

Stats

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Fitness <i>physicality, endurance, agility</i>	Presence <i>influence, charm, looks</i>	Violence <i>aggression, fighting, shooting</i>	Intellect <i>knowledge, education, rational thinking, reason</i>	Discipline <i>willpower, mental strength</i>
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Assign to stats: +2, +1, +1, 0, -1

Condition

Health oo oo o o o	Sanity oo oo o o o	Taint ooo oo o o
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Experience []

Gain experience for:

- +1 for each Condition gained
- +1 for each esoteric secret learned (from old tomes etc.)
- +1 after each session
- +1 after each session when the group votes for “who made the game most interesting”

Using experience for:

- 1 to re-roll
- 1 to activate a Sigil
- 1 to gain narrative leeway
- n to power up a ritual (depends on the level of the ritual)
- 2 to reduce Taint level by one
- 4 to mark an advance

Moves

You begin with all the basic moves.

Choose two special moves:

▣ **Leading into the Right Conclusion:** By giving the information needed, you can lead people to the right conclusion step by step. You may use Intellect when INFLUENCING.

▣ **Seen it All:** Evidence of crime is often brutal and you come in contact with it all the time. You may disregard one point of sanity loss.

▣ **Protector of the Weak:** When you right a wrong, or protect the weak from the powerful, you gain 1 experience point.

▣ **Master of the Red Tape:** Having read millions of incomprehensible documents, you have learned to discern what matters and what doesn't. When INVESTIGATING documents, you always gain a clue and +1forward if you act upon it.

▣ **Contacts:** You know cops, private investigators, rich people, and/or criminals of all sorts. Many of them owe you. When in need of a favor roll +Presence:

On a 10+ you get someone to do it, but choose 1 and the Keeper chooses 1:

- * it takes time
- * it involves crimes
- * it will cost you
- * it will go against your moral code
- * it requires you to work with people you despise
- * it requires you to work with people who despise you

On a 7-9 you find someone to do it, but a favor in return is required, also choose one from above and the Keeper chooses 1 from above.

The Experience Move

Gear

You start with:

- A worn copy of law book

Choose two of the following:

- A symbol of newly found faith

Basic Moves

Act Under Pressure (Roll + Stat)

When you take an action that risks failure or opposition, roll with one of the basic stats. This includes sanity checks.

On a 10+, You succeed.

On a 7-9, the GM offers you a worse outcome, hard bargain or a cost. If agreed upon, you succeed.

Assist/Interfere (Roll + their trust to you)

When you Assist or Interfere on someone's action, roll their Trust to you.

On a 10+, They take +2 (Assist) or -2 (Interfere) to their roll.

On a 7-9, They take +1 or -1 to their roll, and you are exposed to the outcome of the roll.

On a miss, They lose of point of Trust to you

Fight (Roll + Violence)

When you attack someone or something, roll+Violence.

On a 10+, You deal Harm as established or Choose 2

On a 7-9, Choose 1

- You and your opponent both deal harm as established
- You manage to create an advantage, take +1forward
- You manage to break away from the action
- You spot a weakness. +1harm on with next *fight*.

On a miss, the opponent deals harm as established, chooses two from the list above or GM makes a hard move.

Influence (Roll + Presence)

When you want someone to do something for you, you may use your wits, charm, looks etc. to ask someone to do it.

On a 10+, they'll do it but might ask for something in return.

7-9, they'll do it but will ask for something in return.

Instinct (Roll + Discipline)

When you need to know what others are thinking, meaning or thinking you need to trust on your Instinct. Asks are directed to the GM.

On a 10+, Ask something, GM gives a relevant and usable answer (Clue).

On a 7-9, Ask something, GM gives you something interesting, build on that.

Investigate (Roll + Intellect)

Looking for clues in a scene.

On a 10+, choose 1:

- You find something hidden
- You find something lost
- You find something forgotten
- You find a Good item (GM's choice)
- You find a Minor item (your choice)
- You find something relevant (Clue)
- Pick one from the following:

On a 7-9, choose 1:

- You find a Minor item (GM's choice)
- You find a Clue (+1forward), but the situation escalates

On a 6 or less, there either is nothing else to be found or the GM may hold 1 hard move against you.

Reason (Roll + Intellect)

When the clues are gathered, the libraries visited and the old dusty tomes read the player may use Reason to tie in the knots.

On a 10+, Ask something, GM gives a relevant and usable answer (Clue).

On a 7-9, Ask something, GM gives you something interesting, build on that.

Spark of Taint (Roll + Discipline)

Whenever you commit an inhuman act (kill someone in cold blood, work magic, eat human flesh, go darkside etc.) make roll+Discipline.

On a 10+ You remain unaffected by the Taint

On a 7-9, You are fighting the Taint. You may choose to advance it. If you do, gain +1exp.

On a miss, your Taint advance a step. Gain +1exp.

The Lawyer

A WAYWARD SONS PLAYBOOK

Who Are You?

Most of what your colleagues hardly work on making the world a just place. They take their retainers with glee and are ready to ruin anything for short-term gain. Sentences are passed routinely without any regard for what's right. The entitled get what they want because they can afford better representation. Maybe you used to be one of them, maybe you found your cause before that. Either way, you work to make the world a better place by helping the weak against the powerful.

Name

Lawrence Mainwaring II, William J. Hoethinger, Cornelius Williamson, Abraham Goldstein, Henrietta Wellington, Rachel Rubenstein

Look

Choose one from each category

Gender: Man, or Woman

Clother: tailored suit

Face:

Eyes:

Body:

Your Angle

Why did you become a hunter?

Your Trust

_____	[]	_____	[]
_____	[]	_____	[]
_____	[]	_____	[]