common practice, custom, and usage. It is sometimes called common law.

---

**Prerequisite:** Barrister

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**Skill Used:** Diplomacy

---

**Damage Bonus:** +10

---

**Length:** Half-Action

---

**Special:** If you succeed at your attack roll and your opponent fails his Will save you gain 1d4 debate points in addition to the usual consequences.

# LOGICAL CONCLUSION

**Description:** You move to what would be the most logical outcome.

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**Prerequisite:** None

---

**Skill Used:** Diplomacy

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**Damage Bonus:** +5

---

**Length:** Action

---

**Special:** If your next attack uses the Diplomacy skill, it gets a +2 bonus. You can stack bonuses from this maneuver, but the maximum bonus you may accumulate from successive uses of Logical Conclusion is +8.

# OFFER COMPROMISE

**Description:** You find a point of agreement between your position and that of an opponent, and then offer to build a greater agreement from that promising beginning.

---

**Prerequisite:** None

---

**Skill Used:** Diplomacy

---

**Damage Bonus:** +10

---

**Length:** Action

---

**Special:** After succeeding at this attack, you may increase the damage bonus by staking Debate Points. Each debate point you risk adds +5 to the damage bonus. If your opponent succeeds at his Will save, you lose the Debate Points you staked on this maneuver.



# ONUS PROBANDI

**Description:** This is the Latin legal term meaning the “burden of proof”. The burden of proving the facts of this issue rests with the side that makes the affirmation in.

---

**Prerequisite:** Barrister

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**Skill Used:** None

---

**Damage Bonus:** +10

---

**Length:** Half-Action

---

**Special:** None

## POINT OF ORDER

**Description:** You question an opponent's protocol or methodology. This confuses the opponent and delays him as he explains how he is observing the correct procedures.

---

**Prerequisite:** None

---

**Skill Used:** Perform (oratory)

---

**Damage Bonus:** No Damage

---

**Length:** Half-Action

---

**Special:** If you succeed at your attack roll, your opponent loses his next action.

# PRESENT EVIDENCE

**Description:** You counter your opponent's arguments with hard facts.

---

**Prerequisite:** None

---

**Skill Used:** Diplomacy

---

**Damage Bonus:** +10

---

**Length:** Action

---

**Special:** None

# PROFOUND CONCLUSION

**Description:** You make a firm point that's impossible to argue with.

---

**Prerequisite:** None

---

**Skill Used:** Diplomacy

---

**Damage Bonus:** +15

---

**Length:** Action

---

**Special:** If your attack succeeds and your opponent fails his Will save by more than 10, you may make a Perform (oratory) check. If the result is higher than the Debate Defense of each of your opponents, you may declare the debate over. Each side totals its remaining Debate Points and the debate damage it caused, and a winner is determined.

# QUESTIONABLE CONCLUSIONS

**Description:** Having stretched your facts, you weave spurious interpretations into a silken argument.

---

**Prerequisite:** None

---

**Skill Used:** Bluff

---

**Damage Bonus:** +10

---

**Length:** Half-Action

---

**Special:** None

# REALITY CHECK

**Description:** Your facts interfere with your opponent's lies.

---

**Prerequisite:** None

---

**Skill Used:** Perform (oratory)

---

**Damage Bonus:** +15

---

**Length:** Half-Action

---

**Special:** None

# REGROUP

**Description:** You pause to think and prepare your next set of arguments in your mind.

---

**Prerequisite:** None

---

**Skill Used:** None

---

**Damage Bonus:** No Damage

---

**Length:** Half-Action

---

**Special:** Add +5 to your Initiative check for the next round of the debate.

# SHORE UP DEFENSES

**Description:** You anticipate objections, defending against your opponents' arguments by strengthening your own.

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**Prerequisite:** None

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**Skill Used:** None

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**Damage Bonus:** No Damage

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**Length:** Half-Action

---

**Special:** Your Debate Defense score is increased by your Intelligence modifier for 1d4 rounds; the effect begins immediately.



# SLY INSINUATIONS

**Description:** You undermine an opponent with comments that skate on the edge of insulting.

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**Prerequisite:** None

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**Skill Used:** Bluff

.....

**Damage Bonus:** +5

.....

**Length:** Half-Action

.....

**Special:** None

# SMEAR OPPONENT

**Description:** You attack your opponent directly, suggesting that his morals, motives, knowledge, or authority are tainted or inadequate.

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**Prerequisite:** None

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**Skill Used:** Intimidate

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**Damage Bonus:** +10

---

**Length:** Action

---

**Special:** If you fail the attack roll, make a Perform (oratory) check. The DC is equal to your opponent's Debate Defense. If you fail this check, you lose one debate point.

# SUPPORT ALLY

**Description:** You make a series of minor points that buttress the arguments of another character.

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**Prerequisite:** None

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**Skill Used:** None

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**Damage Bonus:** No Damage

---

**Length:** Half-Action

---

**Special:** The character you are supporting receives a +2 bonus on his next skill check. No character may receive more than a +6 bonus from Support Ally for any one attack roll.

# TELL TRUTH

**Description:** Honesty is the best policy and sometimes you just have to tell the truth.

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**Prerequisite:** None

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**Skill Used:** None

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**Damage Bonus:** +5

---

**Length:** Action

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**Special:** You gain back 1d6-2 (minimum of 1) Debate points

# TANTRUM

**Description:** You use your talent for yelling, throwing things, and hitting the table with your shoe to prove that you are dangerous and should be taken seriously.

---

**Prerequisite:** None

---

**Skill Used:** Intimidate

---

**Damage Bonus:** +10

---

**Length:** Action

---

**Special:** In addition to the attack roll, make a Perform (oratory) check. The DC is equal to your opponent's Debate Defense. If you fail this check, you lose one debate point.

# THREAT

**Description:** You make an explicit threat to your opponent. If he doesn't do what you want, on his head be it.

---

**Prerequisite:** None

---

**Skill Used:** Bluff or Intimidate

---

**Damage Bonus:** +15

---

**Length:** Action

---

**Special:** If your attack fails or your opponent succeeds at his Will save to avoid damage, you lose one debate point.

# CREDITS

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