3

Colonial Gothic

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Chapter 1: Heroes

Your Hero is more than a collection of Stats and Skills. To flesh out your character, you will need to ask yourself a few basic questions about the Hero you want to be.

Where and when were you born?

How do you feel about Magic?

What makes you a Hero?

What do you think about the War for Independence?

What defines your Faith?

Backgrounds

All Heroes in Colonial Gothic have a background. Backgrounds are important because they help loosely define your Hero’s place in this world. We’ve provided some backgrounds for you to use as inspiration and guidance when you create your Hero. Backgrounds also give your Hero a selection of favored feats and bonus feats or skills.

Colonists

The majority of those living in the Colonies are called “colonists.” Many of these people can trace their ancestral roots back one generation or more. Within this group of people you’ll find that the embers of Revolution have sparked. There are two types of colonists: Frontier and Urban. If you choose the Colonist Background for your Hero, you must choose either one of the two options. You cannot pick both. Regardless of which type of colonist you choose for your Hero, all colonists gain Language (English) for free.

Frontier Colonist

Though many colonists are located in growing urban centers, there are many folk who have shunned that life, in favor of a rougher, freer life along the frontier. Whether you’re from New York’s wilds, Carolina’s mountains, or the largely unexplored western lands of Ohio and Kentucky, places along the frontier are truly the most “uncivilized” places found in the colonies. Facing threats from nature, as well as vicious Villains, those living along the frontier suspect that the land is filled with more dangers than they realize—and some know firsthand that there are unspeakable horrors preying on the innocent, far more dangerous than Mother Nature.

October 25, 1770

My Dear Friend & Ally,

As always it was a pleasure to receive your last letter & as always your generosity astounds me. The gift of Balwak’s book was a most welcomed surprise. I thank you for your kindness & generosity.

My affairs, thanks to Providence’s Hand, have been well, though the continued actions of the King and Parliament harms Justice’s causes & threatens to snuff out the Torch of Freedom. I fear that events more at such a hurried pace, that soon War & Darkness will hold our Colonies in their black grip & will not let them go.

As we saw all those years ago as young Officers in service to the Crown, the world is filled with Darkness and Evil. You were Witness to this Power & you saw what it did when used by those with Evil in their Hearts. I fear this Darkness is much more ubiquitous than I once believed. It to be Our foolishness slowly pushing events toward misfortune. Unchecked, the World and our Hearts shall be undone. I have seen numerous signs of the Agents of Darkness, but not since that morning of May 28, 1754 have I felt this sense of dread.

My Friend, for George you are my Friend. I beg of you to read the enclosed report & take its contents seriously. Things are not right & one needs not the ability or Gift to know this. I have received countless letters from friends in the Society who have run afoul of the Brotherhood, as well as Agents of the Dark One. The Forces are once again stirring. If events unfold the way I fear they will, you must brace yourself for a great Confrontation.

As was the case before & as the case is always, I will stand at your side with Faith as my Shield & my Mind as my Sword. I, along with others within Called to the Society, vow to not only keep you informed, but to also serve as your Guardian. The Horns of War are sounding. Though you have disagrees with me in the past, I urge you to read what follows. Know that my intent is not to bring you harm or cause you fear. On the contrary, I believe that knowledge is the best defense our humble Society can afford.

I read with great interest your last letter about the improvements you have made to your estate. I marveled at your Industry & Foresight, and I look forward to our visit in December.

I remain your loyal Friend.

Tobias Heist
Frontier colonists are tough; they are more concerned with survival than they are about how many pounds sterling they have. Though some outsiders feel that frontier colonists are nothing more than stubborn uneducated dolts, the fact of the matter is that frontiersmen are the Colonies’ first line of defense against trouble. Besides their harsh nature, those living on the frontier have a reputation for having great strength. Choosing this background for your Hero means that your character is very strong because they’ve lived, and endured, many hardships far removed from civilization.

No one questions a frontiersmen’s fortitude. Though the urban centers are seen by many as being the heart of the Revolution, out on the frontier you’ll hear the true call for independence. Memories of the French-Indian war still linger, as well as countless raids suffered at the hands of warring tribes. Many brave men and women have died on the frontier; these colonists are accustomed to looking after their own without any help from the British Royal Army or the Colonial government.

• **Bonus Feats**: Great Fortitude, Iron Will, Tough
• **Favored Feats**: Tough + choose one other feat as a favored feat.

**Urban Colonist**

Making their living in one of the Colonies’ port colonial towns, urban colonists specialize in several trades and services found there. As a result, most urban colonists tend to be more prosperous than most. Due to living in areas like Boston, Philadelphia, Charleston, Providence, New York, New Haven, and Baltimore, urban colonists are not only safer than other colonists, but also have access to better goods and more opportunities within polite society. When it comes to the supernatural, urban colonists haven’t seen much horror first-hand. Most of what they know is from stories from other colonists or natives, and for some of them, that’s reason enough to fight.

Urban colonists, like most colonists, can trace their family heritage back to England or some other part of Europe. In some cases, some might have entered into an apprenticeship after their parents paid their passage to the Americas by becoming indentured servants. Unlike the countryside or the frontier, life within the urban centers is a lot more diverse. Here, along the docks of the port towns you find ships not only from England, but also from smugglers who travel to the Caribbean who trade exotic or black market goods. Smaller ships sail up and down to cities built along numerous rivers, bringing goods to be distributed further into the heartland.

From glassmakers to silversmiths, lawyers to ship makers, many skilled and specialized trades are found in the urban centers creating a complex economy and a number of opportunities for the savvy urban colonist. Urban colonists gain the skill Literate (English) free.

• **Bonus Feats**: Iron Will, Talented (any two Knowledge or Craft skills)
• **Bonus Skill:** The hero gains one bonus known skill at 1st level, in addition to those granted for the hero’s role and intelligence score.

• **Favored Feats:** Choose any two feats as the character’s favored feats.

**Freeman**

There are two types of Freeman found in the Colonies. The first are those who have worked off their time of service as indentured servants, and the second are those who have been freed from the shackles of slavery. Many Freemen might have witnessed Magic either during their years of service or through their Faith but, for the most part, Freedmen have not battled banshees or zombie in the New World.

**Freed Slave**

Though many looked down on the practice, slavery was a reality for some during this period in history in the New World and abroad. As the colonies became more progressive, many colonists saw slavery as a challenge to their religious principles, as well as their notion of independence. Many freed slaves work hard to get established and take opportunities wherever they can find them. Whether they have fled to the frontier or have joined the militia, freed slaves are capable and determined despite being considered social outcasts.

• **Bonus Feats:** Great Fortitude, Tough

• **Bonus Skill:** The hero gains one bonus known skill at 1st level, in addition to those granted for the hero’s role and intelligence score.

• **Favored Feats:** Tough + choose one other feat as a favored feat.

**Former Indentured**

Besides those once held against their will, many people came to the colonies as indentured servants. An indentured servant was legally (whether voluntarily or involuntarily) bound to a master for a period of time ranging between two to twelve years. Indentured servants would then work for their “master,” and when their length of service had concluded, they would get termination pay of £10, two sets of clothing, and sometimes a plot of land.

Indentured servitude was one of the main ways new settlers could afford to travel to the colonies; though the thought of working for someone for a period of time was not attractive, the chance to be in a new land, filled with possibilities, was too great to be ignored. Though life as a servant was hard, when compared to their lives back in the Old World, it was easy. More often than not, however, former indentured servants do not face the same social challenges freed slaves do upon re-entering society.

• **Bonus Feats:** Dodge Focus, Great Fortitude, Tough

• **Favored Feats:** Tough + choose one other feat as a favored feat.

**Wars and Raids**

Throughout the early-and-mid colonial period, the region was plagued by numerous hostilities between colonists and natives. The first example of this is King Philip’s War (1675–1676). Numerous people died in this war, and several tribes were wiped out. In the aftermath of the war, the colonists dominated New England, and many tribes pushed west.

The French Indian War (1754–1763) was part of a much larger bloodier conflict and was part of Seven Years war. Encouraged by the French, numerous Native Raids were a large part of this war and many colonists died. The western regions of New York, Pennsylvania, Virginia, and much of the south, experienced the highest casualties. England spent millions fighting The French Indian War, and it was this cost that caused Parliament to impose numerous taxes on the Colonies to pay.
Slavery versus Indentured Service

Truth be told, there was little difference between slavery and indentured service. Life was arduous, and though indentured servants had the hope of working off their debt, many former servants were left broken, abused and victimized by their masters. Though indentured servants entered into their service willingly, many upon reaching the colonies soon regretted their decision.

Immigrant

Your Hero has traveled to the colonies searching for something. Whether it is safety, freedom of religion, a new start, or a chance to own something of their own, the colonies offer many possibilities to you. Like the rest of their fellow immigrants, your Hero can come from all walks of life. Not every immigrant is poor; many are wealthy and visit the colonies to make a name for him-or-her self.

Your Immigrant Hero might have worked a small farm in Ireland only to lose your job because the farm was unable to pay their taxes. Your Hero might also have been the son of a German blacksmith, who left home seeking a new life in the Colonies.

Or, your Hero might have moved your entire family from London, seeking a place to practice your family’s religious beliefs freely. You could also be an Italian sailor who, after arriving on a merchant ship in the Boston Harbor, saw the prospects the colonies offered and found a job on the docks. Coming from the Old World, many immigrants have heard the stories about Witches, Demons, and other monsters. Some immigrants may have experienced a horror first-hand; others may be traveling to the New World to escape their troubled past.

Immigrants know their native language and are fluent in the appropriate Language Skill free of charge. If you want your Hero to be able to speak English, they still need to purchase the skill during Hero creation unless they are from England.

- **Bonus Feats**: Dodge Focus, Iron Will, Lightning Reflexes
- **Favored Feats**: Choose any two feats as the character’s favored feats.

Freedom and slavery

The first case of a freed slave ever recorded was in 1646 when New Haven’s Governor, Theophilis Eaton, freed his two slaves and built a house for them. From this point forward, the number of freed slaves in New England grew, inspired by his example. Some were freed after a set length of service; some were freed via Wills, while others were given their freedom outright.

Military

Though a career in the military was often a fatal one, some soldiers found a kind of camaraderie, as well as a chance for social mobility they might not otherwise have experienced if they chose not to join. As a military member, you may have experienced horrors that may or may not be supernatural. Depending upon what your position is in the military, you could have come face-to-face with an undead creature only to be told later on that it was an animal shipped from the Far East. If you choose this background, your Hero will be fluent in the English Language.

British Military

Though there were many romanticized views of the British military, the truth of the matter is an English soldier’s life was short-lived. Though many regarded the Navy in a favorable light, others believed the army was rife with poor degenerates. Once an English soldier’s term of service was over, he had few prospects. Some traveled back to Britain to find work. Others searched the Colonies for opportunities offered there.

Those in the Navy had a chance for a better life. Most found work as sailors on private ships, while British Naval officers, along with their Army counterparts, often turned to a life in Parliament or a royal office. British military members must declare whether they served (or still serve) in the Army or Navy.

- **Bonus Feats**: All-out Attack, Firearms Training, Iron Will
- **Favored Feats**: Attack Specialization, Tough
**Militia**

Colonists had different ideas about how to defend themselves. Many maintained their own volunteer militias. These volunteers could be farm-or-land owners, ex-military, patriots, or concerned citizens. Members of these militia had their own weapons, but most colonies provided muskets, powder, and lead for bullets. Your Hero can be a former militiaman, a Minute Man, or someone who had served and fought during the French-Indian War.

- **Bonus Feats:** Attack Focus (rifle), Dodge Focus, Firearms Training
- **Favored Feats:** Greater Attack Focus, Sneak Attack

**Native American**

As a Native, you can either choose to be born or adopted into a tribe. No matter which choice you make, your Hero is going to be looked at with suspicion or pity by the majority of the Colonists, unless they have established a relationship based on trade or war with them. Due to their connection with the land, the majority of the Native Americans have battled monsters at some point in their life.

Natives are deeply troubled, for they are not sure why so many creatures are stepping out of the shadows into the light of day. Some believe that these monsters are vengeful, angry spirits that have come to punish the Colonists or other tribes. Others believe that Colonists have intentionally (or unwittingly) brought horrors with them to the New World beyond disease or blight. For more tribe information and how they feel about Magic and the occult please refer to Chapter 6 on Natives.

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**When we assumed the Soldier, we did not lay aside the Citizen.**

*George Washington, June 20, 1775*

During this time, there were two branches of English military, the Army and the Navy. The Army was the main military force throughout the British Empire. The bulk of all soldiers were from the poorer classes, while officers were often the younger sons of royalty or wealthy merchants who purchased their commission. Soldiers had a poor reputation, which was largely due to being from England’s lower economic class.

The British Royal Navy was England’s prized jewel, and many looked upon it favorably. Life as a sailor was as hard as a soldier’s, but the rewards were much greater. The British Navy, much like the British Army, was known for its successes and, at the time, was the most powerful military force found anywhere in the world.

**Colonial Tribes**

Abenaki
Catawba
Cherokee
Chickasaw
Haudenosaunee
Lenape
Mahican
Shawnee
Native Born

Before the arrival of the Colonists, there were the Natives. Tracing their history back numerous generations, the natives are the first-born and the rightful inheritors of the Great Spirit’s land. It is their hope that one day they can attain enough power to rid the land of invaders and restore it to a natural, more peaceful state.
Native Born originate from one of the many tribes living and surviving in the New England, Mid-Atlantic and Southern Colonies. Because of their deep connection to nature, most Native Born continue to live as they always have but attempt to seek a balance with the Colonists. Some have followed the path of war after watching other tribes decimated by diseases, aggression, and untold monsters who have slashed their way into their tribes. To say that a Native-Born is “angry” is an understatement—especially when talking about their immense loss of land, family, and food. Some Native-Born want nothing more than to avenge their losses and dip war axes into their enemies’ blood; others desperately want peace at any cost.

More information about specific tribes and their attitudes can be found in Chapter 6.

- **Bonus Feats:** Great Fortitude, Skill Focus (Survival), Tough

- **Favored Feats:** Tough + choose one other feat as a favored feat.

**Tribe Adopted**

Though relations with the Colonists are always rocky, the various tribes are not opposed to adopting women, children and sometimes, male colonists into their ranks. In the case of men, non-natives may enter into a life of servitude, with the dim hope of eventually earning their freedom. Women are usually taken as brides; this is seen as a way for some of the unwed men to gain wives, to strengthen the clans, or simply, to diversify their families to prevent intermarriage. Children are regarded as innocent; when they are brought into the tribe they are raised no differently than any other child but are always treated, in some fashion, as a Colonist.

Though you are a member of a tribe, your tribe always has seen you as a colonist, regardless of when you were adopted. You’ve had some contact with other colonists, and you’re greeted with nasty stares and rude comments because you do not fit in their society. You feel unwelcome by both groups, but when you find those rare people who accept you for who you are, you are loyal to a fault.

Those adopted into a tribe gain the language skill of their associated tribe. More information about specific tribes and their attitudes can be found in Chapter 6.

- **Bonus Feats:** Great Fortitude, Tough

- **Bonus Skill:** The hero gains one bonus known skill at 1st level, in addition to those granted for the hero’s role and intelligence score.

- **Favored Feats:** Tough + choose one other feat as a favored feat.

**Magic?**

Heroes who use Magic fall into a few, different categories. Some Heroes could be reluctant to use it, believing that knowledge of the occult (through books or through practicing magic) is a means to an end. Other Heroes could despise Magic completely, opting to avoid it at all costs. Still others could embrace Magic completely, learning whatever Magic they could to use it against every Villain they come across. Whatever level of Magic you decide to use (or not use), as part of your character creation you should have an opinion about how you feel about it, because sooner or later you will come into contact with magical forces—whether you like it or not.

**Heroic Roles**

Of the three main roles in True20, Warriors and Experts are by far the most common in Colonial Gothic. The Adept role is far less common, and requires a few minor modifications to fit the Colonial Gothic setting. Simply put, adepts in Colonial Gothic are severely limited in their supernatural power selection. Most supernatural powers can only be accessed through the use of Rituals (See Chapter 7: Witchcraft for details). The powers an Adept can access through their core ability, the Talent, are similarly limited to those powers an adept can access without the use of a ritual. However, an adept can use the Talent to cast a ritual they have performed before, but have not yet gained permanent access to through the Ritual Knowledge feat.

**Fate Cards**

The last thing you need to do when creating a hero for Colonial Gothic is to jot down a few plot hooks for your Hero. Fate Cards are the little touches that help bring out different areas of your Hero. By using these hooks, you are able to add drama to the adventures you are taking part in. Starting Heroes can begin play with up to four Fate Cards; we’ve provided two cards you can photocopy in the back of the book. Using these cards, write down one or two sentences that offer an insight into your Hero’s true nature. When the moment strikes, you play them during the adventure. Your Narrator, using the rules in Chapter 8, will then spin them into an adventure.

So what should you write down on the cards? Statements could be related to several different things like Magic, the
War, your background, other Colonists or Natives, your Faith, your Sanity or your trade.

You used to regret not entering the Lodge with your closest childhood friend, but since his mysterious disappearance while on business for his brother Masons, you're beginning to think you made the right decision.

Some dark and forbidden piece of magic is responsible for murdering your grandmother. You believe that magic is evil, period, and nothing will be able to convince you otherwise.

Your tribe has been without a leader for days, and you're worried that someone will take advantage of the opportunity. You are obsessed with finding a way to contact (or bring back) your leader through any means necessary.

Witchcraft has been in your family for generations. The only problem is, you want to devote your life to becoming a Quaker.

It seems that many of your former patients that have passed on in blaming you for your poor apothecary practices—yet something else may be responsible.

The woman you loved betrayed you using black magic and now you believe all Magic is evil.

You might not win this fight as your memory flashes back to when you let a child die to save yourself.

You fled to the Colonies in hopes you would outrun the shadow, but no matter how far you run, the shadow finds you.

The bonds of slavery are broken, but the pain runs deep.

The ship you found floating off the North Carolina coast that night didn't just drift in; though your mind refuses to admit it, you know it was piloted by the dead man tied to the wheel. And that he knew you.

Your neighbors' daughter (and your sweetheart) disappeared while working for a wealthy family in Baltimore; they went looking for their child, but never came back. Now, five years later, a packet comes to you containing the locket you gave your sweetheart. But what of her and her family?
Chapter 3: Sample Heroes

On the next few pages are a few sample Heroes. They are just a few examples of the type of Heroes you can play in Colonial Gothic. To learn the basics, and to play the sample adventure, pick one of these sample Heroes. Everything you need is included in their descriptions.

William McGee

Type: 1st Level Warrior
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +1, Con +0, Int +0, Wis +1, Cha +0
Feats: Attack Focus (tomahawk), Firearms Training, Great Fortitude, Iron Will, Tough, Track, Weapon Training
Traits: Frontier Colonist Background Traits

Combat: Attack +2 (+1 base, +1 Dex) (+3 w tomahawk), Damage +4 (tomahawk) or +5 (musket), Defense: Dodge/Parry +2/+3 (+1 base, +1 Dex/+2 Str), Initiative +1

Saving Throws: Toughness +3 (+2 Con, +1 Tough), Fortitude +6 (+2 base, +2 Con, +2 Great Fortitude), Reflex +1 (+1 Dex), Will +3 (+1 Wis, +2 Iron Will)

Conviction: 3

Wealth Score: +6 (Professional Skill: Survival)

Gear: Musket, Tomahawk, Buckskin Breeches, Linen Shirt, Moccasins, Powder Horn, Hunting Bag, Bullet Mold

Background
You were born in 1746 and you learned much about the Frontier and about life from your father. Though your father and mother worked a farm, you spent your time exploring. When not busy working, you spent all your free time learning about nature and the outdoors.

Life was good, but then it changed. During the night the farmstead was raided by a Huron war party. You watched as your father was killed will protecting your mother and baby sister. Hiding in the woods you cried your last tears, and when the killing stopped your buried your family. Taking your father’s musket, you went out into the world to make a life for yourself. Life was hard, but you survived and made a life from fighting, hunting and fighting. You have seen much during your life, and those who know you call you by your given name, but your enemies call you Stalker.

Henry Rollings

Type: 1st Level Expert
Size: Medium
Speed: 30 ft.
Abilities: Str -1, Dex +0, Con +0, Int +4, Wis +3, Cha +0
Skills: Bluff 4 (+4), Concentration 4 (+7), Diplomacy 4 (+4), Gather Information 4 (+4), Knowledge (business) 4 (+8), Knowledge (civics) 4 (+8), Knowledge (earth sciences) 4 (+8), Knowledge (history) 4 (+10), Knowledge (physical sciences) 4 (+8), Knowledge (supernatural) 4 (+10), Notice 4 (+7), Search 4 (+8), Sense Motive 4 (+7)
Feats: Contacts, Eidetic Memory, Iron Will, Master Plan, Talented (Knowledge [history and supernatural]), Wealthy

Traits: Urban Colonist Background Traits

Combat: Attack +0, Damage +2 (traveling pistol) or +1 (cane), Defense: Dodge/Parry +0/-1 (-1 Str), Initiative +0

Saving Throws: Toughness +0, Fortitude +0, Reflex +2 (+2 base), Will +5 (+3 Wis, +2 Iron Will)

Conviction: 3

Wealth Score: +10 (Professional Skill: Knowledge [business])

Gear: Traveling Pistol, Folding Pocket Knife, Walking Cane

Background
Growing up in Provincetown your family made their money from trade and land deals. From buying speculations along the Frontier, to buying shares of goods, your father made a lot of money. This money allowed you to have access to many books as well as too a very good education. You attended Harvard, and it was there they you learned about the occult and the supernatural. It was during these formative years that you grew to be suspicious of those claiming that these supernatural forces exist. It is your firm belief that all most leave behind these false beliefs and embrace the progress of science.
**Molly North**

**Type:** 1st Level Adept  
**Size:** Medium  
**Speed:** 30 ft.  
**Abilities:** Str -3, Dex +0, Con +2, Int +4, Wis +3, Cha +0  
**Skills:** Diplomacy 4 (+4), Gather Information 4 (+4), Knowledge (herbalism) 4 (+8), Knowledge (life sciences) 4 (+8), Knowledge (supernatural) 4 (+10), Medicine 4 (+9), Notice 4 (+7), Search 4 (+8), Sense Motive 4 (+7)  
**Feats:** Attractive, Iron Will, Power, Ritual Knowledge (Draw), Ritual Knowledge (Excise), Talented (Medicine and Knowledge [supernatural])  
**Traits:** Powers (rank 4, Int, Difficulty 15; Second Sight +8), Urban Colonist Background Traits  
**Combat:** Attack +0, Damage -3 (unarmed), Defense: Dodge/Parry +0/-3 (-3 Str), Initiative +0  
**Saving Throws:** Toughness +2 (+2 Con), Fortitude +2 (+2 Con), Reflex +0, Will +7 (+2 base, +3 Wis, +2 Iron Will)  
**Conviction:** 3  
**Wealth Score:** +6 (Professional Skill: Medicine)  
**Gear:** Wool skirt, Leather shoes, Satchel, Small journal, Lead pencil  

**Background**

Your family was one of the first to settle Rhode Island. Your roots in the colony are deep and your family has made a name for themselves in all facets of society. Your grandfather settled in Provincetown early and it was he who built its first small school to teach all who wanted to learn to read and write. Your grandmother and mother were midwives of great skill and it was from them that you learned the trade. You also inherited from them the gift. You are able to work what you feel are miracles. By channeling this power you can heal and cast the evil out of a person. The world is a dark place and it grows darker. You will use your gift to help those resist this growing darkness.

**Kwaniwibid**

**Type:** 1st Level Warrior  
**Size:** Medium  
**Speed:** 30 ft.  
**Abilities:** Str +0, Dex +2, Con +2, Int +1, Wis +1, Cha +0  
**Skills:** Language 4, Notice 4 (+5), Stealth 4 (+6), Survival 4 (+8)  
**Feats:** Attack Focus (fowler), Firearms Training, Great Fortitude, Skill Focus (Survival), Tough, Track, Weapon Training  
**Traits:** Native Born Background Traits  
**Combat:** Attack +3 (+1 base, +2 Dex) (+4 w fowler), Damage +3 (war club) +1 (knife) or +5 (fowler), Defense: Dodge/Parry +3/+1 (+1 base, +2 Dex/-0 Str), Initiative +2  
**Saving Throws:** Toughness +3 (+2 Con, +1 Tough), Fortitude +6 (+2 base, +2 Con, +2 Great Fortitude), Reflex +2 (+2 Dex), Will +1 (+1 Wis)  
**Conviction:** 3  
**Wealth Score:** +5  
**Gear:** Fowler, Knife, War Club, Moose Hide Moccasins, Buckskin Leggings, Hunting Bag, Powder Horn  

**Background**

You are an Abenaki, and your people are dying. Evil stalks the land, and though many think evil does not exist, you know better. You are from the Argaguntucook and your people were given the sacred duty to protect the land. Many look at you and feel you are a savage. They are the savages. Your people have lived on the land since the dawn of time. It was not until the arrival of the White Man, that the trouble arrived. You are proud, and you will carry on your people’s duty until the breath leaves your body.
Israel Patrick

Type: 1st Level Warrior  
Size: Medium  
Speed: 30 ft.  
Abilities: Str +3, Dex +1, Con +2, Int +1, Wis +1, Cha -2  
Feats: Attack Focus (musket)², Dodge Focus², Firearms Training², Improved Strike, Iron Will, Skill Focus (Intimidate), Weapon Training  
Traits: Militia Background Traits  
Combat: Attack +2 (+1 base, +1 Dex) (+3 w musket), Damage +4 (unarmed) or +5 (musket), Defense: Dodge/Parry +3/4 (+1 base, +1 Dex and +1 Dodge Focus/+3 Str), Initiative +1  
Saving Throws: Toughness +2 (+2 Con), Fortitude +4 (+2 base, +2 Con), Reflex +1 (+1 Dex), Will +1 (+1 Wis)  
Conviction: 3  
Wealth Score: 4 (Professional Skill: Craft [carpenter])  
Gear: Colonial Musket, Linen Pants, Wool Stockings, Leather Shoes, Jacket, Tri Corner Hat, Powder Horn, Hunting Bag, Bullet Mold

Background

Your family came to Rhode Island when many left the Massachusetts due to being tired of the Puritans and their fire branding ways. The Patricks, though not as wealthy as most, made a name for themselves due to being fine carpenters as well as dependable defenders of freedom. You carry on the Patrick ways, even though it has been many years since you have picked up an awl and chisel.

You are a simple man, with simple needs. When the French and Savages went to war along the Frontier, you joined with the Militia helped beat them back. It was here that your learned to fight, learned to read, but also learned of the darker things that haunt the shadows of the world. You saw a lot, and after the war, you had a hard time adjusting to city life.
Chapter 7: Witchcraft

& Rituals

Introduction

Hidden in the background of the Colonies are people gifted with a divine spark of Magic. As it was discussed earlier, Magic is real in the world of Colonial Gothic, and is something very few people know or understand. How Magic works is a big mystery, and although many are embracing science and reason instead of superstition and fairy dust, magic still flows within every river, rock and bush. Those that use Magic typically fall into a few, different categories. You might meet people involved in a society who use Magic rituals for their own, dark purposes; others might become adepts and devote their lives to learning Magic and perform great deeds. However, many people who obsess about the supernatural, and what it can offer them, pay an enormous price. Many of the things that Magic-users take for granted—family, friends, security, and wealth—are lost as a result of their desire to use Magic for good or for evil.

Most Colonists and Natives living in the world of Colonial Gothic do not understand the supernatural. Many people feel Magic is something beyond their comprehension—both colonists and natives fear it, condemn it, and sometimes look down upon it. Because magic is something that is not socially-accepted by any group, practitioners of white and black magic study, learn, and perform rituals in secret. While neither the Continentals nor the English have absolute laws against practicing magic, many individual towns and tribes may have unwritten laws about the use of magic.

Shamans, even though they are an integral part of many tribes, are respected and feared. “Witches” or “Sorcerers” who live in the Colonies practice magic at their own risk. Some witches live in the safety of the frontier, believing that they are free to pursue their art whenever they wish. Even though magic is forbidden, your Hero might find a sorcerer living in the most unlikely place imaginable, pretending to be an upstanding citizen by day—and working his art by night.

Many Heroes feel strongly about magic—one way or the other—because witches, sorcerers, occultists, and practicing shamans put everyone at risk. Heroes know, all too well, that magic doesn’t always work. Rituals aren’t guaranteed to succeed and sometimes—they backfire with disastrous results.

Power Access

Colonial Gothic is a relatively low magic setting, and adepts have limited access to supernatural powers. The accompanying table provides a reduced list of the powers that adepts can take normally. All other supernatural powers can only be accessed through rituals in this setting (see Rituals later in this chapter).

<table>
<thead>
<tr>
<th>Powers Directly Available In Colonial Gothic*</th>
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<tbody>
<tr>
<td>Calm</td>
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<tr>
<td>Heart Reading</td>
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<td>Nature Reading</td>
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<td>Second Sight</td>
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<td>True Vision</td>
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<tr>
<td>Visions</td>
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*These are the only powers that can be accessed without the use of a ritual.

New Powers

The following new powers are available in the Colonial Gothic setting, but most of them can only be accessed through the use of rituals (see Rituals later in this chapter).

Bless

Fatiguing, Maintenance

Prerequisite: Cannot have the vice subtype

Bless Creature: By bestowing your supernatural blessing you fill an ally with courage. That ally gains a bonus on defense and on saving throws against fear effects based on your Bless power check. These bonuses last for 1 minute (10 rounds).

'Tis now the very witching time of night, when churchyards yawn and hell itself breathes out contagion to this world.

—Hamlet, William Shakespeare, 1602
Difficulty | Bonus
---|---
15 | +1
20 | +2
25 | +3
30 | +4
35 | +5

*Bless Water:* This use of the Bless power imbues up to 1 flask (1 pint) of water per adept level with positive energy, turning it into holy water. Holy water burns undead and creatures with the vice subtype as if it were acid. Splashing one such creature with holy water deals +2 virtue damage, while complete emersion will holy water destroy them.

*Bless Weapon:* This use of bless makes a weapon strike true against evil foes. The weapon is treated as a virtue aligned weapon for the purpose of bypassing the damage reduction. Individual arrows or bolts can be blessed, but affected projectile weapons (such as bows) don’t confer the benefit to the projectiles they shoot.

**Special:** Bless counters and mutually negates the effects of the Curse power.

**Time:** Standard action

**Metal Shaping**

**Fatiguing**

You can shape, damage and repair metal objects.

*Keen Edge (Difficulty 10):* This effect makes a weapon supernaturally keen, improving its ability to deal telling blows. This effect doubles the critical threat range of the weapon. A threat range of 20 becomes 19–20, a threat range of 19–20 becomes 17–20, and a threat range of 18–20 becomes 15–20. This effect can be cast only on piercing or slashing weapons with metal edges. If cast on arrows or crossbow bolts, the keen edge on a particular projectile ends after one use, whether or not the missile strikes its intended target.

Multiple effects that increase a weapon’s threat range (such as keen edge and the Improved Critical feat) don’t stack.

*Metalworking (Difficulty 10):* You can mold metal into any shape you wish. You can affect 1 cubic foot of metal. Each additional cubic foot increases the Difficulty by 1 (so at Difficulty 30 you can affect 20 cubic feet). The Narrator may require a Craft (metalworking) check to achieve precise results. You perform metalworking crafts in minutes instead of the hours of normal Craft projects. A complex project, which normally takes 24 hours, would therefore take 24 minutes.

*Corrode (Difficulty 15):* You can damage metal objects with a thought. A targeted metal object suffers damage equal to half your Metal Shaping rank (rounded down) unless it succeeds on a Difficulty 15 Reflex save. Carried, worn or otherwise attended objects can use their possessor’s saving throw, if it is better. Metallic creatures are not affected by this use of the power.

*Mending (Difficulty 15):* You can repair damaged metal objects. This requires you to touch the object and make a Difficulty 15 Metal Shaping check. If you succeed, the object is restored to its full Toughness.

You may also attempt to heal metallic creatures with this power. In this case, you can treat your Metal Shaping power like the Cure power.

*Implode Armor (Difficulty 30):* This use of metal shaping requires both concentration and maintenance. You can cause a suit of armor that is made of metal and is within your line of sight to begin slowly crumpling in on itself. The wearer suffers +2 damage on the first round, +4 damage on the second round and +8 damage on each round after that until they are able to remove their armor, they have died, or until the adept discontinues use of the power. This effect can be prevented with a successful Fortitude save.