

Attorney

You are an attorney working either at a law firm, privately, or as a legal counsel, prosecutor, or other legal representative.

Attorney Features

Barrister *Attorney Feature*

You know the avenues to legally defend others and yourself in court, as well as standard procedure and etiquette. You gain advantage on checks on appeals when practicing law.

Attorney Appeals

Threaten with Litigation *Attorney Appeal*

Uses: 1

You threaten to take legal action against someone.

Check: Intimidation (CHA) vs instinct

Success: Deal 3 resolve damage

Unbound Justice *Attorney Appeal*

Uses: 1

You argue that it is your right to gain access to certain resources or locations, or act a certain way, in pursuit of justice.

Check: Persuasion (CHA) vs instinct

Success: Deal 2 resolve damage. If you are trying to gain access to physical evidence, deal 4 resolve damage instead.

Object *Attorney Appeal*

Uses: ∞

You argue to prove that something another character said was incorrect.

Check: Persuasion (CHA) vs instinct

Success: Deal 3 resolve damage

Present Evidence *Attorney Appeal*

Uses: ∞

You present an argument backed up by a new piece of evidence.

Check: Persuasion (CHA) vs instinct

Success: Deal 3 resolve damage. If an appeal with a persuasion check is used right after this one, it deals an additional 2 resolve damage.

Prosecute *Attorney Appeal*

Uses: ∞

You argue to prove that another character has done something specific you are accusing them of.

Check: Persuasion (CHA) vs instinct

Success: Deal 3 resolve damage

Defend *Attorney Appeal*

Uses: ∞

You argue against accusations made against a character other than yourself.

Check: Persuasion (CHA) vs instinct

Success: Deal 3 resolve damage. If an appeal with a persuasion check is used right after this one, it deals an additional 1 resolve damage.

Law Practitioner *Attorney Feature*

You have access to court records and other legal documents and know how to study them twice as fast as someone untrained in law.

General Appeals

Deceive *Appeal*

Uses: ∞

You attempt to bluff, lie, trick, confuse, or mislead someone to help your case, or to believe something that is not true.

Check: Deception (CHA) vs instinct

Success: Deal 1 resolve damage.

Persuade *Appeal*

Uses: ∞

You attempt to influence someone's opinion through logical argumentation and truthful reasoning, or through more underhanded means such as bribery.

Check: Persuasion (CHA) vs instinct

Success: Deal 1 resolve damage.

Intimidate *Appeal*

Uses: ∞

You attempt to frighten or threaten someone in order to make them do what you want.

Check: Intimidation (CHA) vs instinct

Success: Deal 1 resolve damage.

Attorney Manoeuvres

Basic Attack *Attorney Manoeuvre*

You strike with conviction.

Time: 1 action

Range: Melee

Target: Character or object

Attack: Strength vs defence

Hit: Deal 1d6 + strength damage. If you roll a 6 on a d6 of this damage roll, you may have the target make a basic attack against a valid target of your choice.

Defence Counsel *Attorney Manoeuvre*

Time: 1 action

Until the start of your next turn, whenever a character in melee range of you is attacked, you may make a charisma check against the attacker's instinct to cancel that attack.