



THE LAWYER

NAME _____

LEVEL _____

XP _____

Names: *Gérôme, Rossignol, Pierre-Loui, Lemaigre, Gaston, Gaudin, Régis, Veil, Djeferson, Adnet, Richard, Dubos, Louis, Bonhomme, Armand, Beaugendre, Gaspard Mace Vivien, Boudier, Howler, Crowler, Marie-Madeleine, Le Tonnelier, Huguette, Rochefort, Monique, Lefevvre, Yolande, Baume, Jocelyne, Boulanger, Roselyne, Gérin-Lajoie, Gisèle, Castex, Yolande, Balzac, Béatrice, Baillieu, Marie-Claire, Charbonnier*

LOOK

Choose one for each, or write your own:

BODY: Frock, morning coat, justacorps, _____

EYES: Menacing, perverted, ambitious _____

HAIR: Powdered wig, suspiciously long, bald _____

HAT: Bowler, derby, pork pie, top, none _____

SMILE: Toothy, innocent, warm, worrying _____

ARMOR



HIT POINTS



Max (7 + Constitution) Current

DAMAGE



ALIGNMENT

- Lawful**
Bring the law down on the guilty.
- Good**
Use the law to punish evil doers.
- Evil**
Exploit the law for your own benefit.

BONDS

Fill in at least one with the name of a companion, or write your own.

_____ is 'chaotic' and doesn't heed the law. They say it's corrupt. They'll pay for their ignorance.

I've helped out _____ and _____ with the law. It's only a matter of time till I come to collect a 'favor' from them.

It's no surprise that _____ fears the law.

BACKGROUND

- Courtroom Predator**
When you **look over someone for several minutes**, you can ask one question about how they are feeling towards something and the GM will tell you.
- Shady**
Any items you have on you with a weight of 1 or less can't be found by people searching you without the aid of magic.
- Distinguished Servant Of Law**
You get **Decrees** from The Judge class. You may choose a number of options from **Word Of Law** equal to your INT +2.
- Criminal Lawyer**
When you **enter a civilized settlement**, the GM will tell you where the criminal element in the city is located and what infamous individuals might be needing work or to hire.
- Legal Aid From A Steamland**
You get a **Fancy Pair Of Flintlock Pistols** (near, two-handed, +1 damage, 1 piercing, bang, reload, 2 weight) and a **Pouch of Bullets** (5 ammo, 1 weight). The first time each session when you **enter a civilized settlement**, you get a **Pouch of Bullets** (5 ammo, 1 weight).

RACE

- Human or Cyclopes**
You start with **Argumentative**.
- Mimic or Shapeless Thing**
Your body is fluid and you can expand and shrink, or flow through spaces half your size.
- Drider or Centipedefolk**
You can freely walk along walls or ceilings like a spider.
- Naga or Ratfolk**
You have **Fangs** (hand, 2 piercing, 0 weight)

Assign these scores to your stats: 16(+2), 15(+1), 13(+1), 12(-), 9(-), 8(-1)

Strength 	Dexterity 	Constitution
Intelligence 	Wisdom 	Charisma

STARTING MOVES

- I'm Here On Behalf Of...**
You are adventuring on behalf of some mysterious benefactor. The Gm will write down and show you the name of your employer and three things they have hired you to look into. At the end of each session, for each secret objective you have solved, you mark an XP, get Payment 1, and the GM writes a new secret objective in place of each one you resolved. Whenever you **visit a civilized settlement and send a letter of your findings to your employer**, lose all of your Payment and get 50 coins for each 1 Payment you lost.
- OBJECTION!!!**
When someone **states a fact**, once per session you can scream out objection and give a reason why their fact is invalid and everyone else accepts and believes your reason.
- Dingo Dance (DEX)**
When you **dance about while mocking your opposition**, roll +DEX. *On a 7+, you energetically hop about while mocking whoever you are facing. Choose one:
 - They focus their efforts on you.
 - You get a +2 forward to your next **Defy Danger** roll made against whoever you are mocking.
 - You get a +2 ongoing to Armor that ends after you roll for a move other than **Defy Danger**.
 - You get a +1 forward to **Defy Danger** and Hold 1. This Hold can be spent on **Defend**.
- Treacherous As A Snake**
When **someone detects your alignment**, you always register as evil. Also, when you **damage someone**, if no Armor reduces the amount of damage you deal to them, you deal an extra 2d4 damage.
- My Client Is Innocent (CHA)**
When you **proclaim that one of your companions are innocent**, roll +STAT. *On a 10+, your words solidify the blameless nature of your friend and they get the **Innocent** tag until the end of the session. *On a 7-9, as above, but if they do bad, you will share an equal amount of the blame.
- Guilty As Sin (CHA)**
When you **slander a person you know by name**, roll +CHA. *On a 10+, the person you name gets the **Guilty or Obnoxious** tag until the end of the session. *On a 7-9, as above, but the person will learn that you are spreading ill will towards them.
- Law Breaker (INT)**
When you **accuse someone of breaking the law in front of others** roll +INT. *On a 10+, the law turns their gaze to them. Whoever you accuse counts as having rolled a 7-9 for **Outstanding Warrant**. You choose which option applies to them. If they have the **Guilty** tag, you may pick two options instead of one. *On a 7-9, the authorities take the accused into custody to question them about this crime. If they find your accusations to be unfounded, they will seek to arrest you for lying to them.
- Subsection C States... (INT)**
When you **cite some obscure law legally justifying an action you or one of your companions are doing**, roll +INT. Explain how the law functions and what clause you found that allows you to go unmolested. *On a 10+, those seeking to arrest or convict you are disgusted with you, but agree that your loophole is legitimate and let you carry on. *On a 7-9, they admit to your cunning exploit of the law, but will attempt to hamper you by any legally allowed means.



COIN



STARTING GEAR

Max Load (7 +STR) Current

You carry a **Law Book** that contains all the laws of whatever land you practice in (0 weight)

Fancy Rations (6 uses, ration, 1 weight)

Cane (close, 1 weight)

70 Coins

Choose one items of swag:

Lead Lined Coat (+1 armor, worn, 2 weight)

Ring Of Office (worn, when you show others this ring they understand the terrible legal power you have over them, 0 weight)

Perverved Ballroom Mask (worn, while you wear this mask people don't recognize you, 1 weight)

Choose one utensil of the justice system:

Prosecutor's Quill (when someone has broken a legal contract that you wrote or signed with this pen you become immediately aware of who and where they are, 0 weight)

Damming Evidence (3 uses, you get a +1 forward to your next **Guilty As Sin** or **Lawbreaker** roll, 1 weight)

Gavel (hand, -1 damage, whoever you hit with this item becomes overwhelmingly embarrassed, 1 weight)

Choose two:

Speaker Trumpet (whenever you use **Objection!!!** or **Dingo Dance**, you get the *Obnoxious* tag, 1 weight)

Golden Pocket Watch (worn, once per session when you have to make a quick getaway you can say 'oh look at the time' before making a mad dash and you escape the area safely, 0 weight)

Even more **Damming Evidence** (3 uses, you get a +1 forward to your next **Guilty As Sin** or **Lawbreaker** roll, 1 weight)

Expensive Liquor (You can take a swig from this bottle to become Confused or Stunned to count the next damage roll made against you as being Stun damage, you can't use this item while you are Confused and Stunned, 1 weight)

New Tags-
Guilty: Anyone with this tag easily earns the distrust and disgust of others, being treated like a criminal wherever they go. Others might even report you to local authorities on whatever crime they can reasonably dream up. This tag lasts until the end of the session.

Innocent: Anyone with this tag easily earns the trust and friendship of others. Despite how innocent they truly are, everyone assumes only the best about the bearer of this tag. This tag lasts until the end of the session or until they betray their air of innocence.

Bang: Firing this weapon makes stealth impossible and could alert enemies to your presence. A weapon with this tag uses a **Pouch Of Bullets** for ammunition.

Obnoxious: You are the epitome of rudeness. So long as you have this tag, all enemies who can hear you will focus their attacks on you. You lose this tag after you have a rest of an hour or so.

ADVANCED MOVES

When you gain a level from 2-10, you may choose from these moves.

Argumentative
You can spend a Hold from **Defend** or **Dingo Dance** to use **OBJECTION!!!** after using it the first time each session.

Then They Just Pranced Away
When you **Hack & Slash** or **Volley**, on a roll of 10+, you may immediately roll for **Dingo Dance**.

I'll Get You Out
When **one of your companions or hirelings is lawfully jailed**, so long as they aren't arrested for murder or treason, you can roll **Subsection C States...** and on a 7+ you get your allies out of jail in a day or so.

Many Punishments To Be Had
Add the following options to **Outstanding Warrant**:

- You must perform many hours of community service.
- Whoever you wronged determines your punishment.
- You must pay a hefty fine.
- Whatever you did onto others is done onto you.

Stop Them! (CHA)
When you are in a civilized settlement and you call for **guards to arrest someone**, roll +CHA. *On a 10+, two Town Guards (see rulebook for details) arrive and will try to arrest whoever looks to be up to something suspicious or fleeing. If it turns out the people you accuse are actually innocent, you'll have to answer to the local authorities. *On a 7-9, as above, but you only one Tow Guard appears.

When you gain a level from 6-10, you may choose from these moves.

Ladies And Gentlemen Of The Jury... This Is Crewbacca (CHA)
When you use **nonsensical or irrelevant logic to validate a point**, roll +STAT. *On a 10+, your ridiculous argument is accepted by everyone believes your point. *On a 7-9, they choose one of the following:

- They don't actually believe you, but allow it. Later spreading the tail of how stupid a person you are for thinking it would actually work.
- The believe you for a few minutes until they think it over, which then stirs them to anger towards you as the realized they have been duped.

Self Defense
You can use **My Client Is Innocent** on yourself and when you're not wearing armor your Armor counts as 3.

A Recent Errata
When someone **cites a law**, you may freely add or remove one minor detail from it.

Guards! Guards!
Requires: Stop Them!
When you use **Stop Them**, double the amount of Town Guards that show up to help.

Surprisingly Loyal
Requires: Stop Them!
Any Town Guards, or similar militia and policing forces trust you and will listen to your orders and recommendations to help put a stop to wrong doings in their settlement until you mistreat them or betray them.

Devil In The Details
When you **write up a legal document**, you can name one item you put in it that everyone who signs misses before signing.

Circumstantial Evidence
When **circumstantial evidence is presented before others**, you can spend a Hold from **Defend** or **Dingo Dance** to discredit the evidence or to solidify its legitimacy as hard evidence.

Nothing Shocks Me Anymore
You ignore the *Terrifying* tag, and when you **take Stun damage**, you add your INT to your Armor.

Covered Our Tracks
When you **try to cover up a crime**, name a number of things up to your INT that you perfectly sweep up under the rug that investigators will never find.

Comforting Words
When you roll 7+ for **My Client Is Innocent**, you may choose one of the following to apply to whoever you used the move on:

- They heal 1d6 damage.
- They are no longer Shaky or Stunned.
- The become Confused and you get a +2 forward.

Get 'Em While They're Down
When you **attack someone who is below full Hit Points**, your damage roll counts as having the *1 Piercing* tag. If they are lying prone on the ground when you attack them, your damage roll counts as having the *2 Piercing* tag instead.

Look For Clues
When you **search an area with Discern Realities**, on a roll of 7+, in addition to any questions you ask, you replenish all uses of any **Damning Evidence** you have.

...Which Continues In Article F, Paragraph 4
When someone **uses the law against you**, roll a d6. On a 5+, their case against you is worthless.

This Is Harassment!
When **someone bothers you in a civilized settlement**, you can use **Stop Them!** on them and have them removed from the area even if they didn't commit a crime.

Cross Examination
When **someone speaks**, you can spend a Hold from **Defend** or **Dingo Dance** to ask the GM if they are lying.

Multiple Clients
You gain a second employer for **I'm Here On Behalf Of...**, which the GM will note down in secret and show you. This new employer works exactly the same as the old one.

My Employer Has Sent Help
When you get his move, the GM will write down five things each of your employers are willing to provide you with on your adventure. When you **send a letter asking for assistance to your employer**, they will provide you with assistance or materials in one of the fields they have influence over as fast as they can.

Legal Aid
When you **Aid** someone, you roll your INT instead of BOND and on a roll of 10+, you can choose an option from **Dingo Dance** to apply.