

# THE TRIAL

## Judge Tchekua Modifiers

Modifier	Condition
+5	The PC attempts to deceive Tchekua (most uses of the Bluff skill).
+4	The PC assisted 322 in infiltrating the Grand Lodge.
+2	The PC has a chaotic aura.
+2	Each strike earned by the PC
-2	The PC's response appeals to themes of history, posterity, or preserving the past.
-2	The PC's response is an emotional or grandiose appeal.
-2	The PC's response involved an anecdote, fable, or tale.

**Influence (2)**

## Judge Tenth-By-Third Modifiers

Modifier	Condition
+8	The PC has a strong or overwhelming chaotic aura.
+5	The PC attempts to use a Perform check to influence Tenth-By-Third.
+4	The PC has a faint or moderate chaotic aura.
+2	The PC acquired the memory engram from the Maker using violence.
+2	Each strike earned by the PC
-2	The PC's response is highly technical, quantitative, or analytical.
-2	The PC has a faint or moderate lawful aura.
-4	The PC has a strong or overwhelming lawful aura.

**Influence (3)**

## Judge Zahal Modifiers

Modifier	Condition
+5	A PC makes threats against Zahal, the court, or the cosmos (many uses of the Intimidate skill).
+4	The PC animated, conjured, or controlled undead at any point in the scenario.
+2	The PC has earned at least 3 strikes.
-2	The PC openly worships Pharama or consorts with psychopomps.
-2	The PC's response was novel, amusing, or mildly irreverent.

**Influence (4)**