



# The Player's Guide to the Living Death™ Campaign

Compiled by Claire Hoffman

## Table of Contents:

Character Abilities .....	2
Character Classes .....	3
Nonweapon Proficiency Descriptions.....	5
Proficiency Chart .....	13
Equipment Details .....	14
Equipment Cost Chart .....	15
Magic .....	16
Adept Spells .....	17
Mystic Spells .....	20
Kits for Heroes .....	22
LIVING DEATH Character Creation .....	34

The material presented here is from the following sources: *Masque of the Red Death* boxed set by William W. Connors, RAVENLOFT boxed set by Bruce Nesmith with Andria Hayday, "Donning a New Masque" by William W. Connors (DRAGON Magazine #215), "Mystics, Miracles, and Meditations" by James Wyatt (DRAGON Magazine #236), "Masque of the Red Death- Victorian Knights: Heroes of Gothic Earth" by Andrew Hauptmann (POLYHEDRON Magazine #124), Archeologist Kit developed by Peter Parker, Animal Breeder Kit and Politician Kit developed by Keith Hoffman, Criminal Kit developed by Jeff Richards. Additional campaign material provided by Claire Hoffman. Scanning assistance provided by Victor Long and Mike Davis.

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# Character Attributes in Living Death

The RPGA LIVING DEATH Campaign uses the Masque of the Red Death boxed set, the RAVENLOFT boxed set and AD&D 2ed *Player's Handbook* and *DUNGEON MASTER Guide*.

**Strength:** This remains a measure of raw physical power and, as such, is important for determining the ability to lift heavy objects and inflict damage in close combat. Strength is the prime requisite for all characters of the soldier class.

**Exceptional Strength:** Only soldiers, the Gothic Earth equivalent of the warrior class, qualify for Exceptional Strength and its associated benefits.

**Damage Adjustment:** This modifier functions in much the same way as in standard AD&D rules; it applies to all damage inflicted with hand-held weapons. Weapons such as crossbows and handguns never receive a bonus or penalty.

**Bend Bars/Lift Gates:** For use on Gothic Earth, this entry might be better described as Feat of Exceptional Strength. Ability checks should be used for most tests of physical Strength. A bend bars/lift gates roll should be reserved for only the most heroic of situations.

**Dexterity:** Dexterity measures both hand/eye coordination and natural agility. For characters on Gothic Earth, a world in which handguns are common, the Dexterity score also provides an indication of general marksmanship. Dexterity is the prime requisite for all tradesman characters.

**Reaction Adjustment:** This rating serves as an indication of the character's quickness of action in a surprise situation.

**Missile Attack Adjustment:** This modifier reflects the accuracy with which a character can make missile attacks. It is used with all rolls made for thrown weapons (such as spears or knives), missile weapons (such as bows or crossbows) and firearms (revolvers and rifles).

**Defensive Adjustment:** This rating modifies a character's Armor Class (AC) in the same manner as in the standard AD&D game. Firearms have made the wearing of metal armor obsolete; a hero's Defensive Adjustment is virtually the only protection available. It offers protection only against attacks that can be dodged. If a character is unaware of a coming attack and has no opportunity to dodge, then no adjustment is made

to the base AC.

**Constitution:** The best way for a character to avoid death is to be resistant to injuries and illnesses. The Constitution score indicates this quality. Constitution is important to all characters, and is not a prime requisite for any single class.

**Hit Point Adjustment:** Only soldiers are entitled to a bonus of +3 or +4 hit points per Hit Die. All other characters are limited to a maximum bonus of +2 points per Hit Die.

**System Shock:** System Shock checks are far less common on Gothic Earth, except perhaps for those of the adept class.

**Resurrection Survival:** A hero's initial Constitution score serves as a maximum limit to the number of times a character may be resurrected from death. Similarly, the Resurrection Survival number indicates the percentage chance that a character will survive such a physically traumatic experience.

**Poison Save:** In addition to the myriad toxins found in nature, the chemical sciences of the 1890's provide countless poisons unheard of in previous centuries.

**Regeneration:** The use of this rating is identical to its use in traditional AD&D games. Damage caused by fire or acid is almost never healed by regeneration. This is especially important since flammable chemicals, explosives, and highly caustic chemicals are common on Gothic Earth.

**Intelligence:** Intelligence is the prime requisite for all characters of the adept class.

**Number of Languages:** Nonweapon proficiencies are used in the LIVING DEATH Campaign. Number of Languages rating therefore is used as bonus proficiency slots rather than actual languages. A hero is always assumed to be naturally fluent in his native language, and therefore need not spend a proficiency slot to speak, read or write that language.

**Spell Level:** The ability to learn and cast

spells is a rare and dangerous talent. Only characters of the adept and mystic classes are able to cast spells. The Spell Level number indicates the highest level of spell that can be cast by an adept.

**Chance to Learn Spells:** Adepts on Gothic Earth do not use this rating. The success or failure of learning a spell is determined through proficiency checks.

**Maximum Number of Spells per Level:** Adept characters will seldom learn enough spells to need to worry about reaching this limit. Still, adepts are encouraged to record this number for later reference.

**Wisdom:** Wisdom is the prime requisite for mystic characters. It is also a very important factor in resisting mind effecting spells.

**Bonus Spells:** This statistic is not used for heroes in *Masque of the Red Death* campaigns. No native of Gothic Earth will ever have enough understanding of magic to earn bonus spells.

**Charisma:** Charisma is a measure of personality and leadership ability. A high Charisma score is important for all characters that must deal regularly with strangers. Charisma is not a prime requisite for any class.



# Character Classes Available

The character classes of the *Masque of the Red Death* setting are very different from those found in the

## Soldier

Ability Score Requirement: Strength 9  
Prime Requisite: Strength

Members of the warrior class usually thought of as the heroes who spend nearly every waking hour training for battle. Although such warriors are not known on Gothic Earth, professional soldiers are found on every continent and in every culture. Soldiers are nearly identical to warriors, but a few basic differences must be considered.

A soldier uses *Player's Handbook* Table 14: Warrior Experience Levels for determining experience level. A soldier who has a Strength score of 16 or greater receives a 10% bonus to the number of experience points that the DM awards.

**Specialty Weapons:** Soldiers are not permitted to specialize in the use of favored weapons. The degree of devotion and training required to so fully master a weapon is not consistent with life on Gothic Earth.

**Proficiency Slots:** A soldier begins a career with four weapon proficiencies and three nonweapon proficiencies. One additional weapon and nonweapon proficiency slot is gained with every third experience level attained. When using a weapon, with which he is not proficient, a soldier suffers a -2 penalty to the attack roll.

**Multiple Attacks:** As a soldier increases in level, he gains the ability to make multiple attacks per combat round. This is played in a manner identical to the ability of fighters in standard AD&D.

## Adept

Ability Score Requirement:  
Intelligence 9

Prime Requisite: Intelligence

As mentioned previously, magic is all but unknown on Gothic Earth. Still, a few individuals have secretly kept alive the ancient knowledge of spell-casting and magical lore. While many frauds might claim knowledge of the arcane arts, truly talented people are few and far between. Adepts use *Player's Handbook* Table 20: Wizard

Experience Levels. An adept who has an Intelligence score of 16 or greater receives a 10% bonus to the number of experience points that the DM awards.

**Proficiency Slots:** An adept begins a career with two weapon proficiency slots and five nonweapon proficiency slots. An adept gains one additional weapon proficiency slot with every fifth experience level. An adept gains one additional nonweapon proficiency slot at every third level. An adept who uses a weapon with which he is not proficient suffers a -4 penalty on the attack roll. An adept must devote at least one nonweapon proficiency slot to the Spellcraft proficiency.

**Spell Use:** Adepts are the only characters able to learn wizard spells on Gothic Earth. When first created, an adept has the ability to cast only five spells. These spells are cantrip, detect magic, and read magic spells and one offensive and one defensive spell from the list presented below.

This represents an inconceivable mastery of the supernatural on Gothic Earth. The number of spells an adept can cast per day is as in the *Player's Handbook*. Because of the amount of time the adept is spending on actual missions for the White Rose, she has insufficient time to research or search for new spells. Therefore from time to time the White Rose sends a spell to the adept. The actual learning and practice of the spell, is very perilous. This subject is discussed in greater detail later in this manual.

## Mystic

Ability Score Requirement:  
Wisdom 9

Prime Requisite: Wisdom

Members of the mystic class tend to gain the majority of their knowledge from systematic studies of the universe. They are a hardy folk, nearly as stalwart as soldiers are. Their study of the spirit world can make them distracted at times.

**Level Advancement:**  
Mystics use *Player's Handbook* Table 23: Priest

Experience Levels. A mystic who has a Wisdom score of 16 or greater receives a 10% bonus to the number of experience points that the DM awards.

**Proficiency Slots:** A mystic begins with two weapon proficiency slots and



five nonweapon proficiency slots. A mystic gains one additional weapon slot with every fifth experience level. A mystic gains one additional non-weapon slot at every third level. A mystic who uses a weapon with which he is not proficient suffers a -4 penalty on the attack roll. A mystic must devote at least one nonweapon slot to Spiritcraft.

**Spell Use:** Mystics are the only characters able to learn "priest" spells on Gothic Earth. Like adepts, they have spent many hours in the study of lore thought to be forgotten or mythical. The magic they have mastered, while insignificant in terms of standard AD&D games, represents the command of powers few mortals would dream of on Gothic Earth. A mystic begins the game with the ability to cast bless, detect evil, and purify food & drink. A Mystic has minor access to the All sphere when they start. They must decide if they are going to study the All sphere for major access or start study on another sphere. Additional information on mystics and spells can be found in the chapter on Magic. The number of spells per day that a Mystic can cast is the same as in the *Player's Handbook*.

**Turning Undead:** A mystic's knowledge and understanding of the

afterlife enables him to focus energy and turn undead. In general the rules for turning undead are as is in the rules in the RAVENLOFT Campaign Setting. A mystic derives this power not from great faith in a deity, but from knowledge and experience of undead. Since this ability comes from a ritual and not the power of a deity it takes a full round to perform the ritual starting on the initiative round.

## Tradesman

**Ability Score Requirement:** Dexterity 9  
**Prime Requisite:** Dexterity

Tradesman characters make up the majority of the world's population. Corner merchants, laborers, and all others who make the civilization of Gothic Earth run smoothly fall into this class. The class also includes those few individuals who opt to make a living through the pursuit of criminal activities. Characters with talents similar to the rogue in the AD&D game also qualify as tradesmen.

**Level Advancement:** Tradesmen use *Player's Handbook* Table 25: Rogue Experience Levels. A tradesman who has a dexterity score of 16 or greater receives a 10% bonus to the

number of experience points that the DM awards.

**Proficiency Slots:** A tradesman begins a career with three weapon proficiency slots and six nonweapon proficiency slots. A tradesman gains one additional weapon proficiency slot with every fourth experience level. A tradesman gains one additional nonweapon proficiency slot at every third level. A tradesman who uses a weapon with which he is not proficient suffers a -3 penalty on the attack roll.

**Specialty Skills:** Just as the art of weapon specialization has disappeared in the world of Gothic Earth so too have the traditional Thieving Skills of the AD&D game. These skills are now handled as proficiencies. Complete information on proficiencies is presented below. □



# Masque of the Red Death

## Non-weapon Proficiencies

In general, nonweapon proficiencies are treated in exactly the same manner as in the traditional AD&D game. The table at the end of this guide provides a complete list of the skills available to LIVING DEATH Heroes. The proficiencies have also been grouped in a different manner from the AD&D core rules, in order to better reflect the world of Gothic Earth and the 1890s. Note that each character class has access to two proficiency groups at the cost listed in the tables. If a player wishes to give a character a proficiency outside those groups, such a proficiency costs one slot more than the number of slots listed in the table.

**Nonweapon Proficiency Descriptions:** Although many of the proficiencies set down in the original AD&D rules are unchanged in Masque of the Red Death, several need further explanation or slight modification for use on Gothic Earth. In addition, new proficiencies need to be fully defined. A careful study of the proficiency table will also reveal that some proficiencies have been deleted because they are not used on Gothic Earth. Proficiency descriptions are provided for those that are changed from the *Player's Handbook* and for new ones. Check the chart on page 31 for a complete listing of available proficiencies.

**Academician** This skill identifies a character who is a trained educator and who is familiar with the scholastic environment. The Academician skill can be used as a general check whenever the heroes to obtain information must use an institution of learning.

**Agriculture** This proficiency identifies a hero as a skilled farmer. This skill also bestows knowledge of growing cycles, crop pests, harvest techniques, and the like.

**Alchemy** This proficiency is the supernatural equivalent of the chemistry skill. It provides a hero with a chance to identify the effect of magical potions that may be encountered in the course of adventuring. Whenever such an unknown potion is found, the hero can spend one turn (10 minutes) examining the elixir. The DM then makes a proficiency check. If the check is successful, the hero learns the general nature of the potion. As this is a tournament campaign there, may be times when the judge will not

know the exact nature of the liquid (if it is a unique item). If the check is failed, the hero is unable to identify the potion. The DM can simply inform the player that the attempt failed. If the die roll is an unmodified 20, however, the hero misjudges the potion and believes it to be something other than it is. If the potion is hazardous or even toxic, this can be a crucial blunder. The DM must decide whether to describe the misjudged potion in general terms or to identify it as a specific concoction.

**Animal Husbandry** This skill indicates that the character is conversant with both the training and handling of domesticated animals. As such, it combines and replaces the skills of Animal Handling and Animal Training in the *Player's Handbook*. The DM should be aware that the knowledge associated with this skill primarily regards domesticated animals. Attempts to train mature wild animals should suffer a -2 penalty per Hit Die of the creature.

**Appraising** If an appraisal check is successful, the value of an item is estimated within 10% of its actual value (actual value is determined by the DM). If the roll is failed, the character's estimate is incorrect by 50% of the item's actual value. On an unmodified roll of 20, the character is wildly off in the estimation of the value (DM's determination). On an unmodified roll of 1, the character's estimate is within 1% of the actual value.

**Archaeology** This proficiency indicates that a character is familiar not only with the study of the past, but also the techniques by which such information is acquired.

**Artillery** it allows a hero to operate the artillery of the period, primarily cannons and Gatling guns. A hero who devotes one slot to the study of artillery is able to load, clean, and otherwise care for such a weapon, but is not sufficiently skilled to actually aim it with any great skill. With the devotion of a second slot, he becomes a fully qualified gunner who may direct the fire of heavy weapons against enemy positions.

**Artisan** This skill is based on the description for Artistic Ability pre-

sented in the PLAYER'S HANDBOOK. When this proficiency is selected, the player must choose a specific form of artistic expression for the hero. Art forms might include painting, drawing, sculpting, needlecraft, poetry writing, or other media of the player's choice. The artisan proficiency might also be combined with another proficiency, such as photography or weaving, to indicate that the character is not merely competent in such a field, but is so skilled as to create works of art.

**Arithmology** This is the practice of finding the numerical values of letters, words, and names, and using those values in magical equations to discover truths about the subject. Names, even assumed names, carry power, and knowing the values of these names grants power over the named individual. In game terms, using Arithmology to find the value of a subject's name (real or given) gives the subject a -2 penalty on all saving throws against the spell-caster's magic. If the true name of an outer-planes creature is known and calculated, this penalty becomes -4. Arithmology has two requirements aside from knowledge of the craft: materials and time. Materials are easily acquired: paper and writing utensils, and perhaps a book of tables and an abacus. The time factor can be more prohibitive. When using the Arithmology proficiency, the player must add the numerological value of the subject's name (where A= 1, B=2, etc.). The sum of the letters is the total number of rounds the calculation will take.

For instance, BENJAMIN HARRISON (U.S. President from 1889-1893) has a numerical value of 170. This translates to 2 hours, 50 minutes for proficiency use.

Only part of a name, or an alias, provides appropriate negative modifiers to the proficiency check:

Alias	- 10
Last name only	- 8
One missing name	- 4

In any event, its user must be free from distractions, making Arithmology impossible to use in combat. Practitioners should discover necessary names and equations before

confronting an enemy. Because Arithmology taps into the magical energies of the world, any use of this proficiency requires a Powers Check. This check is made at the end of the required calculation time. In most cases this check has a base of 1% per hour spent to complete the process. If the creature is of a magical nature or a spellcaster then the check is based on the number of hit dice of the NPC. If the hero who has Arithmology also possesses the Prognostication proficiency, Arithmology may be used with numerology to divine the future. A hero who knows both proficiencies gains a +2 bonus when using Prognostication.

**Astronomy** This proficiency indicates a solid knowledge of the rapidly growing science of stellar observation. This skill allows a hero to identify celestial bodies and to predict upcoming stellar events such as eclipses and meteor showers. Characters with this skill gain a bonus to the Navigation proficiency, adding a +1 bonus to a Navigation check.

**Athletics** This proficiency requires that the character select a specific sport or skill as the basis of the proficiency. The exact benefits of the selected sport, as well as the ability score upon which checks will be made, is up to the Dungeon Master. It should be kept in mind that many sports considered common on modern-day earth have not yet been invented in the 1890's, and others (such as baseball) are just starting to become popular on a national scale.

**Backstabbing** this proficiency replaces the special ability of the same name. A hero with this skill gains a +4 bonus to all attack rolls made with surprise against the opponent's rear. In addition, a backstab inflicts a greater amount of damage depending on the hero's level, as shown below:

Level	Character	Dmg Mult
1-4		2 x
5-8		3 x
9-12		4 x
13+		5 x

All of the normal considerations and restrictions laid down in the *Player's Handbook* apply to characters using backstabbing attacks on Gothic Earth.

**Biology** Biology involves the study of all living things, including humans. A character with the biology skill will have a general knowledge of plants and creatures and the interactions between them. Such a character will have a working knowledge of the



human body, and may be able to diagnose simple common diseases. A character with the Biology proficiency gains a +1 bonus to attempts to render first aid (as determined by the DM).

**Botany** Characters with this skill have extensive knowledge of plant anatomy, varieties, byproducts, propagation, hybridization, and diseases. A character that has an understanding of botany may attempt a proficiency check to identify any species of plant encountered.

This proficiency also provides a +1 bonus to any attempt by the character to create a poison (see Toxicology) that is derived from a plant.

**Chemistry** A character with a proficiency in chemistry is able to identify and create chemical compounds. This includes the ability to run tests that will identify the composition of a substance, so that a blood spot might be identified as something other than dark red paint. In addition, chemical compounds such as explosives or poisons can be manufactured (assuming that the character has sufficient materials, lab equipment, and time to work). The initial purchase of this skill allows a character to perform chemical analysis of existing compounds and mix chemicals according to predetermined formulae if the character hopes to successfully concoct new compounds; an additional slot must be allocated. One slot should be considered the equivalent of a BA two an MA and three a Doctorate.

**Climb Walls** This proficiency replaces the thief skill of the same name. When used successfully, it allows a character to scale virtually sheer walls. Heroes with this skill are able to climb at the same rate as an AD&D game thief (see Time and Movement in the *Player's Handbook*). Whenever a thief character would be called upon to make a roll against his Climb Walls ability in an AD&D game, you now must make a proficiency check. When making this check, the DM will need to apply the modifiers listed in *Player's Handbook* Table 66: Climbing Modifiers. Since these are given as percentages, a quick conversion must be made, so that every 5% bonus or penalty equates to a 1 point modifier to the proficiency check.

**Clockwork** A character with this proficiency is skilled with small mechanisms similar to those used in clocks and music boxes. With the right tools, the character can use this talent to construct clocks, watches, or similar timing mechanisms. In a case in which a trap is fashioned from such components, the DM may allow a character with this skill an attempt to disarm it (possibly with a negative modifier to success). The initial allocation of one slot to this skill allows the character to maintain and repair devices of this nature. If new devices are to be designed and built, an additional slot must be allocated.

**Criminology** The study of crime and its history can be of great impor-

tance to an adventurer on Gothic Earth. At a crime scene, a character with this talent will generally be able to notice clues that others may miss (if such clues exist, of course). Such a character may also have an advantage in working with local law enforcement agencies.

**Demolition** Heroes skilled with the use of dynamite and similar explosive devices can use them to collapse bridges, houses, and other structures. Whenever a hero attempts to set an explosive charge, a proficiency check must be made to avoid mishap. A non-proficient character using explosives must make an Intelligence check with a -4 modifier to perform the same feat. If a check fails, the number of points by which it was missed indicates the severity of the mishap, as determined by the DM. If the check fails by only 1 or 2 points, the charge may simply fail to detonate. A roll that fails by 3 or 4 points might indicate unforeseen collateral damage; a roll that fails by 5 points or more might indicate a premature explosion that injures or kills the character setting the charge. Only a hero with this proficiency can place a charge for maximum effect. To reflect that, whenever a damage die for a set charge comes up six it is added to the damage total and then rerolled for additional damage. Thrown sticks of dynamite do not get this bonus.

**Detect Noise** This proficiency is used in place of the thief skill of the same name. The DM should apply appropriate modifiers for such things as background noise, physical obstructions and similar conditions.

**Electricity** The wonders of electricity are sweeping through the world of Gothic Earth. Hardly a day goes by that a new use is not found for this recently harnessed power source. With this skill, a character can understand and design various machines that depend upon electricity for their operation. The initial purchase of this skill allows the character to understand and repair such machines. If the character wishes to design and build electrical devices, an additional slot must be allocated to the skill.

**Engineering** A character with this skill is assumed to be able to understand, design, and build complex machines using the most modern advances of 1890's science. For the most part, steam engines or similar mechanisms such as water wheels or windmills will power these devices. The initial purchase of this skill allows a character to maintain and repair

complex mechanisms. If the character is to undertake design and construction tasks, an additional slot must be allocated. Persons wishing to be skilled in the manufacture and operation of electrical machines will need to purchase the Electricity proficiency.

**Equestrian** This skill replaces the Land-based Riding proficiency. Unless otherwise stated by a player at the time the slot is allocated, the Equestrian proficiency includes only horses, camels, and similar animals. A player who wishes a character to be proficient in the riding of pachyderms or other unusual mounts may do so by defining the skill and allocating an additional slot to it when initially acquire the proficiency. **Find and Remove Traps** Like the other skills normally associated with thieves, the ability to find and remove traps is treated as a proficiency in Masque of the Red Death rules. It is otherwise adjudicated just as its AD&D game counterpart.

**Forbidden Lore** Like the History proficiency, this skill indicates a knowledge of events long past. While the former proficiency is intended to show that a character is familiar with written, documented facts, those who carry the Forbidden Lore proficiency are assumed to have studied the sinister and macabre secrets that mankind has chosen to forget. While a character with the History skill might well know a great deal about Vlad Tepes and his terrible rule in eastern Europe, only someone versed in Forbidden Lore would know that this vile individual transformed into the master vampire, Dracula. Initial selection of this skill indicates a general familiarity with things foul and sinister. Additional slots can be allocated to make the character an expert in some field. Or the initial slot could (like the History proficiency) be for knowledge of some field or area of the world. For example, the noted metaphysician Van Helsing is well versed in battling the supernatural evils of Gothic Earth, but is especially devoted to (and knowledgeable about) vampires. Heroes with the Forbidden Lore proficiency have a greater understanding of the dark and macabre side of the universe. As such, they make all fear and horror checks with a +2 bonus. If the check is directly related to some area in which the character is an expert, that bonus increases to +4.

**Geology** A character that is proficient in Geology has a good working knowledge of the processes by which the features of the earth's surface are formed and has a good recognition of

various rocks and minerals. Such a character may be able to estimate the relative safety of travel in a subterranean environment or determine the likely source of a rock or soil sample (provided that the sample is significantly uncommon). This proficiency includes a working knowledge of mineralogy and topography. A character who has both this skill and the Mining proficiency gains a +2 bonus to any checks in which the two areas overlap.

**Gunsmithing** Heroes with this proficiency are able to clean, maintain, and repair such weapons with great skill. A second slot allocated to this skill would allow a character to manufacture a firearm, but such ability would be rare. The availability of mass-produced firearms makes such ability somewhat useless. Perhaps the most valuable aspect of the Gunsmithing proficiency, other than gun repair, is that it gives its owner the ability to manufacture ammunition (if materials are available) and to arm weapons with special loads (silver bullets, for example). The making of silver bullets is detailed in the equipment section of this guide. The initial purchase of this skill enables a character to repair and maintain firearms, as well as reload spent cartridges and fashion special types of ammunition.

**Healing** This proficiency reflects a familiarity with first aid, natural remedies, and the like. As such, it functions as in the AD&D game rules. Players who wish to have characters skilled in the more modern medicine of the day should consider the Medicine proficiency.

**Heraldry** While this skill functions in a manner similar to its use in AD&D games, players and DMs should understand that it reflects the modern flags of the world, military insignia, and various icons of the 1890's.

**Hide in Shadows** This skill replaces the thief skill of the same name. It is used in the same circumstances as the thief skill, replacing the percentage roll with a proficiency check.

**Hierarchy Contact** Heroes who are members of an organized religion, which have an established church hierarchy may have access to resources unavailable to other heroes. This proficiency reflects such resources and indicates that the hero knows how to work within his or her hierarchy to get information and other supplies an adventuring group may need. This proficiency maybe used to gather information about a specific place, person or object. In this

aspect this proficiency works much like consulting a sage, as described in the *DUNGEON MASTER Guide*. No proficiency check is rolled by the hero instead a normal success roll is required for the sage. Monetary resources are not required to obtain information but access to a modern means of communication such as a telegraph or mail system is necessary. The system used to communicate the request will effect the length of time it takes to receive an answer. This is up to the DMs discretion as is the scope of information available.

However, the other aspect of this proficiency does require a check. If the hero wants access to consecrated or otherwise special items that maybe helpful in fighting the supernatural, they must make a successful proficiency check. Such items may include holy water or wafers or other such items. The availability is up to the DM. It is a campaign requirement that the hero be at least fourth level to get any benefit when using this proficiency.

**History** This skill is similar to the ancient history proficiency in the *Player's Handbook*. When the proficiency is chosen, the player must select a specific area or period of history to be the character's area of expertise. For example, the history of winemaking in Europe might be an appropriate choice; the history of Europe would not be appropriate; the history of a single vineyard in the Burgundy region would also be inappropriate. It is important to make a distinction between this skill and the Forbidden Lore proficiency.

**Jeweler** This skill replaces the Gem Cutting proficiency described in the *Player's Handbook* and is expanded to include the fashioning of jewelry from precious metals and other valuable substances; it otherwise functions as described in the *Player's Handbook*

**Journalism** This skill reflects a talent for writing and a familiarity with the business of publishing. It might indicate one of a number of occupations. A character employed as a writer or editor by a newspaper or magazine; a character working as a freelance writer or photographer; or a character who writes fictional stories or novels. Attempts by a character to sell written work will be governed by proficiency checks and the DM's estimate of the quality and interest of the work. In any case, an unmodified roll of 1 indicates that critics hail a work as masterful, while an unmodified roll of 20 indicates that a work will be scorned and ridiculed.

**Language, Ancient** When a player selects this proficiency for a hero a specific language must be chosen. Languages that qualify as ancient include ancient Egyptian, Babylonian, Greek, and Sumerian. Due the frequency with which Latin is used on Gothic Earth, it may be selected as a modern language. This proficiency bestows knowledge of both written and spoken elements of a language, if both exist. For example, a proficiency in Egyptian hieroglyphics does not allow a character to "speak" hieroglyphics. The DM is free to disallow any language that seems inappropriate.

**Language, Modern** Like the Ancient Language proficiency, a character is required to select a specific language. This skill allows the character to both speak and write the selected language. As noted in the Ancient Language description, Latin is considered modern language on Gothic Earth because it is so commonly used in church services, medicine, and science, and is taught almost routinely in grammar schools. It is not normally used for conversation and the judge should decide if an actual proficiency check is needed for each of the participants.

**Law** Heroes with this skill have a good understanding of the legal court system and related subjects. If a hero wishes to spend an extra slot on this proficiency they are then considered to have been admitted to the bar and may practice law. They must denote what country (or state) they are practicing in, as the court systems vary from country to country. Extra slots expended in this do not increase the hero's chance of success when making a proficiency check. A player selecting this skill may decide that they have studied a specific type of law. If such is a case then they receive a +2 bonus to proficiency checks within his area of expertise but suffers a -2 on all other law proficiency checks.

**Marksmanship** This skill indicates that the character has devoted a great deal of time and effort to the mastery of a specific firearm. A firearm must be selected when the skill is purchased. A marksman may be skilled with more than one weapon if a proficiency slot is allocated for each weapon. At first level, heroes can only devote a maximum of 2 slots to any one weapon. Additional slots maybe added later as they are obtained through level advancement. Every slot (including the first) expended on this proficiency gives the character a + 1 bonus to attack and damage rolls when using the selected weapon for Aimed Fire. If the character employs

Rapid Fire, the character receives the bonus to attack rolls, but not to damage rolls. If engaged in Panic Fire, no bonus to the attack or damage roll is allowed.

**Masonry** A character with this proficiency is skilled in all manners of construction involving stone, brick, cement, and similar building materials. This proficiency is similar to the Stonemasonry proficiency in the *Player's Handbook*.

**Medicine** A character with this proficiency is a physician who has attended a medical school or has studied closely and for many years under a skilled physician. Such characters are well versed in the scientific healing methods of the 1890's. Physicians are able to tend the wounded, as are characters with the Healing skill. A successful proficiency check by a physician, however, restores 1d4 hit points. In addition a physician is able to render first aid to any character once every 12 hours rather than once per day. Heroes placed under the care of a physician heal more rapidly than those not cared for by a doctor. Such characters recover 1 hit point per day if engaging in normal activity; 2 hit points per day of non-strenuous activity; 3 hit points per day of complete rest; and 4 points per day if placed in a hospital or similar medical facility. A physician attempting to help a poisoned hero grants the hero a +2 bonus to saving throws versus poison (regardless of how the poison entered the system). If the physician has access to a reasonably equipped store of medical supplies (such as a ship's infirmary or doctor's office), this modifier increases to +3. If care is given in a hospital or similar facility, the bonus increases to +4. Physicians are able to diagnose and treat diseases. Treatment does not always indicate an immediate cure (or any cure). It may constitute the easing of symptoms through herbs, drugs, poultices, or other therapy. Treatment may shorten the duration of an illness depending on the severity of the disease. To administer successful treatment, the physician must make a proficiency check. If the physician has access to reasonable medical supplies, this check is made with a +2 bonus. If care is given in a hospital or similar facility, the bonus increases to +4. Note that the average physician has no knowledge of magically created or transmitted diseases. For treatment of such ailments, characters must seek out an individual with both the Healing and Herbalism proficiencies. Note also that the Medicine proficiency is rarely combined with either of



those skills. Some magically created or transmitted disease requires the knowledge of a mystic to cure.

**Meditation** Most religious professionals are trained in various practices of spiritual discipline and meditation. In addition to the effects of these practices on the soul of the meditator, they have concrete physical and mental effects as well. By spending time in meditation and prayer (and making a successful proficiency check) the hero can temporarily boost one mental ability score-Intelligence, Wisdom, or Charisma-by +2. The effect lasts one-third the time spent in meditation. Meditation requires freedom from disturbances and does not eliminate the need for food, drink or sleep. Only one ability can be boosted at a time.

**Mesmerism** The powers of the mind are only beginning to be understood in the 1890's. The mysteries of hypnosis are still beyond the comprehension of science. A character with this skill is able to place a willing subject into a trance. This enables the mesmerist to explore the inner reaches of the mind with carefully phrased questions. Unwilling characters or those who are unaware of the attempt are impossible to entrance. An individual may be mesmerized only once per day. Establishing the trance requires 1d4 minutes. During this time, the mesmerist and subject must be in a quiet place with no obvious distractions. The mesmerist must supply some object upon which the subject can focus his concentration, such as a burning candle, gleaming ring, or polished pocket watch. The combination of the focused attention and the soothing words of the mesmerist lull the subject into a sleeplike trance. Once the subject has been mesmerized, the character can begin to ask questions. With each question asked, the hero must succeed a proficiency check. A cumulative -1 penalty is applied to all questions after the first. Failure indicates that the trance has faltered and the subject has awakened. The questions asked must be fairly simple and straightforward. It is impossible for the mesmerized subject to lie or deceive the character in any way, although the emotions or beliefs of the subject may taint the answers given. A mesmerized hero has almost total recall, so this skill is useful for recovering information that may have been lost to the conscious mind. For example, a subject who witnessed a werewolf attack in the foggy alleys of London might well have been so shocked and horrified by the sight that he blocked out nearly all memory

of the event. Under the influence of a skilled mesmerist, the subject could be made to recall many of the specifics of the scene, which he was unable to recall consciously.

**Movement Meditation** Certain mystical traditions in Gothic Earth, particularly (but not exclusively) in the East, emphasize physical discipline and exercise as a means of spiritual growth. This is identical to the Meditation proficiency described previously, except that one physical ability-Strength, Dexterity, or Constitution-can be improved by +1 for a period equal to half the time spent in meditation. The same requirements for the meditation must be met.

**Move Silently** This proficiency is used in the same circumstances as the thief skill of the same name. The percentage roll normally used for the thief skill is replaced with a proficiency check.

**Musician** This proficiency functions as described in the *Player's Handbook*. The player must select a musical instrument proficiency is chosen. The proficiency may be taken more than once to gain proficiency in multiple instruments.

**Navigation** This skill is similar to the description in the *Player's Handbook*. Navigation is much more exact on Gothic Earth than it is in most fantasy campaign worlds. A skilled navigator with the proper equipment (maps, sextant and a compass, at the very least) can find his way across any stretch of land or sea with relative ease.

**Open Locks** This proficiency is used in the same circumstances as the thief skill of the same name. The percentage roll normally used for the thief skill is replaced with a proficiency check. The modifiers normally applied to the roll for available tools, lock Construction and the like are applied to this proficiency as well. Every 5% bonus or penalty to the thief skill check indicates a 1-point adjustment to the proficiency roll.



**Photography** A character with this proficiency is skilled in the use and repair of camera equipment. In addition this talent allows a character to develop photographic plates and print pictures if the proper equipment is available. If combined with the Artisan proficiency, the character can produce photographs that are considered artistic rather than merely competent. The 1890's are a time in which the wonder of photography is spreading rapidly through the world. Stereoscopes are considered stylish novelties and have enamored the middle class. George Eastman has recent-

ly invented the Kodak camera that uses film instead of glass plates (1888), but such cameras are not yet commonly available.

**Physics** A character with this skill is familiar with the forces of nature and the physical laws and structure of the universe. Physics in the 1890's was radically different from the physics of our modern Earth. Concepts of quantum mechanics, molecular bonding and even electrons were unknown. This proficiency includes knowledge of forces and motion, gravity, heat, light magnetism, and properties of matter and energy. The Physics proficiency provides a good understanding of electricity and may provide a +2 bonus on attempts to use the Electricity or Engineering talent if the DM deems this appropriate. Like other proficiencies dealing with the science additional slots indicate the level of learning and the ability to postulate new theories.

**Pick Pockets** This proficiency is used in the same circumstances as the thief skill of the same name. The percentage roll normally used for the thief skill is replaced with a proficiency check. The chance that a victim notices a failed attempt is applied as described in the *Player's Handbook*.

**Presence** Some heroes have such spiritual power that their auras are almost tangible, especially to supernatural creatures. On a successful proficiency check the hero can shift the reaction of a supernatural creature by one level towards the low end of the chart—so that a hostile result becomes threatening, a threatening result becomes cautious and a cautious result becomes friendly or flight. If the proficiency check is failed by rolling an unmodified 20, then the reaction shift is moved one level towards the high end of the chart.

**Prognostication** With this skill, a character is able to catch fleeting glimpses of the future. When this proficiency is selected, the player must select a method by which the character attempts to read the future. Possible techniques include astrology, palm reading, tealeaf reading, and numerology. This proficiency acts in the same manner as the Astrology skill defined in the *Player's Handbook*. For the most part, individuals who practice prognostication on Gothic Earth are frauds or fools. They learn nothing from their efforts and know nothing of the true magic associated with fortune telling. Heroes who take this proficiency are assumed to have an understanding of the true mystical

nature of their craft, however and can use this talent to accurately predict the future (although to a limited degree). Because this ability taps the magical energies of the world—energies long ago fouled by the arrival of the Red death—any use of this proficiency requires a powers check. The chance of failing a powers check is based on the nature of the information sought by the prognosticator. If the character seeks only trivial or vague knowledge (for example, "Shall I be lucky at cards this month?") then the check has only a 1% chance of failure. An attempt to glean more specific information (for example, "Will our battle against the vampire be successful?") carries a 2% chance of failure. More precise questions, if the DM allows them to be asked, can result in more difficult checks. Note that this check must be made each time the proficiency is attempted, regardless of whether it is successful. Also, the DM may increase the difficulty of the powers check if the information sought is to be used for an evil or malicious intent.

**Psychology** The modern sciences that study the human mind are still in their infancy in 1890. Sigmund Freud, the father of modern psychiatric practices, is laboring in Vienna, performing the research that will eventually change the way humans think about mental health. The majority of Freud's important early research will not be published for at least five years. Not until 1905 does the scientific community begin to take his work seriously.



The acquisition of a Psychology proficiency indicates that a character is trained in the care and handling of persons suffering from varying types of mental illness. This includes the effects of failed horror or madness checks. This proficiency has no effect on failed fear checks. More information on the use of this proficiency is found in Appendix III: Adventuring on Gothic Earth in the *Guide to Gothic Earth* rulebook.

**Psychometry** A person with this proficiency has a limited psychic gift that enables the individual to detect the faint impressions attached to items involved in traumatic events. For instance, if a psychometrist were to attempt a proficiency check on a knife that was suspected as a murder weapon, a successful check might reveal great pain and terror linked to the weapon. If the object had no traumatic event associated with it, or if the roll failed, the character would sense nothing. If the roll is an unmodified 1, the character will relive the traumatic experience as if he had been present at the event. In a severe case, this could result in a fear or horror check or even a System Shock roll to avoid death or coma. In order to use this skill, the character must hold the object in question and spend one complete round concentrating on it.

**Pugilism** Heroes with this proficiency are highly skilled in unarmed combat. More than one slot may be devoted to the proficiency, and every slot dedicated provides a +1 bonus to the character's attack roll when punching, wrestling, or overbearing. This is in addition to all other modifiers.

**Quick Draw** A hero with this skill is able to quickly prepare and aim a weapon in combat. A specific weapon type must be chosen when the proficiency is chosen. Thus, a character may have a Quick Draw proficiency with a handgun, but the proficiency does not apply to knives or clubs. More than one slot may be devoted to the proficiency, and every slot dedicated provides a 1-point bonus to the initiative roll when the character reaches for the chosen weapon. Since the modifier applies only to a single character, that character will need to roll initiative separately from the rest of his party if group initiative is used. This proficiency is most beneficial (and logical) when weapon speeds are used when determining initiative. Replacing the weapon in its holster during combat negates any benefit from this proficiency in the next round.

**Read Languages** This ability applies to nonmagical languages that originated on Earth. The proficiency functions as the thief skill of the same name. Heroes with this proficiency are unable to read dead or ancient languages such as Babylonian, languages with magical powers, and obscure shorthands and arcane script.

**Religion, Ancient** This proficiency provides a hero with a general understanding of ancient religions that are no longer practiced openly on Gothic Earth. Additional slots can be devoted to this proficiency to make a character an expert on the tenets and beliefs of a specific lost religion.

This skill tends to provide macabre and unusual information about "the dead gods" and similar sinister-sounding concerns. Some small crossover exists with the Modern Religion proficiency.

**Religion, Modern** This skill is similar to the Religion proficiency in the *Player's Handbook*. It grants a character a general familiarity with religions currently practiced on Gothic Earth. Additional slots may be allocated to allow a character to be an expert in the tenets and history of a specific faith. A small amount of crossover exists with the Ancient Religion proficiency.

**Savoir-Faire** A character with this skill has the ability to smoothly and quickly adapt to any situation in any type of company. A male character suddenly confronted by a pack of angry thugs might make a Savoir-faire check to strike up a conversation and pass as one of their own. A female character in the same situation may be able to charm her way out of danger. Conversely, such characters can exhibit all the grace and nobility shown in the great courts of Europe, perhaps garnering the finest tables in restaurants or the best suites in hotels. In addition to any effects called for by role-playing and DM's judgment in specific situations, a successful Savoir-faire roll applies a +2 bonus to the Reaction Adjustment and Loyalty Base modifiers as determined by a character's Charisma. A character with the Savoir-faire proficiency is able to blend into a setting and learn customs by observing the natives. The DM may impose a penalty of 1, 2, or 3 points to the die roll in cases of unusual or obscure customs in foreign lands.

**Seamanship** This skill is unchanged from the description in the *Player's Handbook*. It reflects a knowledge of and familiarity with the more

advanced types of ships employed in the 1890's.

**Sixth Sense** A character with this proficiency is sensitive to the presence of the supernatural in its many manifestations. If such a character spends one round clearing his mind and making himself receptive to the ambient energies of the area, he can sense the presence of spell use and undead or supernatural creatures. (The DM must determine whether a creature falls into this category.) The sensation is only a tingling awareness that supernatural energies are near, and gives no clue as to the nature of the energies or exact location, but it may provide a character with sufficient warning to take special precautions. When the hero (in a conscious attempt to see if such energies are in the area) invokes this sense they are reaching out into the web and thus a powers check is called for. It is a base 1% powers check. The DM can up this percentage at their discretion.

**Special Interest** This skill can be defined by the DM and player to simulate any of the wide range of talents available to characters in the 1890's. For example a player might wish to have a hero who is a skilled bicyclist or an expert at growing roses. In either cases the DM could require that the player allocate a Special Interest proficiency slot to account for the desired talent. When this skill is selected, the DM must assign a related ability score; for example, dexterity would apply to the bicyclist. This proficiency is intended primarily for activities that might serve as casual hobbies or interests. Such areas are typically those that a character can learn without spending extended time in a classroom or under the tutelage of a recognized masters if the judge feels that the skill is complicated, he may ask that a character allocate two slots to it. If a character wishes to make a profession of an activity typically thought of as a hobby, for example, serving as a stamp or coin dealer instead of simply a collector, or as a wine steward instead of a connoisseur, extra slots may be required as deemed by the judge. If there is any question on how a particular special interest works or the number of slots, it should take it should be forwarded to the campaign coordinator.

**Spellcraft** While this talent closely resembles the description in the *Player's Handbook*, it must be refined for use on Gothic Earth. As in standard AD&D rules, the first slot spent on Spellcraft indicates a general knowledge of magical lore and spell-

casting. Additional proficiency slots can be applied to indicate expertise with a specific school of magic. A character gains a +2 bonus when making checks that involve one of the schools in which he is an expert. Note that Spellcraft recognizes only the magic associated with adepts (or AD&D game wizards). Characters wishing to be familiar with the magic of mystics should refer to the Spiritcraft proficiency.

**Spiritcraft** This skill operates in the same manner as the Spellcraft proficiency. Instead of applying to wizard and adept spells, it applies to mystic spells. Heroes wishing familiarity with the spells cast by adepts should refer to the Spellcraft proficiency. Spells cast by mystics operate differently on Gothic Earth than do priest spells in standard AD&D rules. In order to cast mystic spells, a character must be familiar with appropriate mystical procedures and lore. Selection of one slot of the Spiritcraft proficiency indicates a general familiarity with the nature of mysticism and the procedures by which spells are cast. Additional slots can be devoted to give a hero expertise in the lore associated with one specific sphere of magic. Many modifiers may be applied to Spiritcraft checks. A mystic character with minor access to the sphere involved in a check gains a +1 bonus to the roll. A character with expertise in the sphere involved in the check gains a +2 bonus to the roll. A mystic character with major access to the sphere involved in the check gains a +3 bonus to the roll. A hero who is an expert in the sphere in question and also has minor access to that sphere gains a +3 bonus to checks against that sphere. If a character is an expert in and has major access to a sphere, a +4 bonus is applied to checks against that sphere.

**Tailor** This skill replaces the Seamstress/Tailor proficiency in the *Player's Handbook* and includes competence with all the modern sewing techniques and devices of the 1890's.

**Tanning** This skill replaces the Leatherworking proficiency in the *Player's Handbook*

**Taxidermy** A hero who chooses this skill is able to dismember and successfully reconstruct the carcasses of animals for display purposes. Such a character may be employed by a museum or may work independently, possibly as a hobby. When this proficiency is chosen, the player must designate the skill to apply to mammals, birds, or reptiles and amphibians. If

additional slots are allocated an additional category of animal may be selected.

**Teamster** A character with this proficiency is able to skillfully drive wagons, carts, and similar animal drawn conveyances. In general, no proficiency check is required for this activity unless an unusual situation arises, such as bad weather or frightened animals. In such cases, the DM may assign bonuses or penalties to the roll as appropriate

**Thespian** Heroes with this proficiency are skilled performers with experience on the stage. A skilled Thespian is able to adopt the mannerisms and speech patterns of those she is impersonating with great efficacy. A hero who successful combines this skill with the Disguise skill can withstand the closest scrutiny by critics and audiences. This skill may also be used in unison with Dancing or Singing to reflect backgrounds in specific types of theater or opera.

**Toxicology** Toxicology is the science of poisons, their effects and handling. The character with Toxicology has a chance to identify common poisons, know how they are administered and basic understanding of their effect. She knows how to handle most poisons without endangering herself. Knowledge of Chemistry also permits the identification of new poisons, as well as the making of poisons. Medicine and Toxicology are needed in order to create new poisons that mimic a specific natural disease and to identify the formula for antidotes. The knowledge of Botany gives a bonus (+1) when creating a poison derived from plants while Biology gives a bonus (+1) when animal venom is used. Biology can also give a bonus (+1) if an attempt is being made to produce a specific effect (for example, paralyzation) from a poison. As with other sciences a supply of materials and laboratory equipment is required for making new poisons, antidotes or antitoxins. The making of antitoxins requires both Toxicology and Biology. The check for making an

antitoxin is Intelligence -2 (no bonus for additional proficiencies) and they can only do so in a laboratory. The first successful use of an antitoxin was in 1894 against diphtheria.

**Zoology** A character with this skill has a working knowledge of the known animals and their habits. This skill does not permit a character to train wild animals, but it can be used with the Animal Husbandry skill to eliminate the penalty normally associated with such attempts. This proficiency might allow a character to tend a minor injury or recognize an ailment in an animal, but it does not confer the ability to perform surgery or diagnose complex diseases. Multiple slots may be devoted to Zoology to improve this ability if the player and DM so choose. □





# Masque of the Red Death

## Equipment Details

### Explosives

Three types of explosives are commonly available: dynamite, gunpowder and nitroglycerine. All have specific uses, advantages, and hazards. Only a character with the Demolition proficiency should attempt to handle explosives, especially in a crisis situation. Unlike firearms, explosives have a blast radius that can potentially injure or kill several people. To reflect this, each of the three explosives is rated for damage and blast radius. Anyone caught within the blast radius at the time of detonation suffers damage. Victims are allowed a saving throw vs. breath weapon to suffer only half damage.

**Dynamite:** This is the best all-around explosive for Gothic Earth adventurers. It is fairly stable, meaning that it is not easily detonated by accident; it delivers a good kick when exploded; and it is fairly easy to conceal and transport. In combat a hero is allowed to light and throw one stick of dynamite per round, using the standard rules for grenade-like weapons in Chapter 9 of the *Player's Handbook*.

**Gunpowder:** When used for demolition, gunpowder is employed in five-pound wooden kegs. It is more cumbersome and less efficient than dynamite, but is somewhat cheaper. Gunpowder is too bulky to be used in combat unless special preparations have been taken in advance.

#### Dynamite Chart

# of sticks	Blast radius	Damage
1	5 feet	1d6
2-3	10 feet	2d6
4-7	15 feet	3d6
8-15	20 feet	4d6
16+	25 feet	5d6

#### Gunpowder

# of Kegs	Blast radius	Damage
1	5 feet	1d6
2-3	15 feet	3d6
4-7	20 feet	4d6
8-15	25 feet	5d6
16+	30 feet	6d6

#### Nitroglycerine

# of vials	Blast radius	Damage
1	5 feet	1d6
2-3	10 feet	2d6
4-7	15 feet	3d5
8-15	20 feet	4d6
16+	25 feet	5d6

**Nitroglycerine:** While nitroglycerine is an efficient explosive, it is so dangerous that few adventurers will use it except in desperate situations. Vials of nitroglycerine may be used as grenades in combat, but this presents nearly as much danger to the user as to the victim. Nitroglycerine is susceptible to exploding in extreme temperatures or when jostled.

**Fuses:** An explosive device is generally detonated with a blasting cap connected to a lighted fuse. Other mechanisms, both mundane and magical, can be used to set off explosions. The most common of these is a plunger detonator (a description follows). Successful use of a fuse or detonator requires a proficiency check when the device is set. If the roll is successful, the charge explodes as expected. In less than ideal conditions penalties or additional rolls may be required.

**Fuse:** This is a length of flammable cord that is wired to a blasting cap. When the cord burns down to the cap, the cap ignites and sets off an explosive device. It is by far the most common method of triggering demolition charges because it is safe to transport and fairly reliable to use. Because such fuses burn unevenly and at differing rates, precision timing of an explosion is not possible. As a general rule, a one-yard length of fuse burns in one round (one minute). A deviation of plus or minus 10% is considered average. A careful demolitionist will plan for this variance.

**Plunger Detonator:** When precision timing is required, this type of detonator is a must. When a charge is placed, a length of wire is laid to connect the charge to the plunger. The demolitionist can then choose the

precise time of the explosion, depress the plunger on the detonator, and send an electrical charge down the wire to set off the explosives. When purchased, a detonator of this type includes 50 feet of wire. Additional cable is available to allow detonation from greater distances.

### Silver Bullets

The Gunsmith Proficiency does allow for the making of special ammunition. However silver melts at a much higher temperature than lead does. You need access to something similar to a blowtorch (or forced air furnace) to melt enough silver to make the bullets. You also need special equipment to make silver bullets. The following list is the cost per bullet for the raw material (silver) if your hero is making silver bullets: derringer-10 cents, navy pistol-30 cents, army pistol-50 cents, rifle-60 cents. There is also the additional cost of the equipment needed. A blowtorch and vise will cost you \$20; a small forced air furnace will cost you \$65. Silver bullets are available in small quantities from some of the larger suppliers of ammunition. They see it as a novelty item and do not keep large amounts on hand (1d10 of any one type will be available once per adventure if there is a company in the area). Eley Bros. LTD., of London, Birmingham, Glasgow, and Liege (Belgium) are one such company. The cost per bullet from such companies is: derringer-15 cents; navy pistol-40 cents; army pistol-55 cents and rifle-75 cents.

**Silver Bullets and Damage.** Silver bullets will do -1per d6 used when figuring damage.

#### Firearms Chart

Firearm	ROF	Rds.	Range S/M/L	Size	Speed	Dmg.
Carbine	1/1	1	10/25/30	M	7	2d6-1
Carbine rep.	4/1	12	10/25/30	M	4	2d6+1
Pistol, army	6/1	6	6/15/25	S	3	2d6+1
Pistol, navy	6/1	6	6/15/20	S	3	2d6-1
Derringer	1/1	1	1/-/-	S	2	1d6
Rifle	1/1	1	12/30/40	M	8	3d6-1
Rifle, rep.	4/1	15	12/30/40	M	5	3d6+1
Scattergun	2/1	2	1/2/3	M	4	3d6-2
Shotgun	2/1	2	1/4/10	M	5	3d6

# Firearms

We use a very simplified list of firearms, but even that is too lengthy for the space we have available in this guide. The chart above supplies the basic information on the available weapons. Please note that on any damage die roll of 6 it is added and rerolled.

The speed factor if loaded and ready for all rifles and carbines is 2, for all pistols it is 1.

Aimed fire: One shot only with +4

bonus to hit-no movement during round.

Rapid Fire: (repeating rifles & pistols) Three shots (2 on the hero's initiative & one end of round) up to half normal movement during round can be taken-no penalty to the to hit roll.

Panic Fire: In desperate situations, a hero can repeatedly pull the trigger and fill the air with lead. When this option is taken the hero can fire a total of 6 rounds, but there is a -4 to all attack rolls and loses all bonuses for high dexterity. If the hero moves more than \_ his normal rate the attack

penalty becomes -8.

Blind Fire: (repeating rifle or pistol) Firing a gun blindly in an area in order to make your enemies take cover can only be done by a hero with a fully loaded weapon. Enemies are only hit with an unmodified 20 and the hero is assumed to empty his weapon and must spend the next round reloading. Full movement is allowed.

□

## Equipment Cost List

Clothing	Cost	Book, cloth cover	\$1.00	Typewriter	\$25.00
Belt, leather	\$ .30	Book, leather cover	\$1.50	Violin	\$6.00
Blouse	\$1.25	Book, paper cover	\$.50	Wallet	\$.50
Bonnet	\$2.25	Bugle	\$2.50	Watch, pocket	\$2.50
Boots, Riding	\$3.00	Burner, Bunsen	\$.75	Watch, chain	\$6.00
Boots, soft	\$1.50	Button hook	\$.40	Watch, fob	\$.75
Boots, rubber	\$1.25	Cabinet bag	\$3.00	Whistle, police	\$.75
Cap	\$.50	Calling cards, 50	\$.10	Zither	\$3.00
Cape, Opera	\$1.00	Camera, box	\$3.00	Firearms	Cost
Dress, Common	\$4.00	Camera, folding	\$8.00	Carbine, breech loading	\$3.50
Dress, woman's fancy	\$7.50	Camera, stereo	\$4.00	Carbine, lever action	\$12.50
Gloves, kid	\$1.00	Clock, alarm	\$1.50	Pistol, army	\$3.50
Hat, Bowler	\$1.00	Club bag	\$3.00	Pistol, navy	\$2.50
Hat, Deerstalker	\$1.25	Compass, magnetic	\$1.00	Pistol, derringer	\$5.00
Hat, Ten Gallon	\$1.75	Graphophone cylinder	\$.50	Rifle, breech loading	\$5.00
Hat, Silk Tophat	\$4.00	Graphophone, player only	\$25.00	Rifle, lever action	\$15.00
Overalls	\$2.50	Graphophone, recorder	\$45.00	Scattergun (sawed-off shotgun)	\$2.50
Overcoat	\$11.00	Goggles	\$.75	Shotgun	\$3.00
Pants	\$1.75	Guitar	\$9.00	Ammunition	Cost
Petticoat	\$1.00	Handbag	\$1.25	Pistol, army (box of 25 rnds.)	\$.25
Raincoat (oil slicker)	\$4.00	Handcuffs, double lock	\$3.50	Pistol, Derringer (box of 25 rnds.)	\$.20
Shirt	\$.75	Handkerchief	\$.05	Pistol, navy (box of 25 rnds)	\$.25
Shoes	\$1.00	Harmonica	\$.30	Rifle (box of 25 rnds.)	\$.30
Skirt, dress	\$3.50	Hourglass	\$1.00	Shotgun (box of 25 rnds.)	\$.35
Skirt, walking	\$2.50	House paint, gallon	\$1.00	Explosives	Cost
Suit, ladies' dress	\$12.00	Ink, 1 ounce bottle	\$.50	Dynamite (per stick)	\$1.50
Suit, men's business	\$5.00	Inkstand	\$.30	Gunpowder (per keg)	\$2.50
Suit, men's dress	\$9.00	Lantern	\$2.00	Nitroglycerine (per vial)	\$2.00
Union suit, wool	\$2.00	Lightbulb	\$.30	Gunpowder Fuse (50 feet)	\$5.00
Services	Cost	Lunchbox	\$.25	Detonator, Plunger	\$10.00
Oceanliner (per 100 miles)	\$2.50	Magic Lantern	\$4.00	Wire (50 foot coil)	\$2.50
Railroad (per 50 miles)	\$1.50	Magic Lantern slides (10)	\$1.00	Melee Weapons	Cost
Riverboat (per 50 miles)	\$1.00	Magnifying glass	\$1.75	Baton	\$.75
Horsedrawn cab (per mile)	\$.10	Marbles (50)	\$1.00	Blackjack/sap	\$.25
Telegram (per word)	\$.05	Matches (25/box)	\$.05	Brass Knuckles	\$1.50
Telegram, international	\$.25	Match box, silver	\$1.15	Club	Free
Tools & Kits	Cost	Measuring tape (5 feet)	\$.25	Cutlass	\$12.00
Blacksmith's kit	\$12.50	Microscope	\$18.00	Dagger (Hunting Knife)	\$2.00
Carpentry kit	\$15.00	Monocle	\$1.25	Hand axe	\$1.00
Watchmaker's tools	\$30.00	Music box	\$4.50	Knife, pocket	\$.75
Cobbler's tools	\$3.00	Notebook, pocket	\$.10	Machete	\$2.50
Gunsmiths kit	\$5.00	Notebook, tablet	\$.25	Rapier/Foil	\$15.00
Photographic kit	\$25.00	Opera glasses	\$2.50	Sabre	\$17.00
Physician's bag	\$12.50	Pen, writing	\$1.00	Sword Cane	\$25.00
Sewing kit	\$2.50	Pencil	\$.01	Whip	\$.25
Thespan kit (wig & makeup)	\$30.00	Photographic plate	\$1.00	Leather goods	Cost
Transportation, equip.	Cost	Pipe, Meerscham	\$5.00	Saddle, plain (western)	\$6.50
Bicycle	\$10.00	Pocketbook	\$.75	Saddle, fancy (western)	\$9. to \$35.
Bicycle tire	\$1.50	Scale, counter	\$2.00	Rifle cover, waterproof with sling strap	\$7.50
Tire pump, foot	\$.30	Scissors	\$.75	Shoulder holster, navy pistol	\$.60
Boat, folding canvass	\$20.00	Soap, bar	\$.03	Shoulder holster, army pistol	\$.85
Buggy, open	\$30.00	Spectacles	\$2.75	Pistol holster with belt, army	\$.95
Buggy, covered	\$40.00	Spyglass	\$7.00	Pistol, holster with belt, navy	\$.70
Sleigh, open	\$22.50	Stepladder, 5 feet	\$1.00	Combine cartridge & money belt	\$.80
General Equipment	Cost	Stereoscope	\$.50	Gun Case	\$6.50
Alcohol (fuel)	\$.10	Suitcase	\$2.00		
Backpack	\$2.00	Tambourine	\$1.50		
Banjo	\$4.00	Telescope	\$12.50		
Baseball mitt	\$2.00	Tripod, wooden	\$1.50		
Binoculars	\$10.00	Trunk	\$2.50		

# Magic on Gothic Earth

Thousands of years ago, the ancient Egyptians unwittingly allowed an unspeakable evil into the world. It was neither their intention to tarnish the magic they sought to perfect nor to deliver an evil force unto mankind. It was not their intent, but it was the consequence of their actions. A being, already banished from the nether-realms it called home for its acts of unspeakable darkness, found itself trapped somewhere between life and death. When ancient priests of Egypt attempted to sunder the barriers between those realms, the diabolical creature slipped through the temporary rift and into Gothic Earth and so the Red Death entered Gothic Earth.

## General Guidelines

Although its use threatens great peril, it can create results that science cannot begin to explain. Magic is not all-powerful. It has limitations, and no creature, not even the Red Death itself, can bend it toward every desired result.

**Planar Travel:** Unlike the lands of Ravenloft, seated in the Demiplane of Dread, Gothic Earth spins through the prime material plane. Since the day that the Red Death entered this world, travel from Gothic Earth to other planes of existence has been all but impossible. While certain creatures can travel to Gothic Earth from these nether regions, they invariably find themselves permanently trapped. No spell that allows creatures to travel to another plane of existence functions on Gothic Earth. The only exception to these inaccessible planes is the Border Ethereal, which may be reached by use of certain spells. Heroes on the Border Ethereal cannot pass beyond that realm, however, and may exit only to Gothic Earth.

**Divination:** Like the evil permeating the domains of Ravenloft, the radiant energy of the Red Death completely prevents the use of spells for detection of good or evil. Law and chaos can be sensed magically.

**Powers Checks:** As many wise adepts have observed, the magic of this world is arrayed like a great spider web. At the heart of this web, waiting to strike like a rav-

enous spider crouches the Red Death. Any use of magical energies sends minute vibrations through the web that can be sensed by this mysterious presence. The casting of any spell, especially one used for evil or selfish results, has a chance of drawing the attention of the Red death. The more magic an individual uses, the greater the chances of becoming an evil pawn under the malignant hand of the Great Evil itself. The DM may choose to increase the percentage used for the power check of adepts and mystics who work with magic frequently.

**Necromancy and the Undead:** Aspects of magic that deal with the undead and their sinister powers have been enhanced by the arrival of the Red Death. All such spells carry something of an evil twist, even if used for beneficial purposes, and require the caster to make an especially risky powers check when using them.

**The Enemy's Lair:** in the lands of Ravenloft, no magic used by heroes can ever equal the specific powers of a domain lord. Gothic Earth, however, is not divided into domains and does not have lords. However, the most powerful of the planet's supernatural creatures have established lairs where their powers are assumed to be maximized.

**Visual Effects:** Many of the spells listed in the *Player's Handbook* have pronounced visual elements associated with their casting such as Color Spray. On Gothic Earth, the visual elements of these spells are

either muted or eliminated entirely. Details for individual spells follow in the spell descriptions.

**Casting a Spell and Proficiency Checks:** Magic used on Gothic Earth is by no means the "exact science" that it is in many other AD&D game worlds. Heroes are required to make Spellcraft checks (for adepts) or Spiritcraft checks (for mystics) each time a spell is attempted. This check suffers a -1 penalty for each level of the spell, so that a 4th-level spell is cast with a -4 modifier. A hero who has allocated an additional proficiency slot to the magical school or sphere from which the spell is drawn suffers no penalty for the spell level. In most cases, if the check fails, the spell fails—no effect, desired or otherwise, takes place. An unknown element of the casting was performed incorrectly, and the adept or mystic has simply wasted the effort. However, if the caster's roll is an unmodified 20, however, a tragic mistake takes place. A spell effect is created, but the result is not what the caster intended. The guidelines that follow can be used to approximate the nature of the calamity. If the spell was an attack spell, it boomerangs onto the caster's party. The DM selects the new target of the spell or rolls randomly to determine it. If the spell was of a defensive nature, its powers are reversed so as to make the caster more vulnerable to attacks by enemies. For example, a miscast Armor spell can result in an AC of 14! All other spells have their effects perverted in some manner as





determined by the Dungeon Master.

**Powers Checks for Spellcasters:** In the dread domains of Ravenloft, all spells require the caster to make powers checks. This is especially true of magic from the Necromancy school and Necromantic sphere, or any magic used for an obviously evil purpose. On Gothic Earth, no one casts a spell without alerting the Red Death to his presence to some degree. In most cases, that malevolent entity will not respond to the vibrations within its web. Still, the danger associated with magic is ever present and must be considered each time that a spell is cast. The casting of any spell requires a powers check with a percentage chance of failure equal to the level of the spell. If a spell is cast for an evil or sinister purpose, or the spell is from the Necromancy school or the Necromantic sphere, this chance is doubled. A failed powers check indicates that the caster has drawn the attention of the Red Death. As this is a tournament campaign these are dealt with differently than in a normal RAVENLOFT campaign. If a spellcaster fails two power checks while casting spells or using arcane proficiencies they must refrain from using any arcane ability or spell. The use of such an ability insures their corruption by the Red Death and the White Rose will no longer call upon them to aid in the cause of good. Those who refrain from using any of those skills during the rest of the tournament will have the taint removed (with the aid of friends or the society) and will remain an active member. This applies only to failed powers check involving spellcasting. This also assumes that the spell was not of evil intent.

**Casting Times:** The depleted and twisted magical energies of Gothic Earth are harder to tap than the energies in other AD&D game worlds. In order to access these powers, an adept or mystic must spend a great deal of time performing arcane rituals and speaking mystical phrases. To reflect this, all casting times listed for spells are increased. Spells in the AD&D game reflect casting time in one of two ways, as a modifier to the initiative round, or as a specific number of game rounds or turns. Casting times that indicate a modifier to the caster's initiative round are converted directly to rounds under *Masque of the Red Death* rules. Thus, a burning hands spell takes a full minute ( 1 round) to cast, while a *fumble* spell (casting time of 4) requires four minutes to weave. In a like manner spells listed as taking one or more rounds (minutes) to cast are adjusted to take a number of turns to cast. Spells that list a casting time in

turns are converted into hours on Gothic Earth. Finally, a few spells (find familiar, for example) with casting time in hours, require in Gothic Earth a similar number of days to cast. In unique cases, similar increases in casting time are mandated. A spell with a casting time listed in days would take one or more weeks to cast. In cases in which a spell requires more than one day to cast, a character is assumed to be allowed a few brief breaks for food, drink, and other natural needs. Anything other than these minimal distractions, however, results in spell failure.

**Reversible Spells:** Many spells in the AD&D game can be reversed to produce opposite effects. In standard campaigns, knowledge of one version of the spell automatically confers knowledge of the reverse. In *Masque of the Red Death*, however, this is not the case. The reverse of a spell is considered to be a separate unique spell, not a simple reversal.

**Magical Items:** Unlike most campaign worlds of the AD&D game, Gothic Earth is not littered with magical items. Magical items while not impossible to obtain, are appropriately rare. Permanent magical items will only be available from first run events and in most cases there will only be one. Occasionally, items will be made available that have a temporary (one use) effect. When these appear they will not be unique items and will still be available to players of those modules after the first run of the event. On Gothic Earth, there is no such thing as a dagger + 1, that is, a generic dagger of unknown origin that provides a combat bonus. Such weapons exist; however, no two such weapons are alike. Each has its own history and special characteristics. As a sample, consider a weapon of oriental design. It might be known as fire of the morning sun; some research might reveal that it is said to have belonged to the first Emperor of Japan. Also, the dagger might confer a +2 bonus if used within the borders of ancient Japan or in the hands of a Japanese character.

**The Tainted Web:** Just as spells have been corrupted by the presence of the Red Death, so too have magical items been tarnished. Any weapon, even the dagger presented in the last paragraph, carries a lingering curse. This might be as simple as forcing the weapon's owner to wake abruptly at sunrise every morning. For more powerful weapons or items, the consequences could be considerably worse.

# Wizardry

Wizardry refers to the magic employed by adepts. It is fueled by the caster's own life force and directed by the strength of his will and the force of his intellect. When an adept casts a spell, he is commanding the universe to change in some way, and fueling this reaction with a small fragment of his own life. This process obviously poses a risk to the life of the spellcaster. With each spell cast, the adept becomes gradually consumed by the magic he has mastered. In the end, he may have great supernatural powers, but will be physically weak and decrepit. This aspect of adept magic is especially important when a character attempts to learn a new spell. At such a time, while the character attempts to harness the mightiest of magical energies and knowledge, he is at the greatest risk. Thus, any time a character attempts to learn a new spell, a System Shock roll must be made. If the roll fails, the adept loses 1 point of Strength or Constitution. The player can select which attribute to reduce or can roll randomly to decide.

**Schools of Wizardry:** All the wizard spells in *Masque of the Red Death* are divided into nine schools as in the AD&D 2ED rules.

**Initial Spells:** Adepts must maintain spellbooks. When a hero is first created, this book will contain only a few spells. All adept characters begin the game with the cantrip, detect magic, and read magic spells. In addition, a character is assumed to know two other spells, for a total of five. One spell must be a defensive enchantment, while the other may be an offensive one. The players may select the spells their hero knows.

<u>Offensive Spells</u>	<u>Defensive Spells</u>
<i>Burning hands</i>	<i>Alarm</i>
<i>Charm person</i>	<i>Armor</i>
<i>Chill touch</i>	<i>Detect undead</i>
<i>Shocking grasp</i>	<i>Hold portal</i>
<i>Sleep</i>	<i>Protection from evil</i>
<i>Spook</i>	<i>Shield</i>

**Magical Studies:** As this is a tournament campaign, some adjustment has been made to how adepts acquire new spells. Because of the amount of time spent working for the White Rose the time an adept has to research and learn new spells is limited. Because of this the White Rose sends the adept (at the end of most adventures) a new spell to learn. Occasionally, the adept may find a spellbook while on a mission. Some of these books are tainted

so strongly by the Red Death that keeping them for any length of time can corrupt the adept, so some caution is called for.

#### **Learning an Existing Spell:**

For a hero to learn a spell discovered in a spellbook, three steps are necessary:

- A proficiency check must be made for the hero to determine the spell's level and school.
- The PC must copy the spell into his own spellbook, then roll a proficiency check to determine whether the spell was copied correctly.
- If the spell was copied successfully, the hero may attempt to cast the spell; all normal proficiency checks apply.

Note that this procedure is different from the description in the *Player's Handbook*. While *read magic* allows you to learn the ritual involved in casting the spell found, it does not tell the adept exactly what the spell does.

The steps to learning a new spell are detailed below

Determine level and school. To determine the nature of a spell, a Spellcraft proficiency check must be made by the character.

If the roll fails, the hero has no idea what the spell will do when cast. No subsequent roll may be made to learn the nature of the spell until the character has advanced one level. Failing the proficiency check does not prevent the adept from attempting to copy the spell into his spellbook and then cast it, but casting a spell whose results are unknown can be incredibly dangerous. An adept who copies a spell following a failed proficiency check suffers a penalty to the proficiency roll for copying the spell. This is detailed in the next section.

If the roll is successful the caster learns the level of the spell and the school to which it belongs. No amount of research or study will reveal the exact effects of the spell. Only when a character casts the spell will the precise nature of its magic be revealed. Obviously, this can be hazardous.

Spells given to the hero by the White Rose will include this information so this step need not be done for those spells. The hero will also be informed of what the expected effect of the spell should be.

**Copy the Spell:** Once a hero has attempted to understand the newly discovered spell, she may record it in her spellbook. The translation of the formula into a format that is usable by the character is not difficult in game terms, but it represents a great deal of time and effort on the part of the

character. As such it is generally not attempted during the course of an adventure. For this reason spells are not tradable between adepts.

In order to record a new spell in the spellbook, the hero must carefully copy its casting instructions. This takes one day (16 hours) of uninterrupted work per level of the spell. At the end of that time, the player makes a proficiency check to determine whether the formula was copied accurately.

A hero who failed the initial roll to evaluate the spell suffers a penalty to the proficiency check for copying it. The penalty is equal to the level of the spell. Thus, an adept who copies a 5th-level spell after failing the initial proficiency roll suffers a -5 penalty to the roll that is made after the formula has been copied.

If the proficiency check to copy the spell fails the enchantment is beyond the character's current ability. The hero may try again after advancing to the next experience level.

**Cast the spell:** If the roll succeeds, the adept has copied the spell correctly and may attempt to use it at any time, following the instructions for spellcasting in this rulebook.

Following is a list of spells from the *Player's Handbook* and the changes in their effects when cast on Gothic Earth.

### **First Level Spells**

**Alarm** produces no audible alarm. When the warded area is violated, the adept who cast the spell is instantly aware of an intruder. In all other regards, the spell functions as described in the *Player's Handbook*.

**Audible glamor** The volume of noise produced by this spell is limited on Gothic Earth. The caster can produce only 10 decibels (dBs) of sound per level. Sounds above 120 decibels are painful to the human ear. Examples at sounds and their approximate decibel levels follow

<u>DBs</u>	<u>Sound Equivalent</u>
10	Whispering voice
20	Quiet conversation
30	Hushed conversation
40	Average conversation
50	Loud conversation or argument
60	Shouting
70	Screaming
80	Gunfire
90	Railroad engine
100	Dragon roaring
120	Sound becomes painful
140	Sound causes temporary hearing loss
200	Sound can cause deafness

**Burning hands** causes the caster's hands to become very hot, but does not allow the caster to send forth a sheet of flames. Damage caused by the spell is 1d3+2 per level, but the victim must be touched to suffer injury. An attack roll may be required to determine whether the caster successfully touches the victim.

**Chill touch** functions as described in the RAVENLOFT Campaign Setting (RCS). A victim of the touch who fails a saving throw vs. spell suffers 2d4 points of damage and loses 1 point of both Strength and Constitution if the save is successful, the target suffers 1d4 points of damage and loses 1 point of Strength. Lost ability score points return at the rate of 1 per hour.

**Color Spray** functions as described in the *Player's Handbook*, with one important difference that affects only onlookers. Only the adept and his victims actually see the fan of vivid colors produced by this spell. To everyone else, no effect is visible.

**Detect Undead** functions as described in the RSC. Undead creatures can make a saving throw vs. this spell and if four or more similar creatures are grouped close together they make a single roll with a -2 penalty for each creature present. Otherwise it acts as per *Player's Handbook*.

**Enlarge** functions as described in the *Player's Handbook*, with one exception. On Gothic Earth, all targets of the spell must make System Shock checks when it is cast. Those who fail die during the transformation. A second System Shock check is made at the end of the spell's duration. Those who fail die in the reversion to their original form.

**Feather fall** affects only a single man-sized creature (the caster or a designated target) and any objects carried by that individual (up to the maximum capacity of the spell). If that limit is exceeded, the spell fails.

**Find familiar** functions on Gothic Earth as described in the *Player's Handbook*, not as described in the RSC. Familiars are always nonmagical creatures of no greater than semiintelligent status, and are indigenous to the area in which the summoning spell was cast.

**Gaze reflection** functions as described in the *Player's Handbook*, but its physical manifestation is altered. Instead of producing a mirror-like plate interposed between the

caster and his enemies, this spell causes the adept's eyes to become gleaming silver orbs that appear to be perfect reflectors. This change does not affect the adept's vision.

**Hypnotism** affects only one target when cast on Gothic Earth. If the caster has the Mesmerism proficiency, the victim must apply a -4 penalty to his saving throw in addition to the modifiers described in the *Player's Handbook*.

**Light** must be cast on a physical object and is unable to affect living matter on Gothic Earth. The target of the spell must be a solid; it cannot be cast on air or a pool of water. Because of these limitations, the spell cannot be used to blind an enemy as described in the *Player's Handbook* unless the spell is cast on a victim's helm or hat. Once an item has been illuminated, the spell effect remains on the object regardless of where it is moved.

**Magic missile** does not exist on Gothic Earth.

**Mount** does not conjure a mount for the caster to ride. However, when a suitable animal is present, the spell may be cast upon it with the effects described in the *Player's Handbook*. At the end of the spell's duration, the

animal reverts to its original state, although the spell may be cast again to continue the effects.

**Phantasmal force** functions as described in the *Player's Handbook*, but the image created may not be larger than man-sized. Any physical contact with the phantasm causes it to vanish, as does any disruption of the adept's concentration.

**Shield** provides Armor Class 4 versus firearms.

**Tenser's floating disc** does not exist on Gothic Earth.

**Unseen servant**; the duration is reduced to 1 round per level, but is otherwise unchanged.

### Second Level Spells

**Alter self** allows the caster to assume the external appearance of any man-sized creature. However, it does not grant the adept any special powers (flight, for instance) which the imitated creature might possess.

**Continual light** must be cast on a physical object and is unable to affect living matter on Gothic Earth. The target of the spell must be a solid object; it cannot be cast on air or a pool of water. Because of these limitations, the spell cannot be used to blind an

enemy as described in the *Player's Handbook* unless the spell is cast on a victim's helm or hat. Once an item has been illuminated, the spell effect remains on the object regardless of where it is moved.

**Detect evil** functions as described in the RSC. The target gets a saving throw and you can only detect if the subject is chaotic, neutral or lawful, never good or evil.

**ESP** functions as described in the RSC. Undead of "low" intelligence or better can project their thoughts and ESP can detect those thoughts. A creature that is caught unaware or by surprise can not project their thoughts.

**Flaming sphere** does not exist on Gothic Earth.

**Fool's gold** functions as described in the *Player's Handbook*. The elimination of gold coins as a standard form of currency may reduce its usefulness.

**Forget** affects only one target when cast on Gothic Earth. However, this reduction is balanced by an increase in duration. When this spell is cast, the target must succeed a save vs. spell or forget all that has happened for a number of turns equal to the level of the caster.



**Know alignment** can detect lawful or chaotic tendencies, but not good or evil when cast on Gothic Earth. Levitate when cast on Gothic Earth the subject of this spell can rise into the air to a maximum height in feet equal to twice the level of the adept. It otherwise functions as described in the *Player's Handbook*.

**Magic mouth** has no physical manifestation on Gothic Earth. The words spoken by the magic mouth seem to come from nowhere.

**Mirror image** creates only a single duplicate image.

**Ray of enfeeblement** has no visible element when cast.

**Shatter** creates sounds that are so high pitched that normal men cannot hear them. Some animals, however, might be alerted by the sound of this spell.

**Spectral hand** lasts twice as long (as in RSC) and the caster must make a power check at twice the spell level.

### Third Level Spells

**Clairaudience** functions as in the RSC, except that no physical manifestation occurs.

**Clairvoyance** functions as described in the RSC, except that no physical manifestation occurs.

**Hold undead** operates as described in the RSC. All Undead get a saving throw and self willed Undead get a +2 bonus to their save.

**Fireball** is less effective here. When cast the explosion fills only a 10-foot cube per level of the caster.

**Leomund's tiny hut** does not exist on Gothic Earth.

**Lightning bolt** is similar to the spell described in the *Player's Handbook*, some minor changes must be noted for Gothic Earth. The source of the bolt must always be the caster's outstretched hand; it cannot originate at a distance. In addition, lightning bolts cast here do not ricochet when they strike a solid surface.

**Monster summoning I** and its higher level counterparts do not exist on Gothic Earth.

**Protection from normal missiles** provides complete protection from normal gunfire, just as it does for arrows and other missiles.

**Sepia snake sigil**, instead of engulfing a victim in a shimmering amber aura, causes the victim to save vs. poison with a -4 penalty or fall into a coma as per a feign death spell. The victim remains in this state for 1d4 days + 1 day per level of the caster or until the effect is dispelled.

**Vampiric touch** as in the RSC, for every die of damage inflicted the victim loses 1 hit point permanently. Only a restoration can restore lost hit points.

### Fourth Level Spells

**Enervation** as in the RSC, each level drained from the victim also drains one hit point permanently. Only a restoration can restore lost hit points.

**Remove curse** as in the RSC, the duration of this spell is limited rather than permanent. The duration of the relief is one turn per level of the caster.

The following spells do not exist on Gothic Earth: **Leomund's secure shelter, monster summoning II.**

### Fifth Level Spells

**Contact Other Plane** functions as described in the *Player's Handbook*. The only modification is that the chance of insanity listed in the *Player's Handbook* is doubled when the spell is cast here.

**Dismissal** cannot force an extraplanar creature off Gothic Earth. Thus, the spell functions as described in the RSC. The creature can save vs. spell to avoid. If they fail or they wish to leave the immediate area there is a 50% chance that they will be teleported to random spot on Gothic Earth.

The following spells function as described in the RAVENLOFT Campaign Setting: **animate dead, magic jar, conjure elemental.**

The following spells do not exist on Gothic Earth: **Bigby's interposing hand, Leomund's lamentable belaborment, Leomund's secret chest, monster summoning III, Mordenkainen's faithful hound.**

### Sixth Level Spells

The following spells function as described in the RAVENLOFT Campaign Setting: **death spell, reincarnation, true seeing.**

The following spells do not exist on Gothic Earth: **Bigby's forceful hand, monster summoning IV,**

**Mordenkainen's lucubration, Tenser's transformation.**

### Seventh Level Spells

**Banishment** cannot be used to drive a creature off Gothic Earth. Otherwise, it functions as described in the RSC. Targeted creatures get a +4 bonus to their save and if they fail they are teleported to some location on Gothic Earth.

**Delayed blast fireball**, like its lesser counterpart is less effective. When cast the explosion of the fireball fills only a 10-foot cube per level of the caster.

The following spells do not exist on Gothic Earth: **Bigby's grasping hand, Drawmij's instant summons, monster summoning V, Mordenkainen's magnificent mansion, Mordenkainen's sword.**

The following spells function as described in the RAVENLOFT Campaign Setting: **control undead, finger of death, limited wish, shadow walk, teleport without error.**

### Eighth Level Spells

The following spells do not exist on Gothic Earth: **Bigby's clenched fist, monster summoning VI, Otiluke's telekinetic sphere, Otto's irresistible dance, Serten's spell immunity.**

### Ninth Level Spells

**Succor**, as described in the RSC, cannot be used to escape from Gothic Earth.

The following spells do not exist on Gothic Earth: **astral spell, Bigby's crushing hand, monster summoning VII, Mordenkainen's disjunction.**

The following spells function as described in the RAVENLOFT Campaign Setting: **energy drain, gate, wish.**

## Mysticism

Mysticism is the branch of magic used by mystic characters. When such a hero casts a spell, he draws upon ancient lore and long forgotten commands to force the unseen spirits of the world to obey his bidding. As such, a mystic expends none of his own life force to manifest spell effects.

Mystics do tend to become less and less connected to what we perceive as the material world. As the

realm of the spiritworld becomes more and more real to a mystic, that hero's attention tends to be drawn away from the world, making him slow to react to sudden threats and changes in the environment. To reflect this, a mystic hero suffers a penalty equal to his level every time he rolls for initiative. Thus, a 5th-level mystic applies a +5 penalty to all initiative rolls.

**Spheres of Magic:** The spells of Gothic Earth's mystics, like the spells of priests in RAVENLOFT and other AD&D campaigns, are grouped into spheres. Because mystics are devoted to the study of the transcendental world in general and not to any single supernatural being, they are not limited to access to a specific set of spheres.

**Initial Spheres:** Mystic characters do not keep spellbooks. They depend upon rituals and ceremonies to create magical effects. All mystic characters begin the game with minor access to the All sphere.

**Accessing New Spheres:** A mystic spends most of his time studying mystical lore and the unseen realm of the spirits. When a hero is created, the player must select one sphere as the hero's sphere of research. This may be a sphere to which the character has no access, or it may be a sphere to which he has access.

If the hero continues study in a sphere to which he has minor access, the hero gains major access to that sphere when he reaches the next experience level. If the character researched a new sphere, the character gains minor access to that sphere at the next experience level.

This procedure is followed every time a character gains a new level. The player must decide whether the mystic will research a new sphere in order to gain minor access to it, or whether the hero will research a sphere to which he has minor access, in order to gain major access.

**Breaking off Studies:** If a mystic discontinues study of a specific sphere, he can never study that sphere further. Thus, if a character opts not to pursue study of the All sphere while advancing from 1st to 2nd level and chooses instead to gain minor access to another sphere, he can never attempt to study the All sphere further. He will never gain major access to the All sphere.

Following is a list of priest spells from the *Player's Handbook* along with instructions in how they are modified.

## First Level Spells

*Detect evil* detects only law or



chaos on Gothic Earth.

*Faerie fire* affects up to one man-sized object per level of the caster.

*Light* functions as the 1st level adept spell of the same name.

*Shillelagh* can be cast on any bludgeoning object.

## Second Level Spells

*Charm person* functions as the adept spell of the same name.

*Know alignment* reveals only chaos, law, or neutrality. It does not enable the mystic to detect good or evil.

The following spells do not exist on Gothic Earth: *flame blade*, *spiritual hammer*, *wyvern watch*.

## Third Level Spells

*Animate dead* functions as described in the RSC.

*Continual light* functions as the adept spell of the same name

## Fourth Level Spells

*Abjure* functions as described in the RSC. It cannot send a creature to another plane; the fiend is teleported to a randomly determined point on Gothic Earth.

**Animals summoning I** -the animals summoned do not magically appear. Rather, they journey to the caster through their normal means of locomotion.

*Call woodland beings* does not exist on Gothic Earth.

## Fifth Level Spells

*Air walk* when cast on Gothic Earth, this spell cannot affect any creature larger than man-size.

*Animal summoning II* operates in the same manner as *animal summoning I*.

*Commune* functions as described in the *Player's Handbook*, not as in the RSC. This magic places the hero in contact with some random extraplanar spirit, not a specific divinity.

*Plane shift* does not allow travel off Gothic Earth.

The following spells function as described in the RAVENLOFT Campaign Setting: *magic font*, *quest*, *raise dead*, *true seeing*.

## Sixth-Level Spells

*Animal summoning III* has the same limitation as *animal summoning I*.

*Blade barrier* does not exist on Gothic Earth.

*Find the path* functions as described in the RSC.

## Seventh Level Spells

*Fire storm* functions as described in the *Player's Handbook* with the following exception: the area of effect is reduced to one 5-foot cube per level of the caster.

The following spells do not exist on Gothic Earth: *astral spell*, *chariot of sustarre*.

The following spells function as described in the RAVENLOFT Campaign Setting: *gate*, *holy word*, *reincarnation*, *restoration*, *resurrection*, *succor*.

*Tome of Magic* spells are not available in LD.

□

# Living Death Kits

The use of kits is not mandatory, but it is recommended and no experience penalty is incurred by using one. The player should consider if certain kits are appropriate to both sexes. For some kits, such as detective or journalist, this is hardly an issue. For kits such as sailor, the player should consider whether the kit is appropriate to a female character. The 1890's were an age of discrimination between the sexes. The campaign and the judges will, in general, treat the heroes in a historically accurate fashion.

## Soldier Kits

### Cavalryman

Class: Soldier  
Ability Req.: Dex 12, Int 12;  
Prime Req.: Strength  
Hit Die: d10  
Attack as: Soldier  
Save as: Soldier  
Advance as: Soldier  
Exc Strength? No  
Spell Ability? No  
Exc Constitution? Yes  
Starting Cash: 3d6  
Proficiencies: Weapon Slots: 4;  
Additional Slot: 3; Nonproficiency  
Penalty: -2; Nonweapon Slots: 3;  
Additional Slot: 3. Available  
Categories: General, Military. Bonus  
Proficiency: Equestrian.  
Recommended Proficiency: Animal  
Husbandry

Description: The cavalryman is a mounted soldier, skilled in riding and fighting from horseback. The availability of reliable firearms has made these warriors less important in 19th century conflict. The vulnerability of cavalry units was demonstrated in the American Civil War, but has not yet been fully accepted by traditionally conservative military minds of the 1890's. Many of Gothic Earth's cavalry units are strictly ceremonial with their members being more devoted to pomp and circumstance than actual military action.

Roleplaying: The cavalryman is proud and noble. To him, nothing in life is more important than his service and dedication. Players who choose the cavalryman kit should consider playing their characters as smug and regal.

Special Benefits: All cavalrymen are assumed to be skilled horsemen. As such they receive the Equestrian

proficiency without devoting a slot to it. Additional slots may be used to improve this skill following the normal rules. A cavalryman's familiarity with mounted combat gives him a +2 bonus to all melee attack rolls made against an unmounted opponent.

Special Hindrances: A cavalryman's training emphasizes agility over brute strength. As such, characters of this kit are not entitled to have exceptional Strength as other soldiers do. In addition, at least one of the cavalryman's weapon proficiency slots must be allocated to the saber. A second slot must be devoted to army revolver. These are the traditional weapons of the cavalry and all such characters are expected to be familiar with their use.

### Cowboy

Class: Soldier  
Ability Req.: Con 13  
Prime Req.: Strength  
Hit Dice: d10  
Attack As: Soldier  
Save As: Soldier  
Advance As: Soldier  
Exc Strength? No  
Spell Ability? No  
Exc Constitution? Yes  
Starting Cash: 3d6  
Proficiencies: Weapon Slots: 4;  
Additional Slot 3; Nonproficiency  
Penalty: -2; Nonweapon Slots: 3;  
Additional Slot: 3. Available  
Categories: General, Military,  
Wilderness. Bonus Proficiency:  
Equestrian. Recommended  
Proficiencies: Animal Handling, Rope  
Use, Survival, Tracking

Description: Cowboys are known by many names throughout the world; on the ranch they are called wranglers, in Mexico vaqueros, in South America gauchos-but all are easily identified by their working clothes and equipment. Standard dress includes tight denim trousers and chaps, high leather boots, a kerchief or bandanna, and a broad-brimmed hat or sombrero. A cowboy's most important asset is his horse, which is his only reliable form of transportation on the range. A horse is so highly valued that a cowboy who is low on water will give it to his horse instead of drinking it himself. Standard equipment includes a lasso (called a lariat in the Southwest United States), knife, and army revolver. Rifles are not used as frequently by cowboys because they are bulkier and less practical than revolvers. The glamour and fame cowboys once enjoyed has mostly

faded into memory and the stuff of old stories and dime novels. Most cowboys are now ranchers, and the rest have found new roads to travel, and new adventures to seek.

Roleplaying: The cowboy's life is hard and lonely, leaving little time for fun or socializing. As a result, cowboys tend to be direct in their dealings with other folk, and don't care much for "city slickers" who can't hold their own. Some cowboys find hobbies to pass the time, such as playing cards, singing, or even composing poetry. Many are simply bored most of the time they are out on the range.

Special Benefits: Cowboys lead a harsh life, where the first rule of survival is "learn fast or get out." Anyone who can't learn the ropes quickly and do their own work is not invited back for another cattle run. Because of this baptism of fire, cowboys pick up the skills they need very easily. Thus, cowboys can buy nonweapon proficiencies from three different proficiency groups at the listed cost: General, Military, and Wilderness.

Special Hindrances: Like the explorer/scout, the cowboy spends little time socializing or even seeing anyone other than his fellow cowboys. This gives the character a -4 reaction adjustment when dealing with non-cowboys (loyalty modifiers are unaffected). Because they are so vital to his work, the cowboy must buy proficiency with the following three weapons at first level: army revolver, hunting/bowie knife, and lasso. The last weapon proficiency slot may be spent on any weapon the cowboy desires.

### Explorer/Scout

Class: Soldier  
Ability Req.: Con 12, Int 10, Wis 10  
Prime Req.: Strength  
Hit Die: d10  
Attack as: Soldier  
Save as: Soldier  
Advance as: Soldier  
Exc Strength? Yes  
Spell Ability? No  
Exc Constitution? Yes  
Starting Cash: 2d6  
Proficiencies: Weapon Slots: 4;  
Additional Slot: 3; Nonproficiency  
Penalty: -2; Nonweapon Slots: 3;  
Additional Slot: 3. Available  
Categories: General, Wilderness.  
Bonus Proficiency: Survival.  
Recommended Proficiencies: Hunting,  
Navigation

Description: The waning years of the 19th century are a time of explo-

ration and adventure. Large sections of Africa, Australia, and the Americas are savage and untamed, the polar regions are all but unexplored, and the mysterious Orient holds unlimited wonders for individuals brave enough to seek them out.

**Roleplaying:** Explorers take many appearances and roles. Some are professional scouts who serve as guides for hire. Others pursue their own explorations, seeking the fame and prestige of being the first human to set foot in a remote, dangerous place. Despite any differences, however, all characters built with this kit have a love of the wilderness and the sense of wonder that comes with the discovery of nature's hidden secrets. Explorers are self-reliant. They do not seek the company of others, but recognize the necessity of companions at times.

**Special Benefits:** All explorers receive the Survival proficiency automatically; however, each character must select a climate and terrain as the focus of the specialization, such as African jungle, North American badlands, or arctic tundra. These heroes have the ability to recognize poisonous plants or tainted water simply by making a Wisdom check.

**Special Hindrances:** Explorers are rugged folk who have grown accustomed to the rigors of the wilderness. They tend to regard city dwellers as soft and pampered. As such, they tend to be uncomfortable in social settings. To reflect this, all such characters suffer a -4 penalty to Charisma checks or similar rolls when dealing with so-called "civilized" folk.

## Sailor

Class: Soldier  
Ability Req.: Dex 12, Con 12  
Prime Req.: Strength  
Hit Die: d10  
Attack as: Soldier  
Save as: Soldier  
Advance as: Soldier  
Exc Strength? Yes  
Spell Ability? No  
Exc Constitution? No  
Starting Cash: 3d6  
Proficiencies: Weapon Slots: 4;  
Additional Slot: 3; Nonproficiency  
Penalty: -2; Nonweapon Slots: 3;  
Additional Slot: 3. Available  
Categories: General, Military. Bonus  
Proficiency: Seamanship.  
Recommended Proficiencies:  
Climbing, Navigation, Swimming

**Description:** The great fleets of the world are a major force in the late 19th century. The United States and the great nations of Europe maintain large navies to protect their interests at home and abroad. The backbones of these armadas are the iron men who crew these majestic ships.

**Roleplaying:** The sailor is a multi-talented individual. In addition to his knowledge of the seaman's trade, he must be a rugged and hardy individual. At any moment, he may face an attack by an enemy craft or be confronted with the savage fury of a hurricane. Whether he serves aboard a majestic windjammer or a rugged ironclad, few folk in the world are as robust the sailor.

**Special Benefits:** The sailor is assumed to be a skilled seaman, and receives that proficiency without allocating a slot to it. Additional slots may be devoted to improve this skill.

In addition, the sailor is accustomed to the rolling and pitching of a ship. These "sea legs" give a bonus of +2 to any Dexterity check or saving throw that requires agility when on a ship.

**Special Hindrances:** A sailor must allocate one weapon proficiency slot to the navy pistol and one nonweapon proficiency slot to the Rope Use skill.

Sailors' lack the physical training that other characters of the soldier class possess. As such, they are limited to a maximum of +2 hit points per Hit Die, regardless of Constitution score.

Save As: Tradesman  
Advance As: Tradesman  
Exc. Strength: No  
Exc. Constitution: No  
Spell Ability: No  
Starting Cash: 3d6  
Proficiencies: Weapon Slots: 3;  
Additional Slots: 4; Non Proficiency  
Penalty: -3; Non-Weapon Slots: 6;  
Additional Slots: 3. Available  
Categories: Wilderness and  
(Educational, Arcane or Rogue) (pick one). Bonus Proficiencies: Archeology.  
Required Proficiencies: Ancient Language (any one language).  
Recommended Proficiencies:  
Navigation, Survival, Ancient Religion, and Appraising

**Description:** He probably calls himself an archaeologist, or an acquirer of rare antiquities, but some others use quite different names, names like grave robber, tomb raider, and ghoul. He may or may not have a degree, but regardless, he is more at home in a ruined temple or an ancient tomb than a classroom. He is an adventurer devoted more to the search for and preservation of antiquities and mysteries of the past.

**Roleplaying:** Whether he is motivated by excitement, the quest for knowledge, material gain, or a combination of the three, he is a true and classic gothic adventurer, constantly seeking new antiquities to uncover. His original training (or talent) may equally have been engineering or ancient religion, but his focus soon centered on archaeology.

**Special Benefits:** The archaeologist gains the bonus proficiency of archaeology. In addition, his study of all things antique allows him to purchase

# Tradesman Kits

## Archaeologist

Class: Tradesman  
Ability Req.: Int. 14, Con. 12  
Prime Req.: Dexterity  
Hit Die: D8  
Attack As: Tradesman



of the Ancient Language proficiencies at base cost. Most of this breed of archeologists is very capable in the outdoors. Due to the rigorous and dangerous nature of his work, he gains a D8 hit die, instead of the D6 of his fellow tradesmen.

**Special Hindrances:** The archeologist is a man of knowledge and action. He has little time or patience for the rules and regulations of Victorian society (-2 to Etiquette and Savoir-faire) or those common everyday things many take so much interest in (hence the lack of General in the Available Categories).

Ancient Languages come easier to him than modern ones. In addition, he is so often obsessed with the quest for knowledge that he is sometimes blind to all else. If he uses Psychometry, Prognostication or Sixth Sense to further his knowledge his power check has a base of 2% and goes up by 1% every three levels (similar to proficiencies it is 2% at first, 3% at 3rd, 4% at 6th).

## Animal Breeder

Class: Tradesman

Ability Req.: Str 10, Wis 11

Prime Req.: Wisdom

Hit Dice: d6

Attack as: Tradesman

Advance as: Tradesman

Exc. Strength: No

Spell Ability: No

Exc. Constitution: Yes

Starting Cash: 4d6

Proficiencies: Weapon Slots: 3

Additional Slot: 4 Nonproficiency

Penalty: -3 Nonweapon Slots: 6

Additional Slot: 3. Available

Categories: General, Wilderness

Bonus Proficiencies: Animal

Husbandry. Recommended

Proficiencies: Zoology (2 slot cost),

Equestrian, Rope Use, Biology,

Tanning

**Description:** Animal breeders can be found in any part of Gothic Earth in any culture. Most of them take a business like approach, carefully recording bloodlines, and breeding animals to improve the favorable traits. Animal breeders will specialize in a particular species: horse, cattle, sheep, dogs, goats, chickens, pigs, minks, falcons, etc. For each additional proficiency slot they devote to Animal Husbandry, they can add another species to their skills, but most breeders are devoted to one species. The difference between the animal breeder and the rancher (cowboy settled down) kit is the animal breeder is focusing more on quality than quantity while the rancher is typically pursuing quantity over quality. Animal breeders raising animal for pelts may also do their own tan-

ning.

**Roleplaying:** Animal breeders tend to be methodical in their breeding research and record keeping. They are typically enthusiastic about their profession and conversant with the latest theories and research such as the natural selection research of British scientist, Charles Darwin. (Note the term genetics does not yet exist in the 1890s, for although it was based upon the work of the Austrian monk, Gregor Mendel, published in 1866; it is not rediscovered until 1900.) The breeders might discuss the relative virtues of mass, pedigree, family or progeny selection methods of breeding and decisions about inbreeding and outbreeding. Many animal breeders will show their best animals in contests for prize money. Such contests also serve as an advertising venue. Horse breeders may race thoroughbreds or quarter horses.

**Special Benefits:** Animal breeders have an extensive knowledge about care, handling, and attributes for the species in which they specialize. They can discern the general health of the animal from its appearance and may be able to guess the identity of likely breeders if in their part of the world. Breeders will be able to control and usually calm excited animals of their selected species if they make a proficiency check (+2 bonus). They can always recognize the tracks, fur, feathers, etc. of the species they raise.

**Special Hindrances:** These individuals tend to be very focused towards their animals and suffer a penalty of -2 to charisma checks in dealing with the general public who is not particularly interested in those animals. They also suffer a -2 penalty on any knowledge checks on topics that do not involve animals.

## Athlete

Class: Tradesman

Ability Requirements: Str 14, Dex 14,

Con 14

Prime Requisite: Dexterity

Hit Die: d6

Attack as: Tradesman

Save as: Tradesman

Advance as: Tradesman

Exc. Strength? No

Spell Ability? Yes

Exc. Constitution? Yes

Starting Cash: 3d6

Proficiencies: Weapon Slots: 3;

Additional Slot: 4; Nonproficiency

Penalty: -3; Nonweapon Slots: 6;

Additional Slot: 3. Available

Categories: General, Military, or

Wilderness. Bonus Proficiency:

Athletics. Recommended Proficiencies:

Endurance

**Description:** Athletes run the gamut of Gothic Earth's social classes.

Some, like baseball's Christy Mathewson or Honus Wagner, are simple, unassuming folk at heart. Others, like tennis's Lottie Dod or Joshua Pim, are more sophisticated members of the upper class. The nature of a given sport dictates the dress and mannerisms of its athletes.

**Roleplaying:** Athletes are fierce competitors. They feel a constant need to push themselves farther than ever before each time they begin play. While there are those who allow their fame (such as it is) to go to their head, most pursue their chosen career simply out of a love for the game they play.

**Special Benefits:** Just as different sports attract different individuals as athletes and appeal to different classes of spectators, so too do they impart upon their participants' unique skills and talents.

**Baseball** If the player is a pitcher, he receives a +2 bonus to his Attack and Damage rolls when employing thrown weapons. Players best known for 'their batting gain a +2 bonus to Attack and Damage rolls with Medium-sized blunt weapons.

**Soccer** Few sports are as demanding as this one. Athletes who play soccer receive both the Endurance and Running skills as free bonus proficiencies.

**Tennis** Quick reflexes and agility dominate this sport. To reflect this, tennis players are required to have a Dexterity score of at least 16.

**Hockey** Whether the traditional game of field hockey or its recently introduced winter cousin, this game demands much from its players. Goaltenders are rugged folk who gain a +1 hit point bonus to every Hit Die they roll. Other players must be quick and agile, giving them a +1 bonus to Initiative rolls

**Special Hindrances:** At the start of each game session, all athletes must make an Athletics proficiency check. Failure indicates that the athlete has some minor, nagging injury received



during a recent game. The exact nature of the injury is up to the player (subject to the judge's approval.) As a general rule, an injured character suffers a -2 penalty to all saving throws made during the game. If the roll was an unmodified 20, however, the injury is more severe. In this case, the penalty is a -4.

## Dandy

Class: Tradesman  
 Ability Req.: Cha 14  
 Prime Req.: Dexterity  
 Hit Die: d4  
 Attack as: Adept  
 Save as: Tradesman  
 Advance as: Tradesman  
 Exc Strength? No  
 Spell Ability? No  
 Exc Constitution? No  
 Starting Cash: 6d6  
 Proficiencies: Weapon Slots: 3;  
 Additional Slot: 4 Nonproficiency  
 Penalty: -3; Nonweapon Slots;  
 6; Additional Slot: 3. Available  
 Categories: General, Professional  
 or Rogue (choose one). Bonus  
 Proficiency: Etiquette. Recommended  
 Proficiencies: Dancing, Gaming

Description: The upper crust of society has more than its share of people who have no experience with everyday life in the real world. These

pampered folk have spent their days in the lap of luxury, never knowing work, want, or suffering. All too often, they are little more than spoiled children with bottomless bank accounts and unending narcissistic desires.

Roleplaying: Characters of this kit are best portrayed as vain and perhaps foppish. They will devote their energies to enjoying themselves and experiencing the many pleasures that the world has to offer. Serious work, especially of a physical nature, should be avoided at all costs. These characters might be portrayed as harmless eccentrics parasitic leeches, or socially worthless sloths.

Special Benefits: The dandy is assumed to come from a wealthy family, and as such, to draw a regular income from a trust fund or similar source. See section on wealth for exact amount on hand. In addition, the DM should remember that the dandy's family is almost certainly well connected and respected. Once per month, the dandy can use this influence to acquire some favor or exert some influence in official matters. The DM should carefully consider the request and, if it seems reasonable allow the player to make a Charisma check. A successful check indicates that the favor will be granted.

Special Hindrances: Because of the pampered lifestyle that the dandy leads, he uses 4-sided Hit Dice instead of the 6-sided dice normally allowed to tradesman characters. In addition, the dandy is not a skilled combatant, and therefore attacks as an adept.

## Detective

Class: Tradesman  
 Ability Req.: Int 14  
 Prime Req.: Dexterity  
 Hit Die: d6  
 Attack as: Tradesman  
 Save as: Tradesman  
 Advance as: Tradesman  
 Exc Strength? No  
 Spell Ability? No  
 Exc Constitution? No  
 Starting Cash: 2d6  
 Proficiencies: Weapon Slots:3;  
 Additional Slot: 4; Nonproficiency  
 Penalty: -3; Nonweapon Slots: 6;  
 Additional Slot: 3. Available  
 Categories: General, Educational  
 or Rogue (pick one). Bonus  
 Proficiency: Criminology.  
 Recommended Proficiencies:  
 Chemistry, Marksmanship,  
 Pugilism, Quick Draw

Description: The detective kit represents all manner of law enforcement agents, from the constable strolling the foggy banks of the Thames to the sheriff on the dusty streets of Dodge

City. This kit serves official police officers as well as their unofficial counterparts, like the much-renowned Sherlock Holmes. In short, any person whose central occupation is tracking criminals may fall into the detective kit.

Roleplaying: The actions of a detective are dictated by the desire to end the careers of criminals and law-breakers. Some detectives are intense and dedicated, perhaps seeking vengeance for a wrong committed in the past. Others pursue criminals as an intellectual matter, matching their wits against those of their enemies. Still others maintain a vigilante approach.

Special Benefits: The detective character is intimately familiar with the criminal mind and therefore automatically begins the game with the Criminology skill.

Heroes based on this kit are assumed to have close ties to local law enforcement agencies. As such, they will have some level of access to police files and similar sources of information. Once per month, the player may make a Charisma check to obtain some special favor from the police. The DM may limit the specifics of this contact. The DM may also require the detective to pay back such favors, possibly at inopportune times.

Special Hindrances: An affiliation with the police can limit a character's ability to take actions that are against the law, even in the pursuit of great evil. To reflect this, all detective characters must choose a lawful alignment.

In addition, as a character's fame grows, he is likely to become known to the criminal element. As time goes by, he will gain more and more enemies, including some of great power. Thus, any successful detective will have a price on his head.

## Journalist

Class: Tradesman  
 Ability Req.: Int 12, Wis 12  
 Prime Req.: Dexterity  
 Hit Die: d6  
 Attack as: Tradesman  
 Save as: Tradesman  
 Advance as: Tradesman  
 Exc Strength? No  
 Spell Ability? No  
 Exc Constitution? No  
 Starting Cash: 4d6  
 Proficiencies: Weapon Slots:  
 3; Additional Slot: 3; Nonproficiency  
 Penalty: -3; Nonweapon Slots: 6;  
 Additional Slot: 3. Available  
 Categories: General, Professional.  
 Bonus Proficiency: Journalism.  
 Recommended Proficiencies:  
 Academician, Photography

Description: The popular press is



a rapidly blooming industry in the 1890's. Every major city has at least one newspaper; monthly magazines bring stories of global events to an eager public; and the works of popular novelists are purchased as quickly as they can be printed. The world's authors whether they be newspaper reporters, fiction writers or poets, document all that happens on Gothic Earth.

**Roleplaying:** Journalist characters are constantly on the watch for events that can be documented and reported. Most recognize their place as historians, recording every incident so that others can vicariously expand their knowledge and experience. A good journalist is dogged and relentless in the quest for a story. A journalist might be motivated by a desire for personal fame, the noble belief that he is serving his fellow man, or the simple joy of revealing that which others would prefer to keep secret.

**Special Benefits:** The journalist has a diverse network of contacts that can supply information on a great variety of topics. To reflect this, the player should select a city to serve as home base for the Character. Whenever the character conducts research in his home base, he receives a +2 bonus to all related ability or proficiency checks.

**Special Hindrances:** The journalist is subject to the whims and desires of his employer. Even a freelance writer must have a market in which to sell his work if he is to earn a living. After all, the most interesting news stories will come out of the most dangerous places. Newspapers will buy stories about breaking news, most publishers will not accept incomplete stories. Journalists are expected to learn every detail of a story.

## Parson

**Class:** Tradesman  
**Ability Req.:** Wis 12, Cha 12  
**Prime Req.:** Charisma  
**Hit Die:** d6  
**Attack as:** Adept  
**Save as:** Tradesman  
**Advance as:** Tradesman  
**Exc Strength?** No  
**Spell Ability?** No  
**Exc Constitution?** No  
**Starting Cash:** 2d6  
**Proficiencies:** Weapon Slots: 2; Additional Slot: 4; Nonproficiency Penalty: -5; Nonweapon Slots: 6; Additional Slot: 3. Available Categories: General, Professional or Educational (pick one). Bonus Proficiency: Religion. Recommended Proficiency: History

**Description:** in this context, the term parson is used to refer to any



devoutly religious man or woman. Whether such a character is a Christian or Jew, a Moslem or Buddhist his devotion to the church is unshakable. While such characters lack the spellcasting ability associated with the AD&D game's priest class, they can do much to raise the morale of any adventuring party. Parsons are among the greatest enemies of the Red Deaths for they feel a deep compulsion to rid the world of its dark and sinister agents.

**Roleplaying:** Parsons range from soft spoken, fatherly gentlemen to adamant believers gripped with a missionary fervor. In any case, they are assumed to be knowledgeable about their faith and the teachings of their church. The parson is just as quick to pray for divine favor before undertaking a hazardous task as he is to offer thanks for its successful completion.

**Special Benefits:** While parsons on Gothic Earth lack the spellcasting ability of their counterparts in other game worlds, their faith does not go unrewarded. The parson's devotion gives him the willpower to resist spells such as charm person and other spells that attack the mind. Because of this, the character's Magical Defense Adjustment (as determined by his Wisdom score) gains a +2 bonus. Thus a parson with a Wisdom score of 16 gains a +4 gain against mind-affecting spells.

**Special Hindrances:** These characters devote much of their time and energy to the study of their faith and in silent prayer. Further, they are peacemakers who will do everything in their power to avoid violence. As such, parsons make attacks as adept

characters and are allowed a limited number of weapon proficiency slots.

## Physician

**Class:** Tradesman  
**Ability Req.:** Dex 14, Int 14  
**Prime Req.:** Dexterity  
**Hit Die:** d6  
**Attack as:** Tradesman  
**Save as:** Tradesman  
**Advance as:** Tradesman  
**Exc Strength?** No  
**Spell Ability?** No  
**Exc Constitution?** No  
**Starting Cash:** 4d6  
**Proficiencies:** Weapon Slots: 3; Additional Slot: 4 Nonproficiency Penalty: -3 Nonweapon Slots: 6; Additional Slot: 3. Available Categories: General, Educational. Bonus Proficiency: Medicine. Recommended Proficiencies: Chemistry, Biology, Zoology, Botany

**Description:** Healers have a long and notorious history in the world. Working with the most current scientific methods and the highest of ideals, healers seek to bring comfort and health to the suffering and dying. In a general sense, the physician is a spokesman for the scientific revolution of the late 19th century. He is a familiar figure, trusted and beloved, who must do his best to remain in touch with the latest news from the medical community.

**Roleplaying:** Most physicians have sworn an oath to ease the pains of man at every opportunity, and further, to cause no harm to a patient. Players of physician characters should keep this in mind as the character's constant motivation. This is especially

important in combat. The physician is a healer, not a killer, and will be reluctant to use force where cleverness and logic will suffice. He will not hesitate to take measures to protect his allies from harm, and will tend the wounded (even injured enemies—of a non-supernatural nature, at least) as soon as gunplay is over.

**Special Benefits:** The specific benefits of healing under the care of a hero with the Medicine proficiency are described in the proficiency section. In addition, there is the cost in supplies. The general cost of medical supplies for an injured person is \$1 per point of damage healed. If the hero is in an urban environment and place in a hospital or other medical facility the cost is \$10 per point of damage healed. Also, physician characters may write prescriptions. They generally have access to medicines and chemicals not normally available to adventuring parties, including type O and P poisons. The DM determines which chemicals may or may not be available.

**Special Hindrances:** The physician character operates under a strict code of conduct. He must give aid to all that need it, regardless of personal risk. A physician who ignores this duty may be investigated by a governing medical body and stripped of the license to practice medicine. Such characters lose all access to prescription medicines, and are unable to place patients in hospitals or similar facilities.

## **Laborer**

**Class:** Tradesman  
**Ability Reqs.:** Str 12, Con 12  
**Prime Req.:** Dexterity  
**Hit Die:** d6  
**Attack as:** Tradesman  
**Save as:** Tradesman  
**Advance as:** Tradesman  
**Exc Strength?** No  
**Spell Ability?** No  
**Exc Constitution?** Yes  
**Starting Cash:** 3d6  
**Proficiencies:** Weapon Slots: 3  
**Additional Slot:** 4 ; **Nonproficiency Penalty:** -3  
**Nonweapon Slots:** 6  
**Additional Slot:** 3. **Available Categories:** General, Professional.  
**Bonus Proficiency:** Endurance;  
**Recommended Proficiency:** None.

**Description:** The laborer is the common individual of the world. Whether he works the land as a farmer, hammers iron into horse-shoes, or lays the bricks that build cities, he is strong of will and body. A determined worker, he is proud of his craft and strives to see that his efforts are unequaled.

**Roleplaying:** The rest of society often overlooks the laborer. Far too often, his humble contributions go

unrecognized, despite their importance to the operation and growth of any city or village. The same is often true in an adventuring party. For the good-hearted, hard-working laborer, however, the lack of attention means little. His reward is the test of his mettle against a task and the ability to complete it. No satisfaction is greater than the sense of accomplishment.

**Special Benefits:** The great stamina and dedication of the laborer entitle him to bonus hit points based on Constitution according to rules for the soldier class (up to +4 bonus). Laborers are entitled to a +2 bonus on all saving throws based on physical stamina. This applies to all saves vs. paralyzation, poison, or death magic, and those vs. petrification and polymorph.

**Special Hindrances:** The laborer does not enjoy the same educational opportunities as many other characters. As such, he is prohibited from selecting proficiencies in the Educational or Arcane categories. This applies to both the initial creation of the character and the acquisition of additional proficiency slots as he progresses in levels.

## **Scholar**

**Class:** Tradesman  
**Ability Req.:** Int 14  
**Prime Req.:** Intelligence  
**Hit Die:** d4  
**Attack as:** Tradesman  
**Save as:** Tradesman  
**Advance as:** Tradesman  
**Exc Strength? No; Spell Ability? No**  
**Exc Constitution? No**  
**Starting Cash:** 3d6  
**Proficiencies:** Weapon Slots: 3;  
**Additional Slot:** 4; **Nonproficiency Penalty:** -3; **Nonweapon Slots:** 6;  
**Additional Slot:** 3. **Available Categories:** General, Educational.  
**Bonus Proficiency:** Academician.  
**Recommended Proficiencies:** History, Modern Language

**Description:** The scholar is an academic who has devoted his life to the pursuit of knowledge and education. As a rule, such characters are almost always affiliated with a college, museum, or similar institution devoted to research and learning.

**Roleplaying:** Scholars tend to be bookish individuals who prefer the comforts of the lab and library to the rigors of field research. Other bold souls may be suited to go into the world and discover things; the scholar prefers to remain in his study to catalog and analyze the findings when they return. Of course, from time to time, even these folk are forced to leave their comforts behind to examine something firsthand.

**Special Benefits:** Scholars are

skilled researchers and are experts in the use of libraries, archives, and historical records. They can quickly assemble coherent lists of relative information from a large and seemingly chaotic assortment of reports, accounts, and papers. Because of this, a scholar who has access to a well-stocked library or similar pool of reference material gains a +4 bonus on any proficiency checks that might benefit from its use. The DM must make the final decision to whether the reference works available are appropriate to the task at hand.

**Special Hindrances:** The scholar tends to be focused almost exclusively on mental pursuits. As such, these characters are not as robust as other tradesmen are. This is reflected by their use of 4-sided Hit Dice (as opposed to the 6-sided Hit Dice used by other tradesmen)

## **Politician**

**Class:** Tradesman  
**Ability Req.:** Cha 14  
**Prime Req.:** Charisma  
**Hit Dice:** d6  
**Attack as:** Tradesman  
**Advance as:** Tradesman  
**Exc. Strength:** No  
**Spell Ability:** No  
**Exc. Constitution:** No  
**Starting Cash:** 5d6  
**Proficiencies:** Weapon Slots: 2;  
**Additional Slot:** 4; **Nonproficiency Penalty:** -3; **Nonweapon Slots:** 6;  
**Additional Slot:** 3. **Available Categories:** General, Educational.  
**Bonus Proficiencies:** Etiquette, Savoir-faire. **Recommended Proficiencies:** History, Modern Languages, one of the Educational proficiencies

**Description:** During the 1890s, politicians increasing come from the professional class rather than upper class of society. Many politicians are "self-made" men who had a first career as physician, lawyer, scholar, soldier, diplomat, banker, publisher, or parson. Also, during the 1890s, the consideration of politics as a "science" was just coming into vogue. While in some parts of the world, politics is still seen as a public service of high calling; in the United States, the image of the politician is suffering from various public scandals. Regardless of private opinions, politicians are usually treated as honored leaders and become the center of attention. All politicians have high people skills (charisma) and are extroverts. Some politicians will be well-read on political theory around the world and able to discuss various proponents and political systems of the day (Karl Marx and Friedrich Engels - communism; socialism - Karl Kautsky, Rosa Luxemburg, and Eduard Bernstein; populism - The Grange

movement; conservatism - Edmund Burke; anarchism - Pierre Joseph Proudhon; absolutism; democracy; and so forth).

**Roleplaying:** A politician will enjoy being the center of attention (unless it is unfavorable) and play up to the crowds. Some politicians may have a serious demeanor and will stick to logic while others go for emotions. The role of politician is a center of power and status symbol in a society (although meaningless in the wilderness or where no law holds). The politician will tend to call for law enforcement over physically defending himself.

**Special Benefits:** The politician tends to get good reception from both government and business leadership in any community, assuming he can communicate with them. Treat as a +2 reaction. He will be more likely to obtain favors and exert influence within these officials and businessmen. (Judges are not included unless the politician is able to appoint judges.)

**Special Hindrances:** Politicians must be careful not to ever damage their image in public. If they bring disgrace upon their office, their reputation will cause a -4 reaction from the public and no favors will be obtained from officials or business leaders.

## **Thespian**

Class: Tradesman

Ability Requirements: Cha: 14

Prime Requisite: Charisma

Hit Die : d6

Attack as: Tradesman

Save as: Tradesman

Advance as: Tradesman

Exc. Strength? No

Spell Ability? No

Exc. Constitution? No

Starting Cash: 1d6

Proficiencies: Weapon Slots: 3; Additional Slot: 4 Nonproficiency Penalty -3 Nonweapon Slots 6 Additional Slot 3. Available Categories General. Bonus Proficiency: Thespian. Recommended Proficiencies: Singing, Dancing, Disguise, Perfect memory auditory

**Description:** An actor lives and dies by his reviews and his popularity. Those who are well known get top billing, higher pay, and better roles. Because of this, less well known actors tend to be flamboyant people. They often dress very conspicuously and act in a pompous or otherwise singular fashion. Once an actor attains fame and for-tune, he will often assume more elegant trappings. Role-playing many of Gothic Earth's least talented thespians skill gladly spend hours telling anyone who will listen just how famous they are destined to become.

An evening with someone like this tends to be only slightly less annoying than an unanesthetized surgical procedure.

At the other end of the spectrum, one will encounter great actors who are quite happy to unfurl a list of their accomplishments. While there can be no doubt as to the talent of these people, some do tend to be full of themselves. Finally, somewhere in the middle of the two, one will run across talented theater folk who are in the midst of building their careers and reputations.

**Special Benefits:** The ability to assume roles and impersonate others is part and parcel of the Thespian's career. The training and experience that these people have had in their lives allows them use a number of proficiencies with better than average ability. Whenever a Thespian must make a Proficiency Check on his Dancing, Singing, Disguise, or Ventriloquism checks, he receives a +2 bonus. This bonus also might apply to various Special Interest skills (Oration, for example), at the discretion of the Dungeon Master.

**Special Hindrances:** Actors have a natural flair for the dramatic that, although essential to their success in the theater, cannot help but spill over into the other aspects of their lives. In game terms, this results in a natural -1 initiative penalty that is applied whenever such a roll is made. The time lost by this handicap is assumed to be filled with banter, posturing, and similar dramatic elements.

## **Criminal Kit**

Class: Tradesman

Ability Requisite: Dex 12

Prime Requisite: Dexterity

Hit Die: d6

Attack as: Tradesman

Save as: Tradesman

Advance as: Tradesman

Exc. Strength: No

Spell Ability: No

Exc. Constitution: No

Starting Cash: 3d6

Proficiencies: Weapon Slots: 3

Additional Slot: 4; Nonproficiency

Pen: -3; Nonweapon Slots: 6;

Additional Slot: 3. Available

Categories: General, Rogue. Bonus

Proficiency: choose one of the following:

Forgery (Counterfeiter) or Open

Locks (Burglar) or Pick Pockets (Pick-

Pocket) or Appraising (Fence) or

Savoir-fair (Con man). Recommended

Proficiencies: Appraising, Savoir-faire,

Pick Locks, Find/Remove Traps

**Description:** The criminal kit represents all manner of people who make their living through illegal activities, from the low-life mugger skulking in the dark alleys of New York

City, to the high-life/high-society professional jewel thief of Paris. This kit can serve any person who lives outside the law, making their living by using their skills to profit off of their fellow man. This kit is the antithesis of the detective kit.

**Roleplaying:** Some criminals are driven to their crimes by the desire for wealth; others do it just for the thrill of the danger involved in breaking the law. Others feel that they have no choice but to turn to a life of crime because their background and upbringing did not give them the chance for success that others in society may have had. All criminals feel that members of the law enforcement community are the "enemy". All heroes with this kit must be of good alignment. Thus all criminals should be of the type that have some sense of morals and honor (even if somewhat twisted to suit their own ends), perhaps only stealing from those who can afford to lose it (the Robin Hood approach), or only taking what they believe they rightfully deserve (justified in their own minds of course). The characters background and method of criminal activities should account for the conflict between his good alignment and pattern of illegal activities (it is generally not considered "good" by most societies to harm or steal from others).

**Special Benefits:** All criminals have an area of expertise that they use to pursue their crimes. As such, a criminal gets one free bonus proficiency listed above depending on what type of criminal they are. Criminals may have contacts in the criminal underworld, in his "hometown". Once per adventure the criminal may attempt to gather information on a specific subject dealing with current local events from his contacts in the underworld, however this only is of use in his town. Because of the paranoid nature of the criminals



world if he attempts this in an area in which he is not known (but still within the same country) there is a percentage chance that he will turn up with a knife in his back. This percentage starts at 80% and decreases 5% per level never to go below 30%. This attempt takes 2d6 hours of hitting the streets and gathering information and requires a charisma check. If successful, the criminal gains some useful information on the subject that would be known to the criminal population of the area. The specifics of this information are fully up to the discretion of the DM.

**Special Hindrances:** All criminals have a reputation and members of the law-enforcement community (subject to DM's discretion) may suspect their criminal activities. As such, they may occasionally be hounded by law officers watching their movements, or questioning them about recent crimes they are investigating. They are also not likely to get any cooperation from law officers who suspect their illegal activities. Criminals must take extreme care to cover up their illegal activities and not leave incriminating evidence that could convict them of their crimes. Should a criminal be blatant about criminal activities, they could be arrested, convicted, and incarcerated for extended periods of time. In addition, due to their blatant disrespect for the law, criminals cannot be of any lawful alignment. They also must make powers checks for illegal activity. Power's checks are made at double the normal percentage chance for that act.

## Scientist

Class: Tradesman

Ability Requirements: Int 14

Prime Requisite: Intelligence

Hit Die d 6

Attack as: Tradesman

Save as: Tradesman

Advance as: Tradesman

Exc. Strength? No

Spell Ability? No

Exc. Constitution? No

Starting Cash: 4d6

Proficiencies: Weapon Slots 3;

Additional Slot: 4; Nonproficiency

Penalty -3; Nonweapon Slots: 6;

Additional Slot 3. Available

Categories: General, Educational.

Bonus Proficiency: Any Educational.

Recommended Proficiencies:

Academician

**Description:** The exact nature of a scientist's work often dictates his garb and equipment. Still, a few generalities can be noted that cross the lines of specialty that divides the world's scientists. For the most part, these folk are neat and orderly in their habits and dress. If they do not come from



an upper-class background, they have received a great deal of formal training that imparts upon them a professional and distinguished air. Many such individuals are prone to eccentricities and affectations. Any player running a scientist should specify an unusual characteristic that sets his character apart from others.

**Role-playing:** Gothic Earth's scientists are often considered to be introverted and cold. To be sure, most would rather be hard at work in their laboratories than enjoying a night on the town. The latter criticism, however, is often untrue. Most scientists pursue their work with the dream of making everyone's life better. Of course, there are those who see science as nothing more than a means to acquire personal power. Some even dream of a day when they can harness untold powers and use them to bring the rest of the world to its knees.

**Special Benefits:** Each scientist selects an area of expertise from the proficiencies of the Educational group. This is considered a bonus skill and no slots need be allocated for it. Additional slots can (and probably should) be expended to increase the character's chances of success when using the skill. Scientists are as at home in their laboratories as a sailor is on his ship or a cavalryman is in his saddle. Because of this, these characters receive a +2 bonus on any Educational proficiency checks made when in a well-equipped laboratory. In order to qualify for this bonus, the laboratory in use must have been designed for research similar in nature to the area being explored. A

botanist gains no benefit from researching a problem in an optics laboratory. All scientists are assumed to begin play with access to a laboratory sufficient to meet their research needs. This facility is not theirs to do with as they please, however, and presumably is part of a school, museum, or similar institution. If a player wishes to outfit a private laboratory for his character, the cost to do so is assumed to be \$1,000 per level of the scientist. As the character advances to each new level, an additional \$1,000 must be expended to keep the facility stocked and up to date.

**Special hindrances:** Not only are scientists at home in their laboratories, they also are very dependent upon them. Because of this, checks made for Educational proficiencies suffer a -2 penalty if they are not made in a well-equipped laboratory of the appropriate type.

## Servant

Class: Tradesman

Ability Req.: Cha 12

Prime Req.: Dexterity

Hit Dice: d6

Attack As: Tradesman

Save As: Tradesman

Advance As: Tradesman

Exc Strength? No

Spell Ability? No

Exc Constitution? No

Starting Cash: 3d6

Proficiencies: Weapon Slots: 3;

Additional Slot: 4; Nonproficiency

Penalty: -3; Nonweapon Slots: 6;

Additional Slot: 3. Available

Categories: General, Professional.

Bonus Proficiency: Etiquette.

Recommended Proficiencies: savoir-faire, Modern Languages, Any Professional

Description: The well-groomed but-ler, the attentive maid, the uniformed coachman, the matronly lady-in-waiting, the obedient foreign manservant all of these images and more come to mind when one thinks of those dedicated souls who find employment as personal servants to society's well-to-do elite. Whatever their official title or function, they all share the same purpose, to see to the needs and comforts of their employer and his family.

Roleplaying: Cultured, genteel, prim and proper, all of these describe the ideal servant. Manners and protocol are the highest of virtues, prompt and quality service the loftiest of goals. The needs of the employer (and his guests) are of the highest import, and the servant will see to those needs, even if the employer himself does not recognize them! This kit works best when another hero is the servant's employer. Any character of noble or wealthy breeding would do, though the ideal PC companion would be a hero with the dandy kit.

Special Benefits: A good servant attempts to maintain a calm and proper demeanor no matter what happens around him. The unflappable character gains a +2 bonus on all saving throws against fear effects, whether magical or non-magical in nature. This bonus naturally applies to all Fear Checks.

Special Hindrances: An unfortunate side effect of the servant's attitude is a natural aversion to objects, people, and situations that might be considered improper, rude, or vulgar. This gives the servant a -2 penalty on all Horror Checks.

## Adept Kits

### Charlatan

Class: Adept  
Ability Req.: Dex 14  
Prime Req.: Intelligence  
Hit Die: d4  
Attack as: Adept  
Save as: Adept  
Advance as: Adept  
Exc Strength? No  
Spell Ability? As Adept  
Exc Constitution? No  
Starting Cash: 2d6  
Proficiencies: Weapon Slots: 2; Additional Slot: 5; Nonproficiency Penalty: -4; Nonweapon Slots: 5; Additional Slot: 3. Available Categories: General, Arcane. Bonus

Proficiency: Pick Pockets.  
Recommended Proficiency: None

Description: Gothic Earth is filled with stage magicians, prestidigitators and illusionists. For the most part, these people know nothing of the Red Death or art of magic. Every now and then, however, a charlatan stumbles upon the truth. If that unfortunate soul survives the discovery of real magic, he quickly learns a new respect for the supernatural and gradually begins to master the hidden energies that he has tapped.

Roleplaying: Unlike other types of adept character, the charlatan is still learning the nature of his powers. More often than not, these characters are haunted by a doubt in their abilities or eaten a belief that they are somehow tainted by them. It is not unusual for charlatans to become consumed by the Red Death before they perfect their magical abilities.

Special Bonuses: The charlatan is a skilled stage magician and an expert in sleight of hand. As such, he begins the game with the flick Pockets proficiency.

The natural manual dexterity of the charlatan gives him an advantage in learning spells that have somatic components. Whenever the character tries to learn such a spell, he gains a +10% bonus to his proficiency roll to learn the spell.

Special Hindrances: Magic is extraordinarily dangerous for the charlatan. He is not yet sure of the limits of his powers and does not fully understand the repercussions of his actions. Whenever a charlatan casts a spell, he must make a Constitution check. If the check fails, the character is temporarily drained by the spell, leaving him too weak to act and bordering on unconsciousness on each subsequent round, the charlatan may make another check. Failure indicates that the exhaustion continues for another round. A successful check means that the character is able to resume normal activity.

### Metaphysician

Class: Adept  
Ability Req.: Wis 14  
Prime Req.: Intelligence  
Hit Die: d4  
Attack as: Adept  
Save as: Adept  
Advance as: Adept  
Exc Strength? No  
Spell Ability? As Adept  
Exc Constitution? No  
Starting Cash: 2d6  
Proficiencies: Weapon Slots: 2; Additional Slot: 5; Nonproficiency Penalty: -4; Nonweapon Slots: 5; Additional Slot: 3. Available Categories: General, Arcane. Bonus

Proficiency: Academician.  
Recommended Proficiencies: Forbidden Lore, History, Ancient Language, Ancient Religion

Description: The metaphysician is an expert in the occult. He views the practice of magic and the study of all that is supernatural as a scientific endeavor. His hope is that application of scientific method to the macabre will result in a complete understanding of that which seems to defy explanation.

Roleplaying: in all dealings with the supernatural, the metaphysician remains cool and calm. He tries to examine every encounter with the dispassionate eye of the scientist. To his mind, no mystery is so dark and no creature is so fantastic that it cannot be mastered through application of the scientific method. Observe, hypothesize, and test; that is the motto of the metaphysician.

Special Benefits: The metaphysician is well versed in the theory and practice of magic. His knowledge of the supernatural is practical and well reasoned. This methodical approach to spellcasting permits the character to memorize additional spells; each day, he can memorize one additional spell of each level that he can cast. Thus, a 5th-level metaphysician can cast five 1st level three 2nd level, and two 3rd level spells per day.

Special Hindrances: With all his efforts toward analytical thought, the metaphysician has a difficult time accepting that which he cannot explain. The powers of the Red Death, so far beyond those of mortal man, defy explanation in his mind. Because of this, the metaphysician is unusually vulnerable to mind-affecting magic. This is reflected in a -2 penalty to his Magical Defense Adjustment (as dictated by his Wisdom score).

### Qabalist

Class: Adept  
Ability Req: Cha 14  
Prime Req: Intelligence  
Hit Die: d4  
Attack as: Adept  
Save as: Adept  
Advance as: Adept  
Exc Strength? No  
Spell Ability? As Adept  
Exc Constitution? No  
Starting Cash: 2d6  
Proficiencies: Weapon Slots: 2  
Additional Slot: 5; Nonproficiency Penalty: -4; Nonweapon Slots: 5; Additional Slot: 3. Available Categories: General, Arcane. Bonus  
Recommended Proficiencies: History, Ancient Language, Ancient Religion

Description: Although the formal practice of magic has been dead on

Gothic Earth for many centuries, tiny clusters of individuals still exist to study the secrets of this forbidden art. The exact number of these societies is unknown, but certainly not more than a dozen can exist. The qabalist is a member of such a society. In most cases, the qabalist knows almost nothing about his order. He knows a few important details: how to contact his superior; the meeting place of his group or cell; and the purported goals of the organization. The only thing he can be certain of is that his organization has enemies (who will gladly kill him) and that he must act on any instructions given by his superiors.

**Roleplaying:** The qabalist's membership in a dark and secret order requires a great deal of care on the part of the player. The character must always guard what he says and does. Outsiders can not be allowed to learn anything about the society, its goals, or its actions. A qabalist never introduces himself as such; to others. As this is a tournament campaign based on membership in the Society of the White Rose the qabalist is considered to be a member of that society, because of their knowledge they maybe more secretive than others and less trusting.

**Special Benefits:** Normally in the Masque of the Red Death rules the qabalist has ready access to information about magical power and the his-

tory of spellcasting. As such, this character is able to research two spells at one time. Note: There is no workable way for heroes to gain this benefit in a tournament campaign. Therefore instead the hero gains a +2 in Forbidden Lore checks (if they have that proficiency) regarding general knowledge of other qabals.

**Special Hindrances:** The aura of darkness and magic that hangs about a qabalist is noticeable, at least on a subconscious level. To reflect this, the character's Reaction Adjustment and Loyalty Base ratings (as determined by his Charisma score) are always treated as negative numbers. Thus, a qabalist with Charisma 16 has a Reaction Adjustment of -5 and a Loyalty Base of A. As the Charisma score increases beyond 14, the qabalist seems more and more "unusual" to those he meets. Animals tend to be skittish around Qabalists with high Charisma scores, and reaction checks may be necessary depending on the circumstance.

### Gnostic

**Class:** Adept  
**Ability Req:** Wis 14  
**Prime Req:** Intelligence  
**Hit Dice:** d4  
**Attack As:** Adept  
**Save As:** Adept  
**Advance As:** Adept

**Exc Strength?** No  
**Spell Ability?** As Adept  
**Exc Constitution?** No  
**Starting Cash:** 2d6  
**Proficiencies:** Weapon Slots: 2  
**Additional Slot:** 3; Nonproficiency  
**Penalty:** -4; Nonweapon Slots: 5;  
**Additional Slot:** 3. Available  
**Categories:** General, Arcane. Bonus  
**Proficiency:** Religion. Recommended  
**Proficiencies:** Forbidden Lore,  
 Academician, Ancient Religion,  
 History, Prognostication, Arithmology

**Description:** The gnostic is an adept who derives his knowledge of wizardry from holy books and texts of his religion. By finding hidden messages and deciphering codes found between the lines of prayers and holy scriptures, the gnostic uncovers a potent source of magic. Whether the gnostic finds connections between himself and a true divinity cannot be proven by even the most noted metaphysicians, but to the gnostic the spells he receives is proof enough of the power of his faith. The practice of gnosticism is a quest for divine truths and revelations about the spiritual connections between divinity, the universe, and mankind. Note that the gnosticism can be applied to any religion with a written text, so any holy book could each be used as a source for gnostic study with similar results. The particular religion does not matter, only the adept's faith in it.



**Roleplaying:** The gnostic is a devout follower of his particular religion, and can even become a vested par-son of his sect. His work is to seek holiness and goodness in all things. Most gnostics firmly believe in the inherent goodness of the human spirit, and in the eventual triumph of good over evil. These gnostics strive to help others realize their spiritual potential, even if they follow a different religion or sect.

**Special Benefits:** The power of the gnostic's faith allows him to cast spells with greater potency. All spell-casting effects are resolved as if the caster were one level higher than his actual level. Thus a 2nd-level gnostic casts his spells with the effectiveness of a 3rd-level adept. This ability does not grant the extra spells available to a higher-level adept, only the enhanced effects for spells cast. Thus a 1st level adept still starts play with only one memorized spell per day, but can cast that spell with the potency of a 2nd-level adept.

**Special Hindrances:** Gnostics require an original, untranslated copy of their chosen scripture to acquire spells, written in the original language of that text. A translated version will not contain the hidden spell-craft secrets. It is assumed that an original, untranslated work is available for a starting hero's 1st-level spells. Additional commentaries must be sought out every time he becomes eligible to cast a new spell level (2nd, 3rd, etc.). Other gnostics will usually make the location of the required texts available in return for a service or holy pilgrimage of some sort, usually involving some form of sacrifice, fasting, and prayer. There are also time and monetary costs for the travel and equipment necessary to find these additional religious texts. The details are left to the DM, but an amount not less than \$500 and one month per spell level is recommended. Because the gnostic derives his knowledge of magic from the writings of his own religion, spells derived from other sources, including those of other religions, are more difficult to learn. The gnostic suffers a -2 penalty to all Spell-craft checks made to learn such spells (other uses of the Spellcraft proficiency do not incur the -2 penalty). This penalty does not apply to spells acquired when gaining a new experience level, which are assumed to be researched from the gnostic's own holy books, only to spells acquired from other sources while adventuring. It is the DM's prerogative to decide whether a spell found during an adventure is from a religious source, and if so from which religion.

# Mystic

## Dilettante

**Class:** Mystic  
**Ability Req:** Cha 12  
**Prime Req:** Wisdom  
**Hit Dice:** d8  
**Attack As:** Mystic  
**Save As:** Mystic  
**Advance As:** Soldier  
**Exc Strength?** No  
**Spell Ability?** As Mystic  
**Exc Constitution?** No  
**Starting Cash:** 6d6  
**Proficiencies** Weapon Slots: 2;  
Additional Slot: 5; Nonproficiency  
Penalty: -4; Nonweapon Slots: 5;  
Additional Slot: 3. Available  
Categories: General, Arcane. Bonus  
Proficiency: Savoir-Faire.  
**Recommended Proficiencies:** Religion,  
Ancient Religion, Forbidden Lore

**Description:** When the spiritualist movement spread through Gothic Earth in the late 1800s, a few wealthy, upper crust curiosity-seekers turned this idle fascination into a full-fledged lifestyle. Unlike most, these amateur dabblers into magic occasionally found something more than a fake fortune telling. They discovered the powers of mysticism and the spiritworld. These well-to-do dabblers, called dilettantes, achieved what takes most mystics a lifetime to learn.

**Roleplaying:** Dilettantes are thrill seekers who look for new sensations and experiences through magical rituals and events. They visit any place or event that proclaims itself to be magical in nature, including pagan rituals, seances, fortune-readings, haunted sites, and anything else possibly related to the spiritworld and mysticism. While their approach is eclectic, unprofessional, and haphazard, dilettantes sometimes manage to find true magic amidst the fakery and stage magic, and to enjoy the experience regardless of its authenticity.

**Special Benefits:** Used to dealing with strange and unusual people, the dilettante gains Savoir-Faire as a bonus nonweapon proficiency. Exposure to a broad base of mystic practices has its advantages. Every other experience level starting with 1st, a dilettante can choose to research two spheres instead of one. When reaching the next level of experience, the dilettante gains access to both spheres. The hero can study for minor or major access in either or both studied spheres, but cannot gain major access to a sphere unless minor access was gained in the previous experience level. A dilettante cannot focus studies to gain both minor and

major access to the same sphere in one level. For example, a dilettante cannot use this benefit to gain both minor and major access for the healing sphere in one level. He could gain minor access in one experience level, and then major access the following level.

**Special Hindrances:** Because of their sporadic and informal studies, dilettantes take longer than the norm to achieve new experience levels. They advance using the soldier's experience table rather than the mystic's.

## Medium

**Class:** Mystic  
**Ability Req:** Cha 12  
**Prime Req:** Wisdom  
**Hit Die:** d8  
**Attack as:** Mystic  
**Save as:** Mystic  
**Advance as:** Mystic  
**Exc Strength?** No  
**Spell Ability?** As Mystic  
**Exc Constitution?** No  
**Starting Cash:** 2d6  
**Proficiencies:** Weapon Slots: 2;  
Additional Slot: 5; Nonproficiency  
Penalty: -4; Nonweapon Slots: 5;  
Additional Slot: 3. Available  
Categories: General, Arcane. Bonus  
Proficiency: Prognostication.  
**Recommended Proficiency:** None

**Description:** The medium is rather an unfortunate soul. This individual may have no desire to possess or employ magical powers, but is blessed (or cursed) with them regardless. While other mystics might spend years mastering their craft, the medium's powers develop spontaneously.

**Roleplaying:** The medium is a tortured soul, for the burden of his powers is great. In some cases, the medium has accepted his lot in life and uses his powers willingly. Others are reluctant to use their magic out of fear that they are tapping into something beyond their control. In either case, the medium takes the practice of magic as a very serious responsibility.

**Special Benefits:** Because of his natural reception for magic, the medium is able to cast additional spells. Each day, he may cast one additional spell per level available to him. Thus a 3rd level mystic can cast three 1st level and two 2nd level spells per day.

**Special Hindrances:** The primary sign of a medium's gift is the ability for divination. For that reason, the medium must expend proficiency slots to purchase either the Psychometry or Sixth Sense proficiency. In addition, the medium's first studies (after abandoning or completing study of the All sphere) must be the Divination sphere. The medium can begin to study other spheres only



after he has acquired major access to the Divination sphere.

## Exorcist

Class: Mystic  
Ability Req.: Wis 15, Con 12  
Prime Requisite: Wisdom  
Hit Die: d8  
Attack as: Mystic  
Save as: Mystic  
Advance as: Mystic  
Exc. Strength? No  
Spell Ability? Yes  
Exc. Constitution? No  
Starting Cash: 2d4  
Proficiencies: Weapon Slots: 2;  
Additional Slot: 5; Nonproficiency  
Penalty: 4; Nonweapon Proficiencies:  
5 Additional slots: 3. Available  
Categories: General, Arcane. Bonus  
Proficiency: Religion. Recommended  
Proficiencies: Forbidden Lore, Sixth  
Sense

Description: Exorcists are religious specialists who are trained and empowered to banish evil spirits. Unlike most religious figures on Gothic Earth, exorcists do have spiritual powers (mystic spells) to help them in their spiritual warfare against evil. Through elaborate rites the exorcist hopes to drive away the spiritual forces of the Red Death, preventing them from causing harm to the bodies and souls of humanity. Specific creatures that exorcists are particularly effective in combating include ghosts, haunts, odems, carrionettes, ghostlights, even fiends, as well as other monsters capable of dominating or possessing their victims. They also have heightened powers against all forms of undead.

Roleplaying: Exorcists are serious about their work and very devoted to their religion. Not all of them are dour and grim, but most are. Generally, exorcists have completed many years of training to learn their skills and perfect their devotion. Most exorcists should be at least middle-aged.

Special Benefits: Exorcists turn undead as if they were 1 level higher than their actual level. Since Exorcists derive their mystical powers from a source of good, they are less likely to attract the attention of the Red Death with their spellcasting. In most cases, the chance of failing a powers check is half what it would normally be (i.e., one-half the spell's level, round up) or, in the case of a spell from the Necromantic sphere, the spell's level. The exception to this rule is described under special hindrances, below.

Special Hindrances: The next sphere learned by an exorcist after mastering or abandoning the sphere of All must be Protection. Exorcists must be Lawful Good. As mentioned

above, Exorcists are not as susceptible as most characters to the evil influence of the Red Death in their spellcasting. However, if an Exorcist does betray his or her faith by using a spell for evil purposes, the chance of failing the powers check is twice what it would normally be double the spell's level, or quadruple the level of a Necromantic spell. Similarly, if an Exorcist is ever required to make a powers check because of an evil act such as the use of torture or the killing of an innocent.

## Spiritualist

Class: Mystic  
Ability Req.: Int 14  
Prime Req.: Wisdom  
Hit Die: d8  
Attack as: Mystic  
Save as: Mystic  
Advance as: Mystic  
Exc Strength? No  
Spell Ability? As Mystic  
Exc Constitution? No; Starting Cash:  
2d6  
Proficiencies: Weapon Slots: 2;  
Additional Slot: 5; Nonproficiency  
Penalty: -4; Nonweapon Slots: 5;  
Additional Slot: -4. Available  
Categories: General, Arcane. Bonus  
Proficiency: Academician.  
Recommended Proficiencies:  
Forbidden Lore, History, Ancient  
Language, Ancient Religion

Description: The spiritualist is a scientist devoted to the study of mystical powers. Like the metaphysician, he applies scientific method to every endeavor. To the spiritualist, magic is simply a field of science that has yet to be explored.

Roleplaying: The spiritualist tends to be arrogant. His vision of the spirit world makes him feel superior to the blindness of the common man. Those scientists who do not recognize the supernatural as a valid area for research he considers to be ignorant fools.

Special Benefits: While he may appear to be a boastful fraud, the spiritualist is every bit the expert that he claims. As such, any spell cast by such a character is especially effective. The great amount of time that he spends studying his spells imposes a penalty of -2 on any saving throws made versus his magic.

Special Hindrances: The spiritualist's methods make him a perfectionist. He takes his time when casting a spell and devotes every thought to making sure it is cast exactly right. The result of this dedication is that spells cast by a spiritualist take 50% longer to cast than those employed by other mystics. When this rule comes into play, the DM should round fractions up.

## Shaman

Class: Mystic  
Ability Req.: Con 12  
Prime Req: Wisdom  
Hit Die: d8  
Attack as: Mystic  
Save as: Mystic  
Advance as: Mystic  
Exc Strength? No  
Spell Ability? As Mystic  
Exc Constitution? Yes  
Starting Cash: 2d6  
Proficiencies: Weapon Slots: 2;  
Additional Slot: 5;  
Nonproficiency Penalty: -4;  
Nonweapon Slots: 5; Additional  
Slot: 3. Available Categories: General,  
Wilderness. Bonus Proficiency:  
Survival. Recommended Proficiencies:  
Any wilderness

Description: The shaman is a representative of a so-called primitive people. The typical citizen of the 1890's, in branding the shaman as primitive, has no idea that the shaman's affinity for nature and the wild is a far greater talent than the supposedly civilized people of Gothic Earth could ever guess. This affinity for wild things and the vibrant energies of life give the shaman his power.

Roleplaying: Whether a native American, an Australian aborigine, or an African tribesman, the shaman is a force not to be underestimated. His outlook on life is not tainted by the creature comforts common to the inhabitants of Europe and the United States. Indeed, he looks at these people with pity, for they have broken their ties with nature. To live like they do would certainly kill him, for theirs is a discordant culture.

Special Benefits: The shaman's ties to nature are strong enough to be sensed by man and animal alike. A comforting aura permeates this character that strikes a chord in even the most hardened city dweller. As such, a shaman's normal Reaction Adjustment and Loyalty Base (as determined by his Charisma) are given a bonus of +2.

In addition, the shaman is entitled to make reaction checks even when encountering creatures of animal or semi Intelligence.

Special Hindrances: The shaman does not fully understand the so-called civilized people of Gothic Earth. As such, he is unable to learn any of the Educational proficiencies. The proficiencies in the Arcane group are not considered available categories (he must allocate extra slots to learn them) and thus are more difficult to acquire, but he must still purchase the Spiritcraft proficiency. □

# Living Death Campaign Character Creation Guidelines

The following are guidelines for initially creating your own LIVING DEATH character—and for enhancing that character when you play in official tournaments and gain experience points and other benefits. You are responsible for keeping a copy of your character and a list of all the items, wealth, and experience points he or she earns during tournament play. You must be able to provide a Treasure Certificate to prove that your character has earned any special treasure appearing on your character sheet.

All LIVING DEATH characters must fit the AD&D 2nd Edition rules as modified by the *Masque of the Red Death* campaign expansion for the RAVENLOFT game rules, as well as the special campaign rules in this Player Pack. Follow these steps to create your own LIVING DEATH character:

## 1. Select a Class and Kit

All LIVING DEATH characters must be human, but all of the classes and kits in the *Masque of the Red Death* boxed set are available for play. (Additional kits will become available as the campaign progresses.) Dual-classed characters are permitted, but LIVING DEATH characters may change classes only once, after which they may not change again nor earn experience in the former class.

## 2. Choose an Alignment

In Gothic Earth, a character's alignment is more important than in other LIVING SETTINGS. All LIVING DEATH PCs must be of Good alignment, but they may be Lawful, Neutral, or Chaotic. Any LIVING DEATH PC whose alignment shifts to Neutral suffers penalties until she returns to a Good alignment.

### Hit Point Advancement

LIVING DEATH PCs have maximum hit points at first level. At each additional level, LIVING DEATH PCs gain hit points based on their base hit die type:

Class	HD Type	HPS/Level
Soldier	d 10	7
Mystic	d 8	5
Tradesman	d 6	4
Adept	d 4	2

Hit points for high Constitution scores are added to these base figures. For example, a soldier (warrior class) with a 17 Constitution gains 10 hps per level beyond first.

Characters whose alignment shifts to evil are immediately and permanently considered NPCs and may no longer be played in LIVING DEATH tournaments. Guidelines for adjudicating alignment shifts appear in the judges guidelines, as well as in adventures.

This alignment restriction does not mean that you cannot play a tough or "edgy" character. All heroes in the LIVING DEATH setting are motivated by good reasons to oppose the evil of the Red Death and all its minions.

## 3. Assign Ability Scores

You have 72 points to divide among your character's Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma scores. Scores may range from 3–18, but no two scores may be the same. Thus, PCs may have only one Ability Score of 18. Characters begin at first level and must meet the minimum statistic scores for their classes and kits.

## 4. Select Proficiencies

Note that when using the optional proficiencies rule, PCs do not acquire languages beyond their one native tongue except by spending proficiency slots. All proficiencies listed in the *Masque of the Red Death* boxed set are available for use. Additional proficiencies will be made available as the campaign progresses, in some cases allowing characters to gain more proficiencies than they normally would be allowed.

## 5. Select Equipment

LIVING DEATH PCs begin play with the maximum possible money described for their class in the *Masque of the Red Death* rules. You may use this money to purchase any equipment from the *Masque of the Red Death* rule book. The beginning of some adventures, however, may preclude the use of unconcealed weapons or explosives.

## 6. Describe the Character

Since problem solving and role-playing are even more important in the LIVING DEATH campaign than in others, your character should have a distinctive personality, a memorable appearance, and an interesting history. Before your LIVING DEATH character is done, complete the physical description, personality, and background sections of the character sheet. These

descriptions can be as sparse or as elaborate as you like, but all backgrounds should include two elements:

\* At some time in your character's past, she has had an encounter with the supernatural. The experience could be as subtle as a night spent locked in a presumably haunted house, or as extreme as a personal encounter with a werewolf. Regardless of the nature of the encounter, it instilled a lasting fear of and opposition to evil and the supernatural. (Ironically, many Living Death characters will themselves possess knowledge of the mystic arts or borderline supernatural abilities known as knacks.)

\* Sometime after your character's unusual encounter, she received a cryptic message inviting her to join a secretive group, a qabal established to oppose evil in all its forms, but especially those supernatural phenomena which seem to be occurring with more frequency as the turn of the century approaches. While your character learned nothing more about the group, she knows that their sign is the white rose, and that when they need his help, she shall be contacted again.

## Knacks

Heroes in the LIVING DEATH setting are already much more skilled than ordinary people. But since these characters, as the elite forces of good who oppose the Red Death, often brush up against the peculiar and supernatural, they often acquire unusual and even strange talents than are typical of *Masque of the Red Death* player characters. Here are some special proficiencies—some more like special powers—which heroes in the Living Death campaign may use.

Despite the name, these knacks operate exactly as proficiencies. Heroes may acquire them just as they do ordinary proficiencies. Success or failure of a knack is based on a proficiency check. Note that a natural roll of 20 always causes a knack to fail, sometimes with undesirable results. In many cases, the knack descriptions appear in general terms (i.e., a hero with keen sense—hearing has the best possible human hearing). The exact limits of these knacks will appear in the appropriate individual encounters of LIVING DEATH tournaments. For example, in one encounter an author

may write for the DM, "Heroes with keen sense—hearing may detect the sound of breathing from the closed wardrobe."

Since they are unusual and often powerful, knacks cost more slots than other proficiencies. Furthermore, a LIVING DEATH hero may begin the game with only one knack. The hero may gain additional knacks only when he acquires a new nonweapon proficiency slot by advancing in level. For example, a soldier (warrior) character may begin at first level with one knack. Thereafter, he may not gain another knack until reaching third level; even then, he must have saved one proficiency slot in order to gain a knack that costs two slots, or have saved two to gain one that costs three. A player may "reserve" as many proficiency slots as desired.

**Ambidexterity:** This knack does not allow a hero to fight with a weapon in each hand without penalty (it does reduce the penalty by 2, for a 0 /-2 penalty). Rather, it allows a hero to use either hand as his "lead" hand. For instance, an ambidextrous character with only one hand free could use it at no penalty to throw a coat button through the bars of his prison cell. Likewise, a warrior fencing left-handed could change hands without penalty; but should he choose to fight with a weapon in each hand, he must still designate one as the "lead" hand.

**Animal Affinity:** Similar to the ranger's ability to modify the reaction of animals, this knack allows the hero to modify the reaction of a particular category of animal (dogs, wolves, domestic cats, great cats, horses, birds, etc.). A successful proficiency check requires the animal to make a saving throw vs. rods. Failure of the saving throw means that the hero can move the animal's reaction up to two categories (from hostile to cautious, or from cautious to friendly). Even if the saving throw fails, as long as the hero's roll for animal affinity was successful, the animal in question will prefer to attack others before the hero.

Failure of the proficiency check means that the animal's reaction simply does not change, though a natural roll of 20 actually worsens the animal's reaction to the hero by two categories.

**Calculator:** Heroes with this knack are able to calculate arithmetic values with lightning speed. Those with this talent can balance long tables of calculations in their heads in one-tenth the time it would take an ordinary person. Failure of the proficiency

check indicates that the calculation is dramatically incorrect, but the hero realizes he has become muddled. If the check fails on a natural 20, the hero is quite certain that he is correct, even though he is absolutely wrong.

**Connoisseur:** Heroes with this knack are excellent judges of painting, cuisine, winemaking, or brewing. Note that this is not simply a special interests proficiency; rather than simply conveying knowledge of the subject, this knack gives the hero an exquisite appreciation for the art of his field. If the hero has both a special interest in a field and is also a connoisseur of it, then either proficiency check is made at a +2 bonus.

On a successful proficiency check, the hero may not only identify the peculiar qualities of the work (i.e., naming the vineyard and year of a wine), but may also make fine value judgments and commentary about the work. This knack is especially useful in determining the difference between an original or authentic work and an imitation.

When first taken, this knack must be limited to a particular category: cuisine of a nation, wine, beer, liquors, painting, sculpture, music, and so forth. Furthermore, the hero may specialize in a particular subcategory of the chosen category, be it Tuscan cuisine (rather than just Italian), Belgian brewing, 16th Century sculpture, etc. In his specialized category, the hero gains a +2 bonus to the proficiency check. Failure of a connoisseur proficiency check means that the hero has failed to grasp some important qualities of the work; failure on a natural roll of 20 means that the hero makes a blindingly bad judgment—potentially embarrassing if other connoisseurs of the same field are present.

**Estimator:** Those with this knack can make quick and accurate guesses about a chosen value. When a hero first this talent, it must be for only one of those three values: numbers, weights, or distances. It is possible for a hero to take this knack a second time in a different value.

Numbers estimators may guess the number of books on a shelf or the number of pedestrians on a busy street. Weight estimators often work at sideshows but can also guess the weights of much larger objects than human beings. Distance estimators are valued as scouts in the military.

On a successful proficiency check, estimators can guess values within 10% (roll 1d10) of the actual value after 1-4 rounds of observation. Failure means that the estimator is

Proficiency/ Knack	Knacks		
	# of Slots	Relevant Ability	Check Modifier
Ambidexterity	2	n/a	n/a
Animal Affinity	3	Wis	-2
Calculator	2	Int	-3
Connoisseur	2	Wis	-2
Estimator	2	Wis	-3
Feign Death	3	Con	-1
Keen Sense	2	Con	-2
Light Sleeper	3	Wis	0
Mimicry, Voice	3	Wis	-2
Mimicry, Sounds	2	Wis	0
Perfect Memory,			
Auditory	2	Int	-1
Visual	3	Int	-2
Perfect Pitch	2	Wis	0
Speed Reading	2	Int	-1
Uncanny Sense	3	Con	-2

uncertain and realizes it; failure on a natural roll of 20 means that the hero is 20-80% inaccurate but is sure that he is correct.

**Feign Death:** A successful use of this knack places the hero in the same cataleptic state created by the third-level wizard spell of the same name. The hero can maintain the feign death condition for up to one hour plus one turn per point under his knack score he rolled on the check. For example, a character with a Constitution of 13 (and thus a knack score of 12) rolls a 9 on his check. He may feign death for one hour and three (12-9=3) turns.

Failure of the proficiency check indicates that the hero cannot achieve the cataleptic state and is merely "playing dead." A successful Charisma check allows the ruse to convince a casual viewer, but failure means that the hero inadvertently gives away some tell-tale sign of life (breathing, movement of the eyelids, etc.). On a natural roll of 20, the hero not only fails to feign death but also makes some clear sign that he lives (a sneeze, for instance).

**Keen Sense:** Heroes with this knack must choose one of the five basic senses to enhance: sight, hearing, smell, taste, or touch. This knack gives the hero the highest possible human perception with the chosen sense. A hero with keen sense—sight can see as far and as clearly as the best sharpshooter; one with keen sense—taste can detect the most subtle trace of poison in his dinner, as long as a human could do so.

Failure of this knack indicates that the hero's senses operate no better than human average, not that the hero becomes desensitized or gains false information. Heroes who begin the game with this knack may later upgrade it to uncanny sense by assigning an additional proficiency slot to it.

**Light Sleeper:** Heroes with this knack are wakened by the slightest disturbance nearby. Whenever an assailant sneaks up upon a light sleeper, the sleeper may make a knack check. Success indicates that the hero wakes instantly and is completely aware of his surroundings without the usual grogginess and disorientation. Failure means that the hero has normal chances to wake (if any are given in the scenario); failure on a natural 20 means that the hero can be awakened only by loud sounds or shaking.

**Mimicry, Sounds:** This knack lets the hero imitate non-articulated sounds such as the call of a bird, the click of a pistol cocking, or the sound of tearing paper. In the case of known animals or sounds the hero has heard before, a successful proficiency check indicates that the sound is indistinguishable from the original. If the hero wishes, he can imitate the particularly annoying bark of Mrs. Whimsley's English terrier or the familiar cough of James, her butler. Failure of means that the mimicry is unconvincing.

**Mimicry, Voice:** Much more refined than sound mimicry, voice mimicry allows the hero to imitate exactly the voice of another person. The hero must have had the opportunity to hear the voice of the one he wishes to imitate. If the voice has been heard only once for no more than a few minutes, the proficiency check is made at a -6 penalty. If the hero has heard the voice he wishes to imitate for at least an hour, the roll is made at a -4 penalty. If the hero is at least casually acquainted with his intended subject and has heard the voice several times for hours at a time, the roll is

made at only a -2 penalty. Only if the hero is very familiar with his subject (acquainted for months) does the roll suffer no penalty.

**Perfect Pitch:** Those with this knack can identify any single note played or sung with perfect accuracy. If the hero also has the singing proficiency, he can duplicate any particular note at will. Furthermore, if the hero makes a successful proficiency check at a -4 penalty, he can produce a note capable of shattering thin glass within a 20' range.

**Perfect Memory:** Heroes may gain this knack in one of two areas: auditory or visual memory. Those wishing to have both knacks must acquire them separately. A successful roll with this proficiency allows the hero to remember any key bit of information the player may have forgotten. For instance, a player whose detective hero has perfect auditory memory may ask the DM whether the voice he heard from behind a curtain seemed familiar, or whether he had heard the music playing in the hotel lobby before.

In cases in which the hero may have subconsciously observed something but the player did not specifically state so (i.e., the hero visited a house, but the player didn't specifically state he was looking at the address), the DM may allow a proficiency check at a -10 penalty.

**Speed Reading:** A hero with this talent can read and comprehend any language he already understands ten times as quickly as normal. A book that would normally take four hours to read would take the speed reader only 24 minutes. While the hero with this knack retains what he has read

just as well as anyone who had read it at the normal rate, this talent does not convey any special understanding or retention of the material read.

**Uncanny Sense:** This knack is like keen sense, but a hero with uncanny sense exceeds even the highest human levels in his chosen sense. A hero with uncanny hearing has the auditory sensitivity of a dog, able to detect sounds even outside the normal human range; one with acute touch could feel and even make out the faint impressions left on a sheet of paper left under one on which a note was written.

## Wealth in the Living Death Campaign

In order to account for the fact that the heroes do have a "day job" of some sort, we developed the wealth chart. Starting money remains the same; you start with maximum for your class or kit and spend what you wish on equipment. Whatever is left over goes in the "Cached" column under "Wealth" on your character sheet. This money is assumed to be in a bank or under your mattress.

At the start of each tournament, you will receive a set amount of cash. This cash represents the amount of disposable income available to you. The amount is based on your class or kit and adjusted by the average of your Wisdom and Charisma (rounded up).

Your cached funds are only available if you are able to go to your local bank or you can telegraph for funds while away from home (i.e., you are somewhere that has both a telegraph and a bank), or at the beginning of a tournament.

At the end of the adventure any leftover funds may be added to cached wealth or simply spent. This allows heroes to save money for a special purpose or unexpected expense.

To read the chart, check your class/kit description, find the starting money column and note how many d6 are listed there. The number of d6 tells you which column to use on the chart. Then, add your Wisdom and Charisma scores together and divide by two. Round up any fractions. Find this number on the left-hand side of the chart. Read across that line until you get to the correct column your character will receive this amount of money at the start of each adventure. For example, if you were a soldier (3d6) whose average of wisdom and charisma is 12, you would have \$37.80 cash on hand at the start of the adventure.

### Wealth Chart

	<u>1d6</u>	<u>2d6</u>	<u>3d6</u>	<u>4d6</u>	<u>6d6</u>
4	1.4	5.60	12.60	28.00	63.00
5	1.75	7.00	15.75	33.60	75.60
6	2.10	8.40	18.90	39.20	88.20
7	2.45	9.80	22.05	44.80	100.80
8	2.80	11.20	25.20	50.40	113.40
9	3.15	12.60	28.35	56.00	126.00
10	3.50	14.00	31.50	61.60	138.60
11	3.85	15.40	34.65	67.20	151.20
12	4.20	16.80	37.80	72.80	163.80
13	4.55	18.20	40.95	78.40	176.40
14	4.90	19.60	44.10	84.00	189.00
15	5.25	21.00	47.25	89.60	201.60
16	5.60	22.40	50.40	95.20	214.20
17	5.95	23.80	53.55	100.80	226.80
18	6.30	25.20	56.70	100.80	226.80