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PENUMBRA
CRIME AND PUNISHMENT
THE PLAYER'S SOURCEBOOK OF THE LAW
BY KEITH BAKER

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.®

THE TALENT OF INQUIRY

The best investigators and inquisitors draw on a variety of special talents that help them gather information and uncover the truth. Some of these are given below, as feats.

CAREFUL LISTENER [GENERAL]

You have a talent for studying expressions and reading the true thoughts of a speaker.

Benefit: You get a +2 bonus on all Sense Motive checks and Gather Information checks.

HARD TO FOOL [GENERAL]

You are familiar with the tricks of con men and thieves; it's hard to put anything past you.

Prerequisite: 3 or more ranks in one of the following: Bluff, Disguise, or Sleight of Hand.

Benefit: You receive a +4 bonus whenever you use Spot or Sense Motive to oppose an enemy's Bluff, Disguise, or Sleight of Hand check.

INDOMITABLE [GENERAL]

Your mental discipline and astonishing strength of personality help you to resist both mental and physical compulsion.

Benefit: You receive a +3 bonus to saving throws against Compulsion effects, Mind-altering effects, and any form of torture.

SLIPPERY TONGUE [GENERAL]

You have a knack for bending the truth. By convincing yourself that your words are true, you can even evade mystical means of divination.

Prerequisite: 3 or more ranks in Bluff

Benefit: You receive a +2 bonus to Bluff and a +2 bonus when saving against any sort of magic that detects lies (*discern lies, painful truth, zone of truth,* etc.).

THE TECHNIQUES OF INVESTIGATION

There's more to solving mysteries than having a level or two in the investigator class. Many types of characters may have the skills it takes to get to the bottom of an enigma. Rogues can be just as useful at inquiry, provided that they have proper motivation to use their skills to acquire knowledge instead of wealth. And clerics, bards, and wizards share magical techniques with the inquisitor, although the inquisitor has a few unique tools.

This section provides information on a wide variety of tricks that can be used to solve a mystery: new spells, new magical and alchemical items, and new applications for pre-existing skills. Now your cleric can use her knowledge of healing to gain information from examining a corpse, as well as using her magic to speak to it!

PART ONE: NEW TRICKS FOR OLD SKILLS

Many of the existing skills have broad-reaching applications. Gather Information represents a general talent for picking up knowledge from groups of people — but what happens when you focus that flair for conversation on a single individual? And what about the potential uses of medical and alchemical knowledge? This section takes a new look at a variety of existing skills and the ways that they could help during an investigation.

GATHER INFORMATION [CHA]

Gather Information can be used both for revealing specific information and in urban tracking.

SPECIFIC INFO

At its core Gather Information represents the ability to guide a conversation — to get people to talk about the things you want to hear, without realizing that they are being led by the nose. In addition to its general use — picking up rumors and local gossip — Gather Information can also be used to trick an individual into revealing specific information.

Check: Make a skill check opposed by the target's Sense Motive check. The target receives a +10 to her Sense Motive check if she is actively suspicious of you; at the GM's discretion, she may receive an additional bonus based on racial hostilities, religious differences,

or similar issues. Finally, she receives a bonus based on the importance of the information you are trying to obtain:

Import	Example	Bonus
Trivial	What's your name?	+0
Significant	When's the guard's shift-change?	+5
Secret	Where is the safe hidden?	+10
Top Secret	What's the combination?	+20

If your Gather Information check is successful, your victim won't even realize that she let the information slip; you keep the conversation moving seamlessly. If you miss a check by five or more points, your target realizes that you are digging for information and may become hostile or suspicious.

Retry: You can retry a failed roll, but you take a cumulative –5 penalty on each subsequent attempt, as the target begins to get suspicious; this penalty continues to accumulate even if you decide to search for a different piece of information. You cannot take 20 when you attempt to direct a conversation.

Special: This is not intended to take the place of roleplaying conversations with NPCs. In general, a GM will require you to roleplay at least part of the conversation. Depending on how you handle the situation, this may provide you with a bonus or penalty to your skill check. A particularly suave lead-in to your question might get you anywhere up to a +5 bonus, while a ham-handed or blunt query may give you a –5 penalty. Finally, characters with 5 or more ranks of Diplomacy receive a +2 synergy bonus to a Gather Information check to reveal specific information.

URBAN TRACKING

Urban tracking is another way in which you can use Gather Information. If you're trying to track a target's movement within a city, knowledge of the area is far more important than Survival. In this case, you are not tracking a physical trail as much as you are talking to your contacts within the city.

Check: The base DC of the check is determined by the amount of time that has passed since your target was in the area:

Time	DC
5 minutes	5
1 hour	10
6 hours	15
24 hours	20
1 week	30

Other conditions can also affect the base Difficulty Class:

Condition	DC
Every three creatures in the tracked group	–1
Target is distinctive (unusual race, dress)	–2
Excellent description available (portrait)	–2
Target involved in minor incident (street brawl, public argument)	–2
Minor bribe or Intimidation (DC 10)	–2/+2
Disliked in the area	+3/–3
Major bribe or Intimidation (DC 20)	–4/+4
Well-liked in the area	–5/+5
Target involved in major incident (inciting crowds to riot)	–5
Vague description available	+5
No description available	+10

Some of these modifiers can apply either to you or to your target; the first value is for you, the second for your target. If you have a good reputation in the area you are canvassing, the DC is modified in your favor (–5); if your target is well-liked, the DC is modified in her favor (+5). If you are disliked (+3) and she is well-liked (+5), you're going to have a difficult time finding her. Bribes are based on the general wealth of the area; in a slum, a gold piece might be enough to buy you a lot of friends, while in the merchant district it may be negligible. Intimidation can be used to bully people into helping you or to frighten them into covering your tracks — but if you use Intimidation on a regular basis, you will quickly become disliked in the area.

Pass without trace does not protect against this sort of tracking, but Disguise and Hide are both useful; if people didn't see your quarry, they can't help you. The GM should make a Spot check opposed by the target's Hide or Disguise skill, using the average skill bonus of the inhabitants of the area; if it fails, the target cannot be tracked using Gather Information.

Retry: The check takes a certain amount of time based on the population of the area you are searching, as shown on the following table. If you fail the check, you can try again, but as time passes the trail will become harder to find.

Population	Time Required
Thorp (20–80 people)	20 minutes
Hamlet (81–400 people)	40 minutes
Village (401–900 people)	60 minutes
Small Town (901–2000 people)	90 minutes
Large Town (2001–5000 people)	2 hours
Small City (5001–12,000 people)	3 hours
Large City (12,001–25,000 people)	4 hours
Metropolis (25,001+ people)	6 hours