FULL METAL ZERO

SOURCEBOOK:

DEBATABLE ACTIONS

d20 system

The following systems can be used to adjudicate debates of various types from legal to political to economical. Simple debates are used for minor confrontations, "super-simple" debates for easily decided sidetracks, and complex debates for situations central to the plot of the campaign. It's up to the GM to decide which is appropriate for the circumstances.

THE SUPER-SIMPLE DEBATE

Hey, sometimes you just don't want to mess around. In that case, skip the speechmaking. Everyone picks a relevant skill and rolls a skill check. The highest result wins. We now return you to your regularly scheduled complicated rules.

THE SIMPLE DEBATE RULES

Often you don't need a detailed system. The issue may be a diversion, or a chance encounter between two rivals. Maybe it's late and everyone just wants to finish the adventure and go home. Whatever the reason, to resolve a debate conflict with a single set of die rolls perform the following steps:

Each player character involved in the conflict chooses to use either the Bluff, Diplomacy, Intimidate, or Perform (*oratory*) skill in the conflict. After every player has chosen a skill, each character gets a turn to make her case for whatever point she's arguing. The character who's currently making an argument is known as the "speaker."

The first speaker is the character with the highest skill bonus in the skill she has chosen to use, followed by the character with the next highest bonus in the skill that he has chosen to use, and so on down to the character with the lowest skill bonus.

As the speaker makes her case, each other character involved in the conflict may make one interjection. This can be a question, a jeering comment, or any other short objection to the speaker's case. The speaker must respond to the objection as best she can. The response can be an answer, a rebuttal, a cutting remark, or an explanation of why the objection is irrelevant. Any response that is brief and to the point is acceptable. If the speaker responds quickly and effectively to the objection, she receives a +1 bonus to the skill check that follows. If the speaker does not respond quickly and effectively, she receives a –1 penalty to the skill check. The GM is sole judge of the response's quality.

When the speaker is done, the GM judges whether or not the she has spoken appropriately and to the point. The character must have communicated in a way that supports the skill roll she has chosen: a Bluff check must be supported by lies and exaggerations; Diplomacy checks must be supported by offers of compromise; Intimidate checks must be supported by threats and aggressive language; Perform (*oratory*) checks must be supported by stylish language and reasoned argument. The speaker must also address any important points raised by previous speakers. (*This is easy for the first speaker.*) If the speaker has accomplished both of these goals, she receives a +2 bonus to the skill check to follow. A player should never be forced to roleplay her character's turn as speaker. If the player decides to skip the speech and go right to

the skill roll, the player makes a skill check with no bonuses or penalties

The speaker's turn then ends. The person with the next lowest skill becomes the new speaker and begins to make his case. The other characters may interject and the GM judges the speaker's performance as described above. Each character's total bonus or penalty should be noted at the end of her turn at speaker.

When all the speakers have taken their turn, each speaker makes a skill check using the previously selected skill, adding all appropriate bonuses and penalties. The character with the highest skill check wins the conflict.

THE COMPLEX DEBATE RULES

Sometimes you want to play through the cut and thrust of debates. When the life of a person hangs on a crucial debate or your characters must convince others of rightness of your cause, these rules help you make the most of the occasion. These debate rules are based on the following principles. Each character involved in the debate is trying to influence an audience, but the audience is less important than the battle between the characters.

During the debate, characters take actions that represent their rhetorical tactics and verbal attacks. The effectiveness of each character's action is affected by the most recent action his opponent has taken, so the characters constantly change tactics and try to get the rhetorical upper hand. Just like combat, the goal of a debate is to outmaneuver your opponent and leave him unable to fight back.

Most debates occur in formal situations with rules of argument. Those aren't important as far as the maneuvers listed below are concerned — there's always a way to sneak an underhanded tactic into a debate, even if the rules forbid it. (*Included here are also maneuvers that represent objections to "illegal" tactics.*)

What is important is that most debates occur between balanced teams of debaters; if there are two on one side, there are usually two on the other side. This is important because — just like in physical combat — the side with more voices is likely to overwhelm the side with fewer voices. Most formal debate situations recognize this and limit the number of participants to preserve fairness.

Debate Rounds

Debates are broken up into rounds. Each character gets one action per round, which may be split into two half actions. Rounds are abstract and may represent seconds, minutes, or hours of debate.

Initiative

Before the first round, each character involved in the debate makes an Initiative check. The GM makes Initiative checks for non-player characters involved in the debate. While Initiative is based on Dexterity, it is used here to represent the character's quick wits and ability to react to events as they occur. It is rolled normally and all the usual bonuses or penalties are applied. Each round, the characters involved in the debate act in order of Initiative.

Debate Defense

Each character has a Debate Defense score, which is the debating equivalent of Defense. A character's Debate Defense is 10 + the average of the character's skill bonuses in the following skills: Bluff, Diplomacy, Intimidation, and Perform (*oratory*).

Example: William Kurtz has the following skill bonuses: Bluff +14, Diplomacy +12, Intimidate +11, Perform (oratory) +3. (He has no Perform skill ranks, but still adds his Charisma modifier.) The average of these four skills is 10, so his Debate Defense is 20.

Debate Points

Add up each character's Constitution and Charisma modifiers. The total is how many Debate Points the character has. A character always starts a debate with at least one debate point, even if the total of his Constitution and Charisma modifiers is zero or less than zero. When a character has no Debate Points left, that character is out of the debate.

A character's Debate Points are tracked separately in each debate. The character receives all her Debate Points at the beginning of each debate, even if she is participating in two debates at once or interrupts one debate to participate in another.

Example: William Kurtz has a Constitution of 13 and a Charisma of 16. His +1 Constitution bonus and +3 Charisma bonus gives him 4 Debate Points.

Character Actions

When a character's turn comes up in the Initiative sequence, that character performs one action, which may be split into two half-actions. The character chooses an action or two half-actions from the Debate Maneuvers listed below. At the end of each maneuver, the character makes whatever skill checks are called for by the maneuver(*s*) and resolves their effects. Most of these skill checks are "attacks" that inflict "damage" upon an opponent's position, reducing his Debate Points.

Characters may also take other actions during the round, including combat actions. If a character takes an action that is not a debate maneuver, the debate round is almost always equivalent to a combat round. A debate half action is equivalent to a partial combat action, while a debate action is equivalent to a full combat action. The GM may also decide that a debate round is long enough to accommodate more-complicated non-combat actions. It's usually reasonable for a player to perform one skill check instead of a debate action.

Attacks

A debate "attack" is an attempt to reduce an opponent's Debate Points. Most of the maneuvers listed below lead to attacks. Each such maneuver specifies the skill that the attack uses.

When resolving an attack, the character then makes a skill check, adds the attack modifier and any other bonuses or penalties, and tries to beat the Debate Defense of the target opponent.

If the character beats the opponent's Debate Defense, the attack scores a hit and the opponent must make the Will save described below to avoid losing Debate Points. If it doesn't hit, the maneuver has no effect upon the opponent.

Example: William Kurtz is arguing with the unscrupulous Jake Marlowe. After listening to Marlowe's distracting patter for a few minutes, Kurtz gets fed up and begins peppering his opponent with hard questions about Marlowe's position.

"Forceful Interrogation" is an Intimidation maneuver that he uses against Marlowe's "Distracting Patter." Kurtz's Intimidation skill bonus is +11. Jake Marlowe's Debate Defense is 24. Kurtz rolls a 14, adding 11 for his Intimidation skill for a total attack roll of 25. He scores a hit on Marlowe!

Roleplaying the Attack

Any player may declare her character's Debate Maneuvers as abstract actions. There's no need to go into the minutiae of a particular position or rhetorical flourish, but players who want to roleplay their characters' maneuvers are encouraged to do so.

If a player presents her character's maneuver with an entertaining description or speech, the GM may award the player a +2 bonus on the skill check for that maneuver. The GM should not award this bonus for descriptions and speeches that are inappropriate, tedious, or repetitive.

Damage

When a character is hit by an opponent's debate attack, the character must make a Will save. The DC of the save is equal to the attacker's skill bonus plus the damage bonus of the maneuver. Some maneuvers provide additional damage bonuses in specific situations.

If the character fails the Will save, the character loses one debate point. If the character fails the Will save by more than 10, the character loses an additional debate point. Keep track of how many Debate Points of damage each side causes as well as those that individual characters lose — the information may be important for determining a winner.

Any character who has zero or fewer Debate Points must withdraw from the debate. That character can no longer take debate-related actions or be attacked with Debate Maneuvers by other debaters.

Example: Jake Marlowe must make a Will save after being hit with Kurtz's Forceful Interrogation. Marlowe's Will save is +12, and the DC he must save against is 21 (11 for the Intimidation skill bonus, 10 for the debate maneuver's damage bonus). Marlowe rolls a 7, failing the save and losing 1 debate point.

Debate Critical Hits

When you make an attack roll and get a "natural 20," you succeed regardless of the target's Debate Defense. The DC of your opponent's Will save is increased by 5, and the opponent loses an additional debate point if that save is failed.

Example: Jake Marlowe responds to William Kurtz's interrogation with a few hard questions of his own. Marlowe's maneuver fails, but Kurtz faces a penalty by continuing his interrogation. He does so anyway and rolls a natural 20 — a critical hit!

Marlowe must make a save at DC 26 (+11 for Intimidation skill, +10 for the Forceful Interrogation damage bonus, +5 for the Debate Critical hit) and fails miserably with a total of 11. He loses 3 Debate Points — one for the normal damage, one for failing the save by more than 10, and one for the Debate Critical hit.

Ending the Debate

There are several ways a debate can end. The GM should choose one that matches the setting of the game. Keep in mind that none of these methods depend on a specific amount of time. Because this system is abstract, five debate rounds might take five minutes or five hours. Possible conditions include:

- Only one side still has Debate Points. This simulates talking until the group comes to a consensus. It's also possible to end the debate when more than one side remains in play. The debate could end when a certain number of sides or individuals have been eliminated.
- After a set number of rounds. This can simulate a legal case or a formal debate that is meant to end at a specific time. A variant is to end after X + 1d6 rounds, where X is a set number of rounds. 5 to 10 rounds is usually a pretty good set length for a debate.
- When all parties agree to end the debate. It's possible to resolve the debate when this happens, but it's more common for the parties to adjourn the debate and resume it later. Each character retains his current number of Debate Points until the debate is resumed. (*Of course, if you get rid of an opposing character in the interim, you also get rid of that character's Debate Points.*)
- A debate can also end unexpectedly, usually because one side has stormed out or begun hitting another side with walking sticks. In this situation, the GM must decide if the debate is resolved normally or whether it is resolved at all.

Resolving the Debate

If only one side of the debate remains in the debate — whether that side is one or several characters — that side has won.

If more than one side is still in the debate, then each side adds together its remaining Debate Points and the number of Debate Points of damage that it caused opponents to lose during the debate. The side with the highest total wins the debate.

Awarding Experience

If a player character wins a debate, the party gains experience based on the challenge rating of each NPC that the PC defeated. If all the characters involved in the debate were player characters, the experience is figured based on the average level of the party.

DEBATE MANEUVERS

The following actions can be used during a debate. Each of the maneuvers below follows this format:

Maneuver Name

[*A brief summary of the maneuver.*]

Prerequisite: A minimum ability score, feat or feats, a minimum base attack bonus, and/or the minimum ranks in a skill that a character must have to acquire this maneuver.
Skill Used: Which skills are used for an attack roll with this maneuver.
Damage Bonus: Add this bonus to the DC of a character's Will save to avoid loss of Debate Points. If this line specifies "No Damage," the target doesn't make a Will save; any special effect is certain to happen on a successful attack roll.
Length: Action or Half-Action
Special: Any special rules or unusual effects.

Ad Exambuim

This is the Latin legal term meaning "For exchange" or some type of compensation for individuals.

Prerequisite: Law School Training
Skill Used: Diplomacy
Damage Bonus: +20
Length: Action or Half-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 do not lose the Debate Points you staked on this maneuver.

Ad Hominem

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.

Prerequisite: Law School Training
Skill Used: Intimidate
Damage Bonus: +15
Length: Half-Action
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

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

Prerequisite: None
Skill Used: Diplomacy or Intimidate
Damage Bonus: +10
Length: Action
Special: None

Big Lie

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.

Prerequisite: None
Skill Used: Bluff
Damage Bonus: +20
Length: Action
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

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

Prerequisite: None
Skill Used: None
Damage Bonus: No Damage
Length: Half-Action
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

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.

Prerequisite: Law School Training
Skill Used: Diplomacy
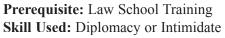**Damage Bonus:** +10
Length: Half-Action
Special: None

Corpus Delicti

The Latin legal term which means "Body of the Crime". This is the listing of the facts of the transgression involved.

Prerequisite: Law School Training
Skill Used: Diplomacy or Intimidate
Damage Bonus: +15
Length: Half-Action
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
Skill Used: Bluff or Intimidate
Damage Bonus: +15
Length: Half-Action
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

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

Prerequisite: None
Skill Used: Perform (*oratory*)
Damage Bonus: +10
Length: Action
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 Patter

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

Prerequisite: None
Skill Used: Bluff
Damage Bonus: +5
Length: Action
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

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: Law School Training, 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 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

You uncover a flaw in your opponent's logic.

Prerequisite: None
Skill Used: Diplomacy
Damage Bonus: +5
Length: Half Action
Special: None

False Authority

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!

Prerequisite: None
Skill Used: Bluff
Damage Bonus: No Damage
Length: Action
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

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

Prerequisite: None
Skill Used: Intimidate
Damage Bonus: +10
Length: Action
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, she gains 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
Skill Used: Diplomacy
Damage Bonus: +5
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

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

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

Prerequisite: None
Skill Used: Perform (*oratory*)
Damage Bonus: +5
Length: Half-Action
Special: None

Invoke Faith

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

Skill Used: Perform (*oratory*)
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

This is the Latin legal term meaning "Unwritten law". A unwritten law develops out of common practice, custom, and usage. It is sometimes called common law.

Prerequisite: Law School Training
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

You move to what would be the most logical outcome.

Prerequisite: None
Skill Used: Diplomacy
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

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

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: Law School Training
Skill Used: None
Damage Bonus: +10
Length: Half-Action
Special: None

Point of Order

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

You counter your opponent's arguments with hard facts.

Prerequisite: None
Skill Used: Diplomacy
Damage Bonus: +10
Length: Action
Special: None

Profound Conclusion

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

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

Your facts interfere with your opponent's lies.

Prerequisite: None
Skill Used: Perform (*oratory*)
Damage Bonus: +15
Length: Half-Action
Special: None

Regroup

You pause to think and prepare you 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

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

Prerequisite: None
Skill Used: None
Damage Bonus: No Damage
Length: Half-Action
Special: Your Debate Defense score is increased by your Intelligence modifier for 1d4 rounds; the effect begins immediately.

Sly Insinuations

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

Prerequisite: None
Skill Used: Bluff
Damage Bonus: +5
Length: Half-Action
Special: None

Smear Opponent

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

Prerequisite: None
Skill Used: Intimidate
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

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

Prerequisite: None
Skill Used: None
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

Honesty is the best policy and some times you just have to tell the truth.

Prerequisite: None
Skill Used: None
Damage Bonus: +5
Length: Action
Special: You gain back 1d6-2 (minimum of 1) Debate points

Tantrum

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

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

Skill Used: Bluff or Intimidate
Prerequisite: None
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.

NEW FEATS

Comprehend Writing

You have an increased understanding of written works.

Prerequisites: Intelligence 15+

Benefits: Whenever you read a book, tome or manuscript that increases an ability score, you receive an additional +1 bonus to that ability score, not to exceed the maximum possible increase.

Special: You can acquire this feat only once.

Dangerous Insinuations

You know how to appeal to an audience's worst nature. Your words provoke fear and anger, turn friend against friend, and even inspire witch hunts.

Prerequisite: Cha 13+

Benefit: You receive a +2 influence bonus to Bluff, Diplomacy, and Perform checks when inciting distrust and paranoia.

Escape Plan

You always keep an eye on the exits and one last trick up your sleeve. Your enemies may not know that you can't be kept behind bars, but they're about to find out.

Prerequisites: A total of 30 skill ranks in Bluff, Climb, Escape Artist, Hide, Jump, and Move Silently.

Benefit: Once per play session, you receive a +10 competence bonus to one Bluff, Climb, Escape Artist, Hide, Jump or Move Silently check. This check must be made while attempting to avoid or escape capture.

Law School Training

You have trained and completed study in an institution specializing in legal education.

Prerequisites: A total of 20 skill ranks in Bluff, Diplomacy, Intimidation, and Perform (*oratory*).

Benefits: You receive a +2 bonus to Bluff, Diplomacy, Intimidation, and Perform (*oratory*) when in some type of legal proceeding.

Voracious Reader

All Knowledge checks are considered trained checks.

Prerequisites: A total of 10 ranks of Knowledge in any combination of specialties, Comprehend Writing

Benefits: Even if you have no ranks in a field of knowledge, you are not limited to only common knowledge in that particular field. All Knowledge checks are considered trained checks, regardless of your lack of ranks in that study.

Written by Louis Porter Jr.

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AD EXAMBUIM

This is the Latin legal term meaning "For exchange" or some type of compensation for individuals.

Prerequisite: Law School Training

Skill Used: Diplomacy

Damage Bonus: +20

Length: Action or Half-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 do not lose the Debate Points you staked on this maneuver.

AD HOMINEM

Skill Used: Intimidate

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.

Prerequisite: Law School Training

Skill Used: Intimidate

Damage Bonus: +15

Length: Half-Action

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

Skill Used: Diplomacy

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

Prerequisite: None

Skill Used: Diplomacy or Intimidate

Damage Bonus: +10

Length: Action

Special: None

BIG LIE

Skill Used: Bluff

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.

Prerequisite: None

Skill Used: Bluff

Damage Bonus: +20

Length: Action

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

Skill Used: None

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

Prerequisite: None

Skill Used: None

Damage Bonus: No Damage

Length: Half-Action

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

Skill Used: Diplomacy

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.

Prerequisite: Law School Training

Skill Used: Diplomacy

Damage Bonus: +10

Length: Half-Action

Special: None

CORPUS DELICTI

Skill Used: Diplomacy or Intimidate

The Latin legal term which means "Body of the Crime". This is the listing of the facts of the transgression involved.

Prerequisite: Law School Training

Skill Used: Diplomacy or Intimidate

Damage Bonus: +15

Length: Half-Action

Special: None

COUNTER LIE

Skill Used: Bluff or Intimidate

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

Skill Used: Bluff or Intimidate

Damage Bonus: +15

Length: Half-Action

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

Skill Used: Perform (oratory)

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

Prerequisite: None

Skill Used: Perform (*oratory*)

Damage Bonus: +10

Length: Action

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 PATTER

Skill used: bluff

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

Prerequisite: None

Skill Used: Bluff

Damage Bonus: +5

Length: Action

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

Skill used: diplomacy

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: Law School Training, 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,

ESTOPPEL

Skill used: diplomacy

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 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

Skill used: diplomacy

You uncover a flaw in your opponent's logic.

Prerequisite: None

Skill Used: Diplomacy

Damage Bonus: +5

Length: Half Action

Special: None

FALSE AUTHORITY

Skill used: bluff

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!

Prerequisite: None

Skill Used: Bluff

Damage Bonus: No Damage

Length: Action

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

Skill used: intimidate

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

Prerequisite: None

Skill Used: Intimidate

Damage Bonus: +10

Length: Action

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, she gains 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

Skill used: diplomacy

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

Prerequisite: None

Skill Used: Diplomacy

Damage Bonus: +5

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

Skill used: intimidate

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

Skill used: perform (oratory)

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

Skill Used: Perform (*oratory*)

Damage Bonus: +5

Length: Half-Action

Special: None

INVOKE FAITH

Skill used: perform (oratory)

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

Skill Used: Perform (*oratory*)

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

Skill used: diplomacy

This is the Latin legal term meaning "Unwritten law". A unwritten law develops out of common practice, custom, and usage. It is sometimes called common law.

Prerequisite: Law School Training

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

Skill used: diplomacy

You move to what would be the most logical outcome.

Prerequisite: None

Skill Used: Diplomacy

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

Skill used: diplomacy

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

Skill used: none

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: Law School Training

Skill Used: None

Damage Bonus: +10

Length: Half-Action

Special: None

POINT OF ORDER

Skill used: perform (oratory)

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

Skill used: diplomacy

You counter your opponent's arguments with hard facts.

Prerequisite: None

Skill Used: Diplomacy

Damage Bonus: +10

Length: Action

Special: None

PROFOUND CONCLUSION

Skill used: diplomacy

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

Skill used: bluff

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

Your facts interfere with your opponent's lies.

Prerequisite: None

Skill Used: Perform (*oratory*)

Damage Bonus: +15

Length: Half-Action

Special: None

Skill Used: Perform (oratory)

REGROUP

You pause to think and prepare you 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 rest of the debate.

Skill Used: none

SHORE UP DEFENSES

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

Prerequisite: None

Skill Used: None

Damage Bonus: No Damage

Length: Half-Action

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

Skill Used: none

SLY INSINUATIONS

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

Prerequisite: None

Skill Used: Bluff

Damage Bonus: +5

Length: Half-Action

Special: None

Skill Used: Bluff

SMEAR OPPONENT

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

Prerequisite: None

Skill Used: Intimidate

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.

Skill Used: Intimidate

SUPPORT ALLY

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

Prerequisite: None

Skill Used: None

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.

Skill Used: none

TELL TRUTH

Honesty is the best policy and some times you just have to tell the truth.

Prerequisite: None

Skill Used: None

Damage Bonus: +5

Length: Action

Special: You gain back 1d6 Debate points

Skill Used: none

TANTRUM

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.

Skill Used: Intimidate

THREAT

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

Skill Used: Bluff or Intimidate

Prerequisite: None

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.

Skill Used: Bluff and Intimidate