

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

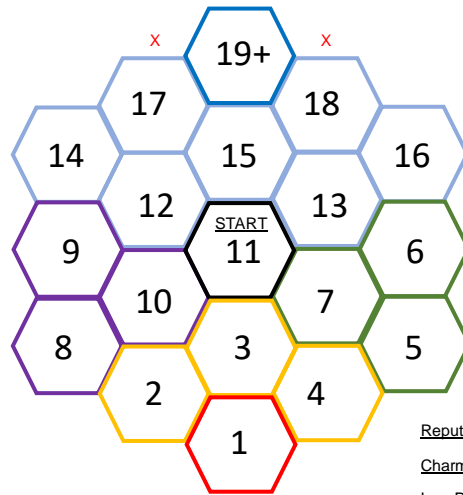
How to spend points

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



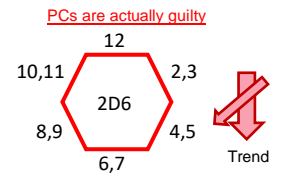
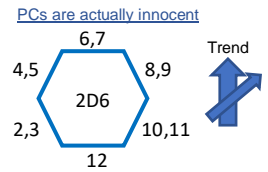
X = Disallowed direction

Repute Points ○ ○

Charm Points ○ ○

Law Points ○ ○ ○

Use the appropriate Navigation Hex



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 damning 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.