



Quick Start Rules

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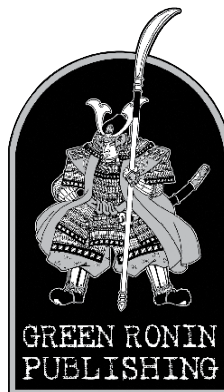
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True20 Quick-Start Rules

True20 is an *adventure roleplaying game* in which you, the players, take on the roles of fictional heroes having adventures in an imagined environment. One player, the *Narrator*, takes on the job of creating that environment and the stories for the other players to take part in. Together, you create your own tales of action and adventure, like your favorite novels, movies, or video games.

The best part about adventure roleplaying is *you* are in control of the action! Literally anything you can imagine is possible, because you and your fellow players control the story.

You may have played other roleplaying games, or this may be your introduction to new worlds of adventure. Either way, welcome to *True20* and new worlds of adventure!

The Rules

True20 is based on a set of rules used in many popular roleplaying games called the *d20 System*, modified for fast, easy, and fun game-play. The basic rules are quite simple and used to resolve virtually all conflicts in the game. This section goes over the essential rules of the game to give you a feel for them.

The Die

True20 uses a single twenty-sided die, abbreviated “d20” or “1d20” (for “one twenty-sided die”). You can find these dice in game and hobby stores everywhere.

Checks

Actions in *True20* are resolved with a *check*, a roll of the die, plus or minus a modifier. The result of the check is compared to a *difficulty* number: if the result equals or exceeds the difficulty, the action succeeds. If it is less than the difficulty, it fails. Sometimes the degree of success or failure (how much the check result is above or below the difficulty) matters; other times, it does not.

Difficulty

Any task in *True20* can be assigned a numeric *difficulty*, the result you need to get on a check to accomplish that task. General difficulties are automatic (0, you don’t even need to roll), easy (5), average (10), tough (15), challenging (20), formidable (25), heroic (30), super-heroic (35), and nearly impossible (40). Only the greatest heroes can accomplish high-difficulty tasks on a regular basis.

Difficulties

Difficulty	Number
Easy	5
Average	10
Tough	15
Challenging	20
Formidable	25
Heroic	30
Super-heroic	35
Nearly Impossible	40

Modifiers

Checks have *modifiers*, positive and negative numbers based on the hero’s abilities and skills, as well as on the prevailing conditions.

In general, positive conditions grant a +2 modifier, while adverse conditions impose a –2 modifier.

Rounds and Scenes

Time in *True20* is generally broken up into *rounds* and *scenes*. A round is a six-second segment of time, enough for a hero to do one or two things in the midst of a fight or other action scene. A scene is an indeterminate length of time, generally long enough for something significant to happen. Think of a scene as a chapter in a story or a single scene in a film.

Traits

True20 defines heroes (and other characters) in terms of certain *traits*. These are game-defined qualities, usually assigned a numeric value to act as a modifier for checks. The traits you will find on the hero sheets include the following:

Abilities are the six basic traits that define a hero: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each has a modifier ranging from –5 (terrible) to +5 (outstanding), with the average at +0. A strong hero has a high Strength modifier, while a smart hero has a high Intelligence, and so on.

Skills are trained abilities, things you learn to do. Training in a skill provides an additional modifier, added to one of your basic abilities, which you use when making checks involving that skill. If you’re trained in the Knowledge of arcane lore, for example, you get a bonus equal to your skill when making Intelligence checks to know something about the arcane. Skills give heroes bonuses ranging from +4 to +20 or more at higher levels.

Feats are special capabilities, talents, or knacks heroes may have. Each feat gives your hero a special ability, explained in the hero’s description. *True20* features many more feats heroes can have.

Attack measures your hero’s training in combat. It is the modifier you add to your rolls to hit an enemy in a fight.

Defense measures your hero’s ability to avoid attacks. It determines the difficulty to hit your hero in combat.

Saving Throws (or “saves” for short) are a hero’s traits for avoiding or resisting certain effects. *Toughness* is used for resisting damage and direct harm. *Fortitude* is for resisting attacks on the hero’s health, and is based on Constitution. *Reflex* is for avoiding harm using speed and reaction time, and is based on Dexterity. *Will* is for resisting mental influences and arcane powers, and is based on Wisdom. A saving throw is like any other check: a roll, plus your hero’s save modifier, against the difficulty of the effect or hazard you want to avoid.

Conviction is a special quality of heroes (and other important characters in the story). It represents their ability to overcome adversity and do important things when they need to. All *True20* heroes have 3 points of Conviction to start and gain more as they advanced in level. You can spend a point of Conviction to re-roll any die roll you make and take the better of the two rolls. If the result of the second roll is 10 or below, add 10 to it, meaning you always get *at least* an average result if you spend Conviction on a roll. You can also spend Conviction to allow your hero to recover quickly from injury (see **Damage and Recovery**). Heroes regain all spent Conviction as the start of each adventure.

Interaction

Characters in *True20* interact in various ways. Heroes try to negotiate agreements between disputing parties, or go on diplomatic missions.

Villains taunt and threaten, or even try to sway heroes to their side. People get into disagreements or debates. The whole adventure may hinge on convincing the right person at the right time.

The Narrator determines the attitude of any character the heroes encounter during the game. The heroes can then try to influence the character's attitude using Charisma and related skills (such as Diplomacy or Intimidate). The **Interaction** table shows the effects of character attitudes and the Difficulty of attempting to change someone's attitude with a Charisma or skill check. Note that a particularly bad check result can actually make a character's attitude *worse*. For example, rolling less than a 5 makes an unfriendly character turn hostile. In general, a hero can attempt to influence another character only once in any given scene.

While heroes can use their Charisma and skills to influence the attitudes of Narrator characters, heroes generally cannot affect the attitudes of other heroes, nor can Narrator characters modify their attitudes. The players choose the attitudes of their heroes, and when they change.

Conflict

The heroes of *True20* are often forced into conflict. When fights occur in the game, follow these steps:

Initiative

At the start of a conflict, each player rolls *initiative* to determine the order in which everyone acts. This is a d20 roll plus the hero's Dexterity modifier. The Narrator rolls for the other characters involved in the conflict. Everyone then acts in order from highest initiative result to lowest. Once the lowest result has acted, go back to the top of the list and start a new round. This continues until the conflict is resolved.

Actions

During a round, heroes can perform one of several types of *actions*. Generally, heroes can perform one *move* action and one *standard* action each round. A move action is moving a short distance (whether running, climbing, swimming, etc.) or doing something equivalent to moving, like standing up, picking up an object, drawing a weapon, and so forth. A standard action affects something else, like making an attack, using a skill or power, and so forth.

Heroes can give up their standard action for another move action (to move twice as far, for example). They can also give up their standard and move actions to perform a *full-round* action, something that takes the full round to accomplish. Finally, some actions — like speaking, making saving throws, dropping held items, and so forth — are *free* actions, taking no real time. Heroes can perform as many free actions during their turn as the Narrator feels are appropriate.

The A Simple Favor Adventure

These Quick-Start rules are intended to go along with the *Simple Favor* sample adventure; they provide all the essential rules you need to use the pre-generated characters accompanying that adventure to play it and get a feel for *True20* and how it works. The Quick-Start Rules are not intended for long-term play, so some of the various details of the *True20* system, particularly how to create your own heroes, have been left out. They are available from the *True20 Adventure Roleplaying* rulebook.

Attacking

To attack an opponent, take a standard action and make an *attack roll*. This is 1d20 + your attack modifier and your Dexterity modifier. The difficulty is equal to 10 + your opponent's defense and Dexterity modifier. If you succeed, your attack hits. If you fail, you miss. If you hit, you may inflict damage, see **Damage**.

$$\text{Attack} = \text{d20} + \text{attack} + \text{Dexterity vs. } 10 + \text{opponent's defense} + \text{Dexterity}$$

Damage

Anyone hit with a damaging attack makes a *Toughness saving throw*. This is a roll of 1d20 plus Toughness (which measures the ability to avoid or shrug off damage) plus any modifiers from armor. Resisting damage has a base difficulty of 15 plus a modifier equal to the attack's *damage bonus*. For unarmed attacks, this is the attacker's Strength modifier. For weapons, this is the weapon's damage plus the attacker's Strength modifier. For example, an attacker with Strength +1, wielding a short sword (damage modifier +2) has a total damage modifier of +3. So, resisting this damage is difficulty 18 (15 + 3).

$$\text{Damage} = \text{d20} + \text{Toughness} + \text{armor vs. } 15 + \text{damage bonus}$$

If the Toughness saving throw succeeds, the target suffers no significant damage, nothing more than a slight scratch, minor bruise, or torn clothing. If the Toughness save fails, the target suffers damage. How much damage depends on the type of attack (lethal or non-lethal) and the amount the Toughness save result is below the difficulty, as shown on the damage track:

Interaction

Attitude	Means	Possible Actions
Hostile	Will take risks to oppose you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't care either way	Socially acceptable interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to aid you	Protect, back up, heal, aid, support

New Attitude Result

Starting Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	less than 20	20	25	35	50
Unfriendly	less than 5	5	15	25	40
Indifferent	—	less than 1	1	15	30
Friendly	—	—	less than 1	1	20

Damage Track				
0	5+	10+	15+	
Bruised	Dazed	Staggered	Unconscious	
	○	○	○	
	○	○	○	○
Hurt	Wounded	Disabled	Dying	Dead

Non-lethal Damage comes from unarmed attacks (punches and kicks) as well as specific non-lethal weapons like saps.

A failed Toughness save against a non-lethal attack means the target is *bruised*. Put a mark under the **Bruised** column of the damage track. If the Toughness save fails by 5 or more, the target is *dazed*. Put a mark in the **Dazed** column of the damage track. If the Toughness save fails by 10 or more, the target is *staggered*; check off the **Staggered** box on the Damage Track. If the Toughness save fails by 15 or more, the target is *unconscious*; check off the **Unconscious** box on the Damage Track.

If a target suffers a result that is already checked off, check off the next highest result. So if a target is already staggered and suffers another staggered result, check off the unconscious box. If the unconscious box is checked, and the character suffers more non-lethal damage, check off the first available lethal box (so go to wounded, disabled, etc.). Characters can take an unlimited number of bruised and dazed results.

Lethal Damage is inflicted by weapons, from cutting and piercing weapons like swords and spears to heavy bludgeoning weapons like hammers and maces.

A failed Toughness save against a lethal attack means the target is *hurt*. Put a mark in the **Hurt** column of the damage track. If the Toughness save fails by 5 or more, the target is *wounded*. Put a mark in the **Wounded** column of the damage track. If the Toughness save fails by 10 or more, the target is *disabled*; check off the **Disabled** box on the Damage Track. If the Toughness save fails by 15 or more, the target is *dying*; check off the **Dying** box on the Damage Track.

If a target suffers a result that is already checked off, check off the next highest result. So, if a target is already wounded, and suffers another wounded result, check off the disabled box (if that's already checked off, check off the dying box, etc.).

Collateral Damage: Lethal damage inflicts non-lethal "collateral damage" as well from the shock and pain of an injury. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage, so a hero who is wounded is also dazed, a hero who is hurt is also bruised. The effects of the damage conditions are cumulative.

Damage Conditions

Damaged characters in *True20* can suffer from any of nine *conditions*, given on the *Damage Track* and described here.

Bruised characters suffer a -1 penalty to Toughness saves against non-lethal damage per bruised condition.

Dazed characters lose one full action after suffering a dazed result; they can take no actions, but retain their normal defense. The following round, they can act normally. They suffer a -1 penalty to Toughness saves against non-lethal damage per dazed condition.

Staggered characters lose one full action after suffering a staggered result. They can take no actions, lose their Dexterity bonus (but not penalty) to Defense, and opponents get a +2 bonus on attack rolls against them. In the following rounds, staggered characters can only take a standard or a move action, not both.

Unconscious characters pass out and cannot do anything until they awaken.

Hurt characters suffer a -1 penalty to Toughness saves against lethal damage per hurt condition.

Wounded characters are *shaken*, suffering a -2 penalty to all checks, including attack rolls and saving throws. This persists until all wounded conditions are eliminated. Additionally, a wounded character is *stunned* for one round after being wounded. They can take no actions, lose their Dexterity bonus (but not penalty) to Defense, and opponents get a +2 bonus on attack rolls against them. Wounded characters suffer a -1 penalty to Toughness saves against lethal damage per wounded condition.

Disabled characters are badly injured. If a disabled character takes a standard action, he falls unconscious and begins dying on the following round.

Dying characters have to make a Constitution check (difficulty 10) at the beginning of each round. On a failed check, the character dies. On a successful check, the character lives for another round (and must make a check the following round). If the check succeeds by 10 or more (difficulty 20), the character's condition becomes disabled and unconscious.

Dead characters are, well, dead. This usually means the end for the character, although some powerful healers in *True20* can restore life to the recently deceased.

Recovery

Recovering from damage, lethal or non-lethal, requires a Constitution check (Difficulty 10). A successful check erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period. Some damage may take multiple recovery checks to go away entirely.

You can make a recovery check once per minute for staggered and unconscious, once per hour for wounded, and once per day for disabled. Dying characters make checks to stabilize; once you are stable, dying becomes unconscious and disabled, which you recover from normally (one minute for unconscious, one day for disabled).

You can spend a Conviction point to get an immediate recovery check from non-lethal damage, rather than having to wait a minute. You can also spend Conviction on your recovery check, ensuring success (since Conviction always grants you a roll of 10).

Bruised and dazed conditions fade automatically at a rate of one per minute. Hurt conditions do the same at a rate of one per hour. You can spend a Conviction point to immediately erase all bruised, dazed, and hurt conditions after (but not during) a conflict.

Fatigue

Characters can suffer from *fatigue* as well as damage. This usually results from tasks requiring great effort, such as moving all out, exertion in difficult environments, and using powers. There are three levels of fatigue: winded, fatigued, and exhausted.

Winded: The character suffers a -1 penalty to effective Strength and Dexterity, and cannot move all out or charge. A winded character suffering an additional fatigue result becomes fatigued.

Fatigued: The character cannot move all out or charge, and suffers a -2 penalty to effective Strength and Dexterity. A fatigued character suffering an additional fatigue result becomes exhausted.

Exhausted: The character is near collapse. Exhausted characters move at half normal speed and suffer a -3 penalty to effective Strength and Dexterity. An exhausted character suffering an additional fatigue result falls unconscious (and must recover from it normally, see **Damage Conditions**).

Recovery: Every hour of rest, a hero makes a Constitution check (Difficulty 10) to recover from fatigue. Success reduces the character's

fatigue condition by one level (from exhausted to fatigued, from fatigued to winded, winded to normal). A full ten hours of rest allows any character to completely recover from all fatigue conditions.

Feats

The world of *Tin Star* is full of people being extraordinary, and *True20* characters have their gifts too. Each feat is a special ability, talent, or training that a character might have. Heroes start out with various feats, and can acquire them during play as well.

Feat Descriptions

The feats known to the heroes and other characters in the *A Simple Favor* adventure are described here. The *True20 Adventure Roleplaying* rulebook contains these and many other feats available to characters in an ongoing campaign.

Assessment

You're able to size up someone's combat capabilities by observing them carefully. As a move action, choose a subject and make a Sense Motive check opposed by the subject's Bluff check result.

If you succeed, the Narrator tells you the subject's combat bonus relative to yours (lower, higher, or equal). You don't know the subject's exact bonus unless it equals your own, only a rough estimate of relative ability.

In cases of a 5-point or greater difference, the Narrator may choose to tell you the subject's bonus is *considerably* more or less than yours. If you lose the opposed roll, the Narrator should over- or under-estimate the subject's bonus.

Canny Dodge

When unarmored and unencumbered, add your Intelligence or Wisdom as a dodge bonus to your Defence. Choose which bonus applies when you acquire this feat.

The bonus from this feat is in addition to the standard dodge bonus granted by your Dexterity. You lose your Canny Dodge bonus if you are wearing armor or carrying more than a light load.

Challenge

Choose a specific challenge and task to apply this to. You can roll that challenge with a 5-point lesser modifier than usual.

Dark Vision

You can see in total darkness, out to the specified range, usually 60'. Darkvision is black-and-white only, but is otherwise like normal light.

Deadly Aim

You may add half your Dexterity score (rounded up) to the damage you do with projectile weapons such as crossbows and guns.

Eidetic Memory

You have perfect recall of everything you've experienced. You have a +4 bonus on checks to remember things, including saving throws against effects that alter or erase memories.

You can make any Knowledge skill check untrained, meaning you can answer questions involving difficult or obscure knowledge without ranks in a skill.

Elusive Target

You are expert at dodging and weaving around your foes, making you an elusive target while you're engaged in a melee. When you are fighting in melee combat, others attempting to target you with ranged attacks

are at a -8 penalty rather than the usual -4 penalty for shooting into melee combat.

Evasion

If you make a Reflex save against an area effect, you suffer no damage.

Fascinate

Prerequisite: Trained in the Chosen Interaction Skill

One of your interaction skills is so effective you can capture and hold someone's attention with it. Choose Bluff, Diplomacy, Intimidate, or Perform. Use a standard action and make a check using the interaction skill against your target's Sense Motive check or Will saving throw (whichever has the higher bonus).

If you succeed, the target pays no attention to anyone other than you. You may maintain the effect by taking a standard action each round, for a maximum number of rounds equal to your skill rank. Any potential threat, such as an ally sneaking up on a fascinated target, grants a new Sense Motive check or Will save. Any obvious threat, such as someone drawing a weapon, automatically breaks the fascination. The fascination ends when you stop maintaining it or the target overcomes it.

Firearms Training

You are properly trained in firearms. Characters without Firearms Training have a -4 penalty to attack rolls with firearms.

Improved Initiative

You get a +4 to Initiative Checks.

Improved Strike

You can inflict lethal damage with your unarmed strikes. Normally, unarmed attacks only inflict non-lethal damage. Your unarmed attacks are also more effective than normal. Increase your unarmed striking (but not grappling) damage by +1.

Improvised Tools

You can make do with whatever tools are at hand. You ignore the -4 penalty for using a tool-dependent skill without proper tools.

Improvised Weapon Proficiency

You can use an improvised weapon (an ordinary object reasonably sized and shaped for use as a weapon) without penalty. Characters without this feat take a -4 penalty on attack rolls made with improvised weapons.

Inspire Complacency

Prerequisite: Charisma +1 or Higher

You can inspire others to complacency with your presence. Using this effect requires a standard action and is considered a use of an interaction skill, even though no skill check is required. This means your subjects have to be able to hear and understand you.

You can affect one subject and the effect lasts for one round. Unwilling targets make a Will saving throw against Difficulty 11 + Charisma. You can do this once per day, and can spend 1 Conviction to perform this an additional time per day.

A subject who fails lets down their guard. They suffer a -5 on Notice and Sense Motive checks for the next round. This counts as enough of a distraction for someone to hide using Stealth.

Inventor

You can use the Knowledge (Technology) skill and Craft skills to create inventions and temporary devices. to make temporary devices

Jack-Of-All-Trades

You can use any skill untrained, even ones that normally cannot be used untrained. You must still have the proper tools if a skill requires them.

Lightning Calculator

Prerequisite: +1 Int

You can perform mathematical functions in your head 10 times faster than normal, like a human calculator. You also gain a +4 bonus to Bluff, Computers, and Navigate rolls if complex calculations must be made.

Mass Suggestion

Prerequisite: Suggestion

You can make the same suggestion simultaneously to any number of subjects you have Fascinated. You must make the same suggestion to everyone.

Master Plan

If you have the opportunity to prepare for an encounter, you can formulate a plan to deal with it. This requires at least a few minutes, longer at the Narrator's discretion.

Make an Intelligence check (Difficulty 10). If successful, you and your allies gain a bonus on all skill checks and attack rolls in the scene depending on the result of your check: +1 for a roll of 10-14, +2 for 15-23, and +3 for 25 or higher.

You choose when during the scene to initiate your master plan. The bonus lasts for 3 rounds, then begins decreasing at a rate of 1 per round until it is gone. You can only use this feat when you have the opportunity to prepare for an encounter in advance, not when dealing with sudden or unexpected encounters.

Poison Tongue

Prerequisite: Hort

Your tongue can be used in a melee attack. If it hits it deals initial damage of reducing Con by 1 if the target fails a Fortitude save against 11+ the Hort's Constitution. Another Fortitude save is required 1 minute later to avoid another Constitution loss.

Salvage

You can salvage parts from destroyed vehicles, starships, and robots. Salvaging a destroyed vehicle or robot takes time, as noted on the **Salvage** table.

At the end of this time, make a Search check. If the check succeeds, you may increase your Wealth by the amount indicated on the table, either by selling the salvaged parts for scrap, or using them to offset the cost of future building projects.

SALVAGE			
Salvaged Machine's Size	Time	Search Check Difficulty	Wealth Increase
Tiny or smaller	10 min	15	+10 credits
Small, Medium, or Large	30 min	20	+40 credits
Huge	1 hr	25	+90 credits
Gargantuan	3 hr	30	+160 credits
Colossal	6 hr	35	+360 credits
Awesome	12 hr	40	+640 credits

Special: A particular vehicle or robot can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

Scent

Prerequisite: Loor

This allows you to detect and identify creatures and things by smell. You can detect opponents within 30 feet by sense of smell. You can also make a Survival check to track someone by scent.

Seize Initiative

You can spend a Conviction point to go first in the initiative order, without having to roll for initiative. If more than one character uses this feat, they roll for initiative normally and act in order of their initiative result, followed by all the other characters involved in the combat.

Skill Focus

Choose a known skill. You get a +3 bonus on all checks involving that skill. You can acquire this feat multiple times. Each time you do, it applies to a different known skill.

Skill Training

Each time you take the Skill Training feat, you gain 4 additional skill ranks. You may apply these ranks in any manner that you wish, although they do not allow any of your skills to exceed the maximum ranks for your level.

Stunning Attack

When you make an unarmed attack, you can choose to not inflict normal damage. Instead, the target makes a Fortitude save against a Difficulty of 10 plus your unarmed damage bonus.

A successful save results in no effect. A failed save means the target is dazed for one round. 13. If they fail, they are dazed for 1 round. Failure by 5 or more means the target is stunned for one round, and failure by 10 or more renders the target unconscious.

Suggestion

Prerequisite: Fascination With the Same Skill

You can use an interaction skill to plan a suggestion in the mind of a subject you have fascinated (using the Fascinate feat). The Difficulty of the target's Will save is 11 + your Charisma score.

The suggestion lasts for two hours. You can make trigger words or events affect them later. The suggestion must seem plausible.

Talented

Choose two known and related skills, such as Survival and Stealth or Acrobatics and Climb, or two specialties from a specialty skill, such as Craft or Knowledge. You gain a +2 bonus with both skills. You can take this feat multiple times. Each time it applies to two different skills.

Tireless

Prerequisites: +1 Constitution

You have tremendous energy reserves. You suffer no penalty for being winded or fatigued, although you still gain fatigue levels normally. This feat has no effect on exhaustion or unconsciousness due to fatigue.

Tough

Your Toughness save bonus increases by +1. You can take this feat multiple times and its benefits stack, up to a maximum +5 bonus to your Toughness saves. This bonus stacks with any worn armor or other protection.

Well Informed

You are exceptionally well-informed. When encountering an individual, group, or organization for the first time, you can make an immediate

Gather Information check as a reaction to see if your character has heard something about the subject. This takes the place of a normal Knowledge check (if any). Use the Gathering Information Table below to determine the level of information you gain.

Gathering Information		
Information	Question	Difficulty
General	Easy	10
Specific	Basic	15
Restricted	Hard	20
Protected	Difficult	25

Xenomedic

Prerequisites: Knowledge (Earth and Life Sciences)- 6 ranks,; Medicine - 6 ranks.

You know how to provide safe medical treatment to alien life forms. You can, without penalty, use the Medicine skill to try and treat a living creature regardless of its type.

Normal: Characters without this feat take a -5 penalty on Medicine checks on alien species.

Special: This feat cannot be used to heal or repair nonliving or inorganic creatures, such as robots or androids.

Urban Tracking

You can track down the location of missing persons or wanted individuals. To find the trail of an individual or to follow it for one hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of the station. The Difficulty of the check and the number of checks required to track down your quarry depends on the community population and the conditions.

Urban Tracking		
Population	Difficulty	Checks Required
Fewer than 2,000	5	2
2,000-9,999	10	3
10,000-49,999	15	4
50,000-99,999	20	5
100,000-499,999	25	6
500,000+	30	7

Condition	Difficulty Modifier
Every three creatures in the group being sought	-1
Every 24 hours the quarry has been missing or sought.	+1
Tracked quarry "lies low"	+5

If you fail a Gather Information check, you can retry after one hour of questioning.

Normal: A character without this feat can use Gather Information to find out information about a particular individual. Each check takes about three hours and does not allow effective trailing.

Special: You can cut the time per Gather Information check in half, but you suffer a -5 penalty on the check.

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