



MODERN D20:



# THRILLING TALES

ADVANCED CLASS:

# GUMSHOE

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Mack Brolin sloshed gin over two sticky shot glasses and slid half the pair across his desk to the weeping blonde in front of him. He hated this part of his job- hell, he would have to think harder than he wanted too to find a part he did like, lately. Normally he would stay as far away from cheating husband cases as he could and still pay the bills- but Andrea Smith was the leggiest, blondest...healthiest dame who'd come through his door in years, and as close as Mack was to his .38 special, it didn't exactly keep him warm at night.

He'd been in the business long enough to know something was screwy- wives as put together as Mrs. Smith didn't get cheated on very often. He watched her knock back his offered drink and then followed suit. She blew her nose daintily and then refilled their glasses for him, setting down her pocketbook next to the bottle. Her pocketbook with the silver handles. Mack added ten percent to the figure he had in his head.

"Mr. Brolin, Johnny Chin is my dry cleaner- he told me you were very discrete. Can I count on you to be discrete...Mack?"

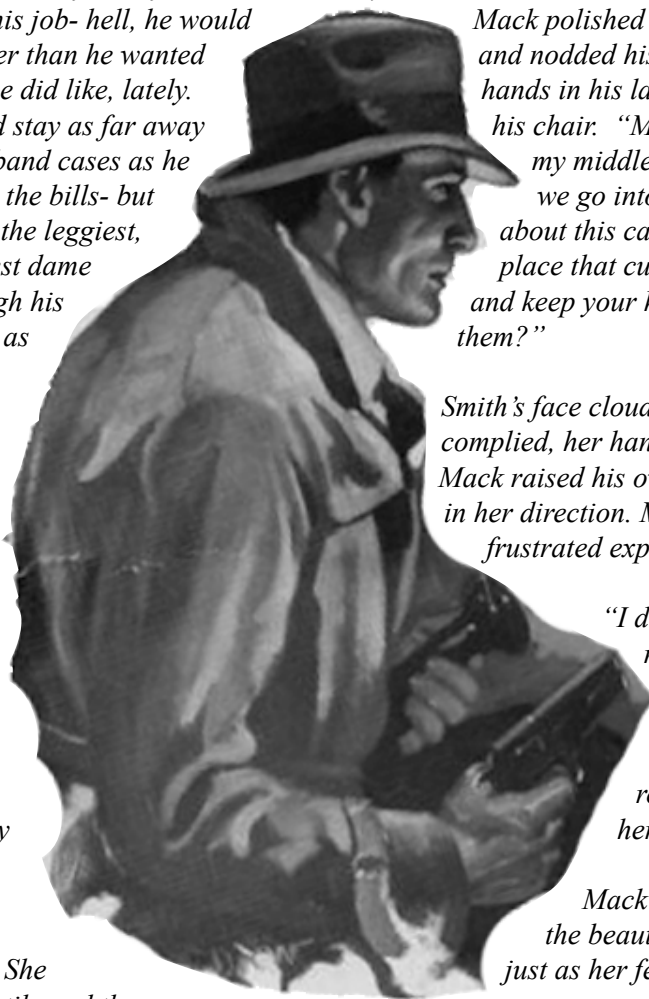
Mack polished off his second drink and nodded his head. He folded his hands in his lap and leaned back in his chair. "Mrs. Smith, discrete is my middle name. However, before we go into any more particulars about this case, can I ask you to place that cute revolver on the desk, and keep your hands where I can see them?"

Smith's face clouded over as she complied, her hands moving slowly as Mack raised his own, pointing his .38 in her direction. Mack smiled at her frustrated expression.

"I don't keep that big mirror in the corner to look at my pretty mug, Mrs. Smith. Now, why don't you tell me your real reason for coming here tonight?"

Mack felt a bit of alarm as the beauty in front of him smiled just as her features began to blur.

"Clever, Mr. Brolin- Chin told me your were clever too. But he also told me you couldn't resist blondes or gin. I hope you don't mind, I added a little something special to yours."





*All the alarms were going off as Mack's piece fell from his nerveless fingers and he slumped forward. His vision faded out, as did his last thoughts of the evening. "Damn....second time this month..."*

The Gumshoe, P.I., Detective; they all refer to the tough-as-nails, rough around the edges, hard boiled investigator of the pulps. A file cabinet filled with cases, a weather-beaten desk, a name on the door and a reputation for getting his man- many times this is all a Gumshoe has to call his own- but while his life is often unglamorous, it is hardly ever boring.

The Gumshoe can be a person's last hope- when the police don't seem to care and you haven't a friend in the world, you can call on him- his door is always open. Just don't be surprised to see a chalk outline or two on the way up the stairs.

## REQUIREMENTS

To qualify to become a Gumshoe a character must fulfill the following criteria:

**Ability Score:** Int 12 or higher, Con 11 or higher

**Base Attack Bonus:** +2

**Skills:** Investigate (Int) 3 ranks, Gather Information (Int) 3 ranks

## CLASS INFORMATION

**Hit Die:** The Gumshoe gains 1d8 hit points per level. The character's Constitution modifier applies.

**Action Points:** The Gumshoe gains a number of action points equal to 6 + one-half his character level, rounded down, every time he attains a new level in this class.

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+1	+2	+1	+1	Home turf, Fisticuffs, Office	+1	+1
2nd	+2	+3	+1	+1	Fisticuffs, Citizen's Arrest	+2	+2
3rd	+2	+3	+2	+1	Home turf, Contact	+3	+2
4th	+3	+4	+2	+1	Office, Citizen's Arrest	+4	+3
5th	+4	+4	+2	+2	Home turf, Hard Bitten	+4	+3
6th	+4	+5	+2	+2	Fisticuffs, Citizen's Arrest, Contact	+5	+4
7th	+5	+5	+3	+2	Home turf, Deductive Reasoning	+5	+5
8th	+6	+6	+3	+3	Citizen's Arrest, Hard Bitten	+6	+5
9th	+6	+7	+3	+3	Home turf, Contact	+6	+6
10th	+7	+8	+3	+3	Enough Rope, Satellite Office	+7	+7

**Class Skills:** The Gumshoe class skills are as follows:

Bluff (Cha), Demolitions (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Drive (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Investigate (Int), Knowledge (crime) (Int), Listen (Wis), Move Silently (Dex), Read/Write Language (None), Repair (Int), Research (Int), Search (Int), Sense Motive (Wis),

**Home Turf Advantage:** The Gumshoe knows his turf and, more importantly, knows how make the most of it. Starting at 1<sup>st</sup> level the Gumshoe gets a +2 bonus to any of the following skills when used in his 'turf', due to his extensive knowledge of the inhabitants, laws, layout and resources in this area: Diplomacy, Drive, Gather Information, Hide, Investigate, Knowledge (crime), Navigate, Search, Spot, and Survival. At 1<sup>st</sup> level his turf is the block his office is located on. At 3<sup>rd</sup> level this area expands into the neighborhood the block is in. At 5<sup>th</sup> level the turf encompasses into one adjoining neighborhood, and increases by one neighborhood every second level thereafter.

Note- this feature duplicates in any city in which the

Sleight of Hand (Dex), Speak Language (None), Spot (Wis), Swim (Str), Treat Injury (Wis)

**Skill Points at each level:** 6 + Int Modifier

## CLASS FEATURES

The following features pertain to the Gumshoe advanced class.

Gumshoe opens a Satellite Office.

**Fisticuffs:** The Gumshoe makes a living on the edge of the law, and as such does his best to avoid ventilating citizens. In order to bring his quarry down, he often has to resort to a good old-fashioned haymaker over a more permanent solution. At 1<sup>st</sup> level the Gumshoe gains the



Feats Brawl and Knockout Punch. At 2<sup>nd</sup> level the Feat Improved Brawl is gained, and at 6<sup>th</sup> level Improved Knockout Punch is gained.

**Office:** At 1<sup>st</sup> level the Gumshoe starts with an office with the barest of essentials...sometimes just a desk with one drawer, a filing cabinet, and a chair for clients to sit in. If the Gamemaster agrees, the character can live in an adjoining room, although he may have to hide that fact from the landlord. At 4<sup>th</sup> level the Gumshoe's career has advanced enough that he can afford to outfit his place of business a bit more respectably- the player and Gamemaster should decide together on equipment, size of the office, etc. When in his office the Gumshoe feels most at home, and gets double his Hometown Advantage bonus. He also gets a +2 defensive bonus while in his Office- often the only thing between him and an assassin's knife in the back on a rainy October evening... At 10<sup>th</sup> level a Satellite Office can be opened in another city, and will be fully equipped and staffed as needed.

**Contacts:** At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> levels, the Gumshoe gains a Contact. This Contact is a full-fledged NPC, which could be developed jointly with the Player and the Gamemaster. The Contact should be an expert in their field and very well connected. The character can approach a Contact once per adventure or act, and request a favor (usually access to information or a location beyond the character's ability, or specialized equipment or



service.) The Gamemaster will determine the likelihood of the request being granted, based on the possible negative impact to the Contact; the Gumshoe will attempt a Diplomacy skill check at +4, modified by any roleplaying bonuses. The purpose of the Contact is to not only serve as an advantage to the character, but a roleplaying opportunity as well. Some ideas for Contacts are: data processor at the Police Department, numbers runner for a local crime boss, and local newspaper reporter.

**Hard-bitten:** At 5<sup>th</sup> level the Gumshoe has escaped enough trash compactors, sinking cars, burning buildings, and beat-down sessions to have developed a thick skin. The character gains two of the following feats: Endurance, Great Fortitude, or Toughness. They gain the remaining feat at 8<sup>th</sup> level.



**Citizen's Arrest:** Starting at 2<sup>nd</sup> level the Gumshoe is recognized by the local law enforcement authorities as a tolerable fish in their pond. The character gets a +1 Diplomacy bonus when dealing with the cops or any other civic authority. This bonus becomes +2 at 4<sup>th</sup> level, +3 at 6<sup>th</sup>, and finally +4 at 8<sup>th</sup>. This bonus does stack with the Gumshoe's Hometown Advantage. In addition, the Citizen's Arrest feature makes actions taken by the character legal jurisdiction in a court of law, providing he did not break the law...or at least, cannot be proven to have broken the law.

**Deductive Reasoning:** At 7<sup>th</sup> level the Gumshoe has developed an exceptionally keen deductive ability. Sometimes the facts are all there, it's just a matter of sorting them out- preferably with your feet up on your desk and a bottle of Scotch at your elbow. To use this feature the Gamemaster must approve- typically this would be used near the middle or end of an adventure, when all the facts have come to light, or at least been offered. If the character is stumped, he can retreat to his office or other secluded area, and spend time working out the facts. The character can spend one Action Point for a 'flash of inspiration' from the Gamemaster. The Gamemaster would then provide enough information to fill in the gaps in the Gumshoe's investigations up to that point. This shouldn't be a total gimme, but enough information to lead the Player to the 'a-ah!' moment he needs.



### **Enough Rope:**

As in, 'give him enough rope to hang himself.' This feature, gained at 10<sup>th</sup> level, grants a bonus to the Gumshoe's attempts to set up his target; be it a murderer, a cheating husband, or a money-laundering business partner. Once the Gumshoe is sure of his facts, he can lay a trap for the criminal to incriminate himself in a recreation of the crime scene, or an ambush where the target comes to silence an invented witness, or any other of countless scenarios. Enough Rope gives a +4 bonus to the following skill checks when the Gumshoe is setting up the trap, and working to spring it: Bluff, Diplomacy, Disguise, Forgery, Hide, Perform, and Sleight of Hand. This bonus also applies to convincing the right people to be on hand to witness the springing of the trap, such as the jilted spouse, the cops, etc.