

**PRE-GENERATED CHARACTERS
-AND CHARACTER SHEET FOR-**

Ravenloft

GOTHIC EARTH



**A
MASQUE OF THE RED DEATH
PLAYER'S GUIDE**

RESOURCE & PREVIEW



PREGENERATED CHARACTERS FOR GOTHIC EARTH ADVENTURES

Characters pre-generated for play are included in these pages, for those who want to get right into playing adventures in the alternate 1890s D&D setting of Gothic Earth without making their own character first, or who want to see samples of character types well-suited to *Masque of the Red Death* campaigns.

USING THE CHARACTER SHEETS

Each pre-generated character is laid out to fit on both sides of a single printed page, while also including as much explanation as necessary for any new rules. Combined with a brief summary of new rules at the end of this document, all the information players familiar with D&D need to use these characters should be right there on the character sheet.

Before you begin the game, the player of each character should fill out the following sections, which have been left blank: Character Name, Player Name, Nationality, and Gender Identity. Next to Maximum Resolve Points, where it says “Current Resolve”, fill in a number equal to your Maximum Resolve Points: this value is likely to fluctuate during play.

In addition, many characters have an additional language that can be selected to reflect the player’s choices about the character’s backstory. Finally, each character has two “Adventurer Bonds” listed, tying them to other player characters, and which can be quickly determined before the game begins.

CUSTOMIZATION

While all the necessary rules choices for these characters have been made, and many details are included (such as a biographical description of each one’s personal history), other details—most notably each character’s name, exact nationality, and gender—are left for the player to determine. Even when some limitations are described (none of these characters were born in London, but all live there as the

adventure begins; some are tied to a particular religion), a large degree of freedom is intended within such parameters. For example, if a character is described as “from the Americas”, that could mean anywhere from Buenos Aires or Barbados to Biloxi or Baffin Island. Elements of each character’s backstory are purposefully left vague so they can be customized or enhanced to realize the player’s vision.

Don’t veto ideas by assuming cultural barriers which may or may not be historical. In the 19th Century, many people face discrimination as part of their everyday lives, but making that a rationale to limit character identities ignores the examples of many individuals who, by the 1890s, had unlocked new opportunities despite the obstacles of the time:

- “Calamity Jane” Canary was already a famed Army scout, explorer, and frontierswoman in the 1890s;
- Sarah Jane Woodson Early became the first African-American woman college professor in 1858;
- In 1841, D. O. Dyce Sombre was the first man of Asian descent elected to the UK Parliament;
- 1880 saw Caroline Soule ordained as the first woman Christian minister in Europe;
- African-American Ira Aldridge was Europe’s most celebrated Shakespearean actor by the 1860s;
- In 1849, immigrant Elizabeth Blackwell was the first woman doctor to receive a U.S. medical degree;
- Naval commander Laskarina Bouboulina’s became the Russian Navy’s first woman admiral in 1825.

In the end, there is hardly any reason to limit character ideas on the basis of heritage, sex, or other facets of personal identity. Not only does a quick Wikipedia search often yield enough examples to justify a player’s vision, but beyond that, Gothic Earth is a fantasy world with its own alternate history. That history can and should become malleable in pursuit of what is most enjoyable.

"THE ANTIQUARIAN"

1st-level Scion (Adept), neutral good

Character Name

Player Name

Nationality

Gender

Armor Class 15 (12 if reduced to 0 resolve points)

Hit Points 8

Hit Dice d6+2

Proficiency Bonus +2 (numbers marked with a "*" include this bonus)

Speed 30 ft.

Initiative +2

Maximum Resolve Points 3

Current Resolve

Languages English, Arabic, Latin, and one additional language of your choice

ABILITY SCORES

SAVING THROWS

Strength	11 (+0)	+0
Dexterity	14 (+2)	+2
Constitution	14 (+2)	+2
Intelligence	16 (+3)	+5*
Wisdom	14 (+2)	+4*
Charisma	10 (+0)	+0

ATTACKS

Dagger. *Melee or Ranged Weapon Attack:* +4* to hit; reach 5 ft. or range 20/60 ft.; *Hit:* 1d4 + 2 piercing damage.

Derringer. *Ranged Weapon Attack:* +4* to hit; range 30 ft./90 ft.; *Hit:* 2d4 + 2 piercing damage. You can never attack with this weapon more than once in the same turn.

Handguns (like pistols and derringers) give advantage on attack rolls against targets within normal range wearing nonmagical medium or heavy armor.

*When you roll a 1 or 2 on an attack roll with a handgun or longarm, it is **fouled** until you spend 10 minutes cleaning it with a gunsmith's kit and make a successful DC 10 Intelligence (gunsmith's kit) check.*

While the firearm is fouled, if you roll another 1 or 2 on an attack roll with it, it is no longer usable, and must be either be repaired (for half the price of replacing it) or replaced.

Produce Flame (Cantrip). *Ranged Weapon Attack:* +5* to hit; range 30 ft.; *Hit:* 1d8 fire damage.

GEAR

Derringer, dagger, 25 rounds of derringer bullets-, explorer's pack, kid gloves, cabinet bag, 2 leather-covered notebooks, ink bottle, ink stand, writing pen, harness

lantern, 3 flasks of oil, magnifying glass, magnetic compass, matches (box of 25), measuring tape (5 feet), scissors, binoculars, spectacles, 50 calling cards, 2 hiking suits, riding boots, pith helmet, boxed camera, photographer's set, a gypsum crystal amulet carved with a pentacle (an arcane focus of the crystal type), 20 £

SKILLS

Acrobatics +2	Nature +4
Animal Handling +2	Perception +2
Arcana +5*	Performance +0
Athletics +0	Persuasion +0
Deception +0	Religion +4
History +5*	Science +5*
Insight +2	Sleight of Hand +2
Intimidation +0	Stealth +3
Investigation +5*	Survival +2
Medicine +2	

Passive Skills *Investigation 16, Insight 12, Perception 12*

PROFICIENCIES

Tools Forgery Kits, Photographer's Set

Weapons Simple weapons

CLASS FEATURES: SCION

Forbidden Lore. Your legacy as a scion grants you two additional languages (Arabic and Latin), and access to secret magical techniques known as *Forbidden Lore*, which confer the following benefits:

- **Hermetic Formulae.** You have a spellbook you can study to cast spells, as described in the Spellcasting section of this character sheet. Also, you can use an arcane focus as a spellcasting focus when casting any spell you know.
- **Parlor Tricks.** You know two cantrips, described in the Spellcasting section
- **Telepathic Contact.** You can telepathically speak to any creature you can see within 120 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself. You can choose to concentrate on this feature as an action, as if it were a spell, gaining the ability to use this feature with up to six creatures at once, as long as you maintain your concentration. Also, this ability lets you cast certain spells (see Spellcasting section).
- **Trained Ritualist.** Whenever you make an Intelligence (Arcana) check to cast a spell as a ritual, you have advantage on that roll. If you already know the spell by other means that allow you to cast it without using a

ritual, you automatically succeed on the check and don't need to roll at all.

SPELLCASTING

Intelligence is your spellcasting ability. Your spell attack modifier is +5* and 13* is the DC for saving throws against any of your spells, as well as for any scion features, or adept features that require saves. When you cast a spell of 1st-level or higher, you create the needed spell slot as part of the casting process by spending resolve points. You use each spell's casting time, components, and other rules normally.

Cantrips (at will): *produce flame, prestidigitation*

1st-level (1 resolve point to cast): *alarm ♦, beast bond, detect evil and good, detect magic, sleep ♦*

Castable as rituals: *alarm ♦, detect magic*

(Spells marked with a diamond (“♦”) can only be cast if you have had the chance to study your spellbook since the last time you finished a long rest.)

ARCHETYPE FEATURES: ADEPT

Adept Talents. You are attached to a secretive qabal (the Ghost Circle), granting you access to a hidden network of supporters and operatives who can provide assistance in eluding the minions of the Red Death. You know a set of secret signs and passwords you can use to identify such operatives, who can provide you with access to a disguised safe house, free room and board, or assistance in finding information. These co-conspirators never endanger their lives for you or risk revealing their true identities. This feature also grants your proficiency with forgery kits and the Arcana skill.

ECONOMIC BACKGROUND: COMFORTABLE

Starting Lifestyle: Comfortable (Costs 2 £ per day)

Lifestyle Income: 2d4 £ per day

Background Benefit: Because this was your starting background, you have advantage on saving throws against disease. This also grants your proficiency with the History skill.

ROLEPLAYING FEATURES

Though your father was a Classics Professor, it was your mother who filled your imagination with stories of lost civilizations and mythical heroes. You knew from an early age you wanted to see the world you dreamed about. You studied all over, then became a teaching fellow at King's College London. After your mother passed, your aging father became your only remaining family, and you moved him to London to care for him. Then, under the auspices of the Egypt Exploration Fund, you joined your first excavation.

On your third trip to Egypt, your life was changed forever when you came upon an ancient tablet inscribed with lore the hieroglyphs described as “forbidden.”

Researching this led you to a secret society of occultists, the London-based qabal known as the Ghost Circle. You are learning about the wonders of magic, but also its dangers, slowly claiming the power of the same heroes your mother read to you about as a child. The real question is, what is a worthy use of this newfound might? In the myths, those with power used it against monsters and the forces of darkness—and it is beginning to look like those are real as well.

Personality Traits. Knowledge is the most laudable of pursuits, and you are always curious, especially about the secrets of the past.

Ideals. Glory. You wish to make your mother proud, and to achieve heroism like the mythic heroes you grew up reading about.

Flaws. You are too stubborn to give up on a goal, even if it endangers your life.

Bonds. The London townhouse where your qabal meets is like a second home. Your mother's safety matters more to you than your own.

Adventurer Bonds.

- 1: Before the game begins, determine the other player character with the highest total modifier on Intelligence (History) checks. You seek insight into what they think great figures of history would do in any situation, to inform your own choices.
- 2: Before the game begins, determine the other player character with the lowest passive Perception. You try to protect that person, pointing out every possible source of danger in case they've failed to notice.

GENERAL FEATURES

Ritualist. As long as you have a written record of a spell (such as a spellbook or scroll), and that spell has the ritual tag, you can cast the spell as a ritual with normal components. At the end of the casting, make an Intelligence (Arcana) check against a DC equal to 12 + the spell's level. Failing this check causes the spell to fail as well. On a success, you cast it normally, using the rules for rituals. Others can assist you, but instead of granting advantage, they give you a +1 bonus on the roll for each person assisting. Like all spellcasting, successful casting of a ritual requires a Dark Powers check.

Due to your Adept archetype, you can double your proficiency bonus when adding it to your Intelligence (Arcana) check to cast a ritual. See the *Trained Ritualist* fragment of the Forbidden Lore feature you gain from your Scion class for additional benefits.

"THE ARTISAN"

1st-level Stalwart (Expert), neutral good

Character Name

Player Name

Nationality

Gender

Armor Class 16

Hit Points 14

Hit Dice 1d12 + 2

Proficiency Bonus +2 (numbers marked with a "*" include this bonus; numbers marked with "***" include double your proficiency bonus due to expertise)

Speed 40 ft.

Initiative +2

Maximum Resolve Points 3

Current Resolve

Languages English, Hebrew, and one other of your choice

ABILITY SCORES

SAVING THROWS

Strength	16 (+3)	+5*
Dexterity	14 (+2)	+2
Constitution	14 (+2)	+4*
Intelligence	13 (+1)	+1
Wisdom	12 (+1)	+1
Charisma	10 (+1)	+0

ATTACKS

Unarmed Strike. *Melee Weapon Attack:* +5* to hit; reach 5 ft.; *Hit:* 1d4 + 3 bludgeoning damage.

Silver Plated Hammer. *Melee Weapon Attack:* +5* to hit; reach 5 ft.; *Hit:* 1d8 + 3 bludgeoning damage (or 1d10 + 4 if used with two hands).

Breech-Loading Rifle. *Ranged Weapon Attack:* +4* to hit; range 80 ft./240 ft.; *Hit:* 3d6 + 2 piercing damage. You can never attack with this weapon more than once in the same turn.

Longarms (like rifles and shotguns) give advantage on all attack rolls against targets wearing nonmagical armor.

*When you roll a 1 or 2 on an attack roll with a handgun or longarm, it is **fouled** until you spend 10 minutes cleaning it with a gunsmith's kit and make a successful DC 10 Intelligence (gunsmith's kit) check.*

While the firearm is fouled, if you roll another 1 or 2 on an attack roll with it, it is no longer usable, and must be either be repaired (for half the price of replacing it) or replaced.

GEAR

Silver-plated hammer (as silver warhammer), breech-loading rifle, 25 rounds of rifle ammunition, harness lantern, hunting trap, notebook, pencil, basic work clothes (wool union suit or common dress), black hat, black

overcoat, riding boots, monster hunter's pack, smith's tools, gunsmith's kit, library card, 15 £

PROFICIENCIES

Tools Demolitions kits, smith's tools, land vehicles

Weapons Simple weapons, handguns, hammers (warhammers), longarms

SKILLS

Acrobatics +2	Nature +1
Animal Handling +1	Perception +1
Arcana +3*	Performance +0
Athletics +5***	Persuasion +2*
Deception +0	Religion +3*
History +3*	Science +1
Insight +1	Sleight of Hand +2
Intimidation +2*	Stealth +2
Investigation +3*	Survival +1
Medicine +1	

Passive Skills *Investigation 13, Insight 11, Perception 11*

CLASS FEATURES: STALWART

Forceful Prowess. You've learned to rely on your own personal mettle and endurance in moments of difficulty, granting you the following benefits:

- Your AC can't be less than 12 + your Dexterity modifier + your Constitution modifier (16), regardless of what kind of armor you may or may not be wearing.
- While you are not wearing medium or heavy armor, your speed increases by a number of feet equal to 5 times your proficiency bonus (10 feet).
- You add half your proficiency bonus (rounded up) to any Strength or Constitution check you make that doesn't already use your proficiency bonus (numbers marked with "***" include this bonus).
- You can roll a d4 in place of the normal damage of your unarmed strike.

ARCHETYPE FEATURES: EXPERT

Expert Talents. Your specialized talents command a certain amount of attention, and you can parley this attention into access to people and places you might not otherwise have, for you and your allies. Political leaders, reclusive scholars, wealthy socialites, and crime bosses, to name a few, might be interested in seeing demonstrations of your skill or employing someone with your uncommon abilities. This feature also grants your proficiencies in the Arcana and Persuasion skills.

ECONOMIC BACKGROUND: MODEST

Starting Lifestyle: Modest (Costs 1 £ per day)

Lifestyle Income: 1d4 £ per day

Background Benefit: Having a Modest starting background granted your proficiencies with land vehicles and the Investigation skill.

ROLEPLAYING FEATURES

You grew up in a family of metalworkers, and learned some of their trade, but a series of misfortunes caused your parents to lose the family business. Fortunately, your unusual size and strength won you employment as a valet and attendant to an English scholar and metaphysician, Professor Ruth Maccoby.

A small and frail yet brilliant older woman, the professor was also something of an iconoclast, having fought the academic establishment to obtain her education. She expressed great praise for your athleticism, good sense, and work ethic. She also nurtured you in the Jewish faith that your parents had mostly abandoned, becoming a religious teacher to you as well as your employer. Frequently traveling with her to dangerous places, you picked up a variety of unusual skills. Eventually, you accompanied the professor in her return to her native London.

Yet Western academia is beset with fickle trends and reversals of favor, especially for those who don't fit into the establishment. Professor Maccoby lost funding for her studies. She retained you as her assistant, but only part time. She also invited you to live in a spare room at the house of her son, a rabbi. It was Rabbi Tobias who found you full-time work, shoeing horses for a company that operates Hansom cabs.

You didn't find out the truth about Professor Maccoby until she asked you to make a silver-plated hammer to precise specifications. She then gave the weapon a blessing, and asked you to carry it and many other supplies to cemetery. The professor had come to exorcise a dybbuk, a demon that possesses a corpse to torment mourners. The professor had spent a decades-long career destroying supernatural monsters, and until that night you never had any idea.

The ritual that night quickly became something more like a battle, and to your grief and horror, it was the professor's last. The dybbuk was on the verge of defeat when it dealt her an unexpected and fatal blow. Finishing it fell to you, and the blessing upon the hammer allowed you to destroy the demon.

The hammer no longer bears its blessing, but now you carry it everywhere, in memoriam. Though you lack the knowledge of forbidden lore the professor possessed, you swore to continue her work. You purchased an old hunting rifle and other supplies from your employers, secured reading privileges at the British Museum Library, and began your research.

Personality Traits. As a child, your unusual height and size forced you to make extra effort to fit in. To this day, your

instinct is to offer help to others, hoping this will motivate them to accept you.

Ideals. Endurance. You have always been strong, and God has chosen you to survive many times when others have perished. You must maintain your strength to fulfill His plan for you.

Flaws. Stubbornness. Once you get it in your head that something needs doing, talking you out of it takes far more convincing than is reasonable.

Bonds. After the death of his mother (the circumstances of which you have not completely revealed), Rabbi Tobias Maccoby continues to let you live in his home. You respect him not only as your generous host, but your mentor in faith. You owed his mother a great debt, and have sworn to continue the professor's secret battle against the Red Death. You remember your own parents by keeping the smithing tools they gave you.

Adventurer Bonds.

1: Before the game begins, determine the other player character with the highest total modifier on Intelligence (Arcana) checks. Being a neophyte in occult matters, you constantly seek their counsel.

2: Before the game begins, determine the other player character with the lowest Strength score. You try to help this person like you helped the professor.

GENERAL FEATURES

Ritualist. Whether or not you can normally cast spells, as long as you have a written record of a spell (such as a spellbook or scroll), and that spell has the ritual tag, you can cast the spell as a ritual with normal components. At the end of the casting, make an Intelligence (Arcana) check against a DC equal to 12 + the spell's level. Failing this check causes the spell to fail as well. On a success, you cast it normally, using the rules for rituals. Others can assist you, but instead of granting advantage, they give you a +1 bonus on the roll for each person assisting. Like all spellcasting, successful casting of a ritual requires a Dark Powers check.

"THE CRIMINAL"

1st-level Sleuth (Criminal), chaotic good

Character Name

Player Name

Nationality

Gender

Armor Class 16 (13 if reduced to 0 resolve points)

Hit Points 10

Hit Dice 1d8+2

Proficiency Bonus +2 (numbers marked with a "*" include this bonus; numbers marked with "**" include double your proficiency bonus due to expertise)

Speed 30 ft.

Initiative +3*

Maximum Resolve Points 3

Current Resolve

Languages English and one other language of your choice

ABILITY SCORES

SAVING THROWS

Strength	10 (+0)	+0
Dexterity	16 (+3)	+5*
Constitution	14 (+2)	+2
Intelligence	11 (+0)	+2*
Wisdom	14 (+2)	+2
Charisma	14 (+2)	+2

ATTACKS

Dagger. Melee or Ranged Weapon Attack: +5* to hit; reach 5 ft. or range 20/60 ft.; Hit: 1d4 + 3 piercing damage.

Navy Pistol. Ranged Weapon Attack: +5* to hit; range 40 ft./120 ft.; Hit: 2d4 + 3 piercing damage. Must be reloaded as an action after 6 shots.

Handguns (like pistols and derringers) give advantage on attack rolls against targets within normal range wearing nonmagical medium or heavy armor.

When you roll a 1 or 2 on an attack roll with a handgun or longarm, it is **fouled** until you spend 10 minutes cleaning it with a gunsmith's kit and make a successful DC 10 Intelligence (gunsmith's kit) check.

While the firearm is fouled, if you roll another 1 or 2 on an attack roll with it, it is no longer usable, and must be either be repaired (for half the price of replacing it) or replaced.

GEAR

Navy pistol, 25 rounds of ammunition, dagger, club bag, notebook, pencil, pocket watch, burglar's pack, kid gloves, simple work clothes (wool union suit or common dress), hat, worn-out shoes, thieves' tools, gunsmith's kit, hip flask of whiskey, 10 £

PROFICIENCIES

Tools Thieves' tools**, playing cards

Weapons Simple weapons, handguns

SKILLS

Acrobatics +3	Nature +0
Animal Handling +2	Perception +2
Arcana +0	Performance +2
Athletics +2*	Persuasion +2
Deception +2	Religion +0
History +2	Science +0
Insight +6**	Sleight of Hand +7**
Intimidation +2	Stealth +7**
Investigation +2*	Survival +2
Medicine +2	

Passive Skills Investigation 12, Insight 14, Perception 12

CLASS FEATURES: SLEUTH

Astute Expertise. You have expertise with your Sleight of Hand and Stealth skill proficiencies, which means your proficiency bonus is doubled for any ability check you make that uses them.

Precision Damage. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. If you have succeeded on a contested Wisdom (Insight) check against a creature within the last minute, you can inflict your precision damage on that creature, even if you do not have advantage on the attack roll. However, you can never inflict precision damage if you have disadvantage on the attack roll.

ARCHETYPE FEATURES: CRIMINAL

Criminal Talents. You maintain a network of contacts who look out for you. You can find a place to hide, rest, or recuperate among these accomplices, unless you have shown yourself to be a danger to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you. This feature also provides your proficiency with the Sleight of Hand and Stealth skills.

ECONOMIC BACKGROUND: POOR

Starting Lifestyle: Poor (Costs .20 £ per day)

Lifestyle Income: 1d6 x .10 £ per day

Background Benefit: Whenever you finish a short rest, if you have fewer than half your resolve points remaining, you regain 1 resolve point.

ROLEPLAYING FEATURES

You don't remember a time when you weren't involved with criminal activity on some level. You were a skilled pickpocket by the age of nine, and spent your teenage years working as a cat burglar. However, you made it a rule to only take from those with wealth to spare. Your falling out with a local gang boss who tried to extort your mother prompted you to leave town.

After getting your mum squared away someplace safe, you sought greener pastures in London. In exchange for a cut of the profits, a ruthless daughter of the aristocracy, Dame Celia Blount, helped you find homes worth robbing for a while—until she betrayed you to the coppers.

You spent three years in Newgate Prison. You thought you'd seen every kind of evil, but your cellmate's murder by a supernatural creature opened your eyes to the dark truth. Since your release, you live in a spare room behind a gambling den in the notorious London neighborhood of Limehouse.

You make your living with casual jobs, legal and illegal, but your focus is protecting vulnerable people from the greater horrors who prey upon them, and you've been in contact with others who share these goals.

Personality Traits. Most people make a fuss over stupid things, which you find amusing. You resent those raised without hardship.

Ideals. Retribution. Those who victimize the weak—from blood-sucking horrors to rich men who exploit the poor—need a taste of their own medicine. You want other common folk to see you as a hero.

Flaws. It's hard for you to trust anyone besides your comrades. Yet you tend to reveal secrets when you're trying to impress someone.

Bonds. Your mother is a formidable woman quite capable of taking care of herself, but she made you feel safe and loved through dark times, so you still send her money every chance you get. Dame Celia Blount stole three years of your life, and if you could get away with it, you'd love to make her pay.

Adventurer Bonds.

- 1: Before the game begins, determine the other player character you think is the most lawful. Every chance you get, you try to convince this person to break rules and take risks with you.
- 2: Before the game begins, determine the other player character who comes from the wealthiest background. You like that person more than most other rich folk, but still like to mock how easy they've had it.

GENERAL FEATURES

Ritualist. Whether or not you can normally cast spells, as long as you have a written record of a spell (such as a spellbook or scroll), and that spell has the ritual tag, you can cast the spell as a ritual with normal components. At the end of the casting, make an Intelligence (Arcana) check against a DC equal to 12 + the spell's level. Failing this check causes the spell to fail as well. On a success, you cast it normally, using the rules for rituals. Others can assist you, but instead of granting advantage, they give you a +1 bonus on the roll for each person assisting. Like all spellcasting, successful casting of a ritual requires a Dark Powers check.

"THE DILETTANTE"

1st-level Shepherd (Socialite), lawful neutral

Character Name

Player Name

Nationality

Gender

Armor Class 15 (12 if reduced to 0 resolve points)

Hit Points 8

Hit Dice 1d8

Proficiency Bonus +2 (numbers marked with a "*" include this bonus)

Speed 30 ft.

Initiative +2

Maximum Resolve Points 3

Current Resolve

Languages English, Latin

ABILITY SCORES

SAVING THROWS

Strength	10 (+0)	+0
Dexterity	14 (+2)	+2
Constitution	10 (+0)	+0
Intelligence	14 (+2)	+4*
Wisdom	14 (+2)	+2
Charisma	16 (+3)	+5*

ATTACKS

Fencing Foil. *Melee Weapon Attack:* +4* to hit; reach 5 ft.; *Hit:* 1d8 + 2 piercing damage.

Derringer. *Ranged Weapon Attack:* +4* to hit; range 30 ft./90 ft.; *Hit:* 2d4+2 piercing damage. You can never attack with this weapon more than once in the same turn.

Handguns (like pistols and derringers) give advantage on attack rolls against targets within normal range wearing nonmagical medium or heavy armor.

*When you roll a 1 or 2 on an attack roll with a handgun or longarm, it is **fouled** until you spend 10 minutes cleaning it with a gunsmith's kit and make a successful DC 10 Intelligence (gunsmith's kit) check.*

While the firearm is fouled, if you roll another 1 or 2 on an attack roll with it, it is no longer usable, and must be either be repaired (for half the price of replacing it) or replaced.

GEAR

Derringer, 25 rounds of Derringer ammunition, fencing foil, cabinet bag, gunsmith's tools, box of 25 matches, bullseye lantern, 3 flasks of oil, 3 large trunks, 5 pairs of gloves, overcoat, opera cape, 10 sets of everyday clothing, 10 outfits for formal occasions, 5 sets of traveling suits, 5 hats, 5 pairs of shoes, hunting outfit, tennis outfit,

swimming outfit, riding outfit, fencing outfit, backgammon set, tennis set, 2 bottles of wine, 50 calling cards, 30 £

PROFICIENCIES

Tools Backgammon, tennis set

Weapons Simple weapons, fencing foil (rapier)

SKILLS

Acrobatics +2	Nature +2
Animal Handling +2	Perception +2
Arcana +2	Performance +5*
Athletics +2*	Persuasion +5*
Deception +5*	Religion +2
History +2	Science +2
Insight +4*	Sleight of Hand +2
Intimidation +3	Stealth +2
Investigation +2	Survival +2
Medicine +2	

Passive Skills Investigation 13, Insight 14, Perception 13

CLASS FEATURES: SHEPHERD

Harrowing Condemnation. Your powerful words allow you to destroy an enemy's morale. As an action, you can choose one creature within 30 feet who can hear you and make a Wisdom (Insight), Intelligence (Investigation), or Charisma (Deception, Intimidation, Performance, or Persuasion) check. The creature must then make a Wisdom saving throw against a DC equal to your ability check result. On a failure, the creature takes 1d8 psychic damage, and it can't take reactions until the start of its next turn.

Frightful Harrowing. When you use your Harrowing Condemnation feature, you can choose to spend 1 resolve point, but you must do so before the target rolls its saving throw. If you do so, on a failed save you add your proficiency bonus to the psychic damage inflicted, and the target also suffers the effects of failing a fear save.

Intuitive Inspiration. You can inspire others to excellence. As a bonus action, choose one creature other than yourself within 60 feet of you who can hear you. The creature chosen gains a d6 Intuitive Inspiration die. If it is below its hit point maximum, it also gains temporary hit points equal to 1+your proficiency bonus.

Once within the next 10 minutes, a creature with an Intuitive Inspiration die can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Intuitive Inspiration die, but must decide before the DM says whether the roll succeeds or fails.

Witnessing the use of your Intuitive Inspiration grants you increased confidence and fighting spirit. When a creature you can hear or see within 60 feet of you rolls an Intuitive Inspiration die from you, you gain temporary hit points equal to the number rolled on the Intuitive Inspiration die.

Once the Intuitive Inspiration die is rolled, it is lost. A creature can have only one Intuitive Inspiration die at a time. You can use this ability twice, regaining expended uses when you finish a long rest.

ARCHETYPE FEATURES: SOCIALITE

Dandy. You gain a bonus equal to half your level (rounded up) to Charisma (Persuasion) checks against creatures who can both hear and see you. Also, thanks to your demeanor of upper-class privilege, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. Those of lower status make every effort to accommodate you and avoid your displeasure, and you can secure an audience with a local official or another member of your social class if you need to.

Socialite Talents. You have advantage on any roll to determine the monetary value of a luxury item. This feature also provides your proficiency with tennis sets and the Deception and Persuasion skills.

ECONOMIC BACKGROUND: WEALTHY

Starting Lifestyle: Wealthy (Costs 4 £ per day)

Lifestyle Income: 4d4 £ per day

Background Benefit: You have advantage on saving throws against disease. In addition, while you sustain a Wealthy or Aristocratic lifestyle, you retain the services of a loyal assistant (statistics as a **noble**). This assistant can arrange your correspondence, manage your calendar, keep your wardrobe and possessions, and perform other mundane tasks. This person will leave your service if frequently endangered or abused. They will not fight for you or follow you into obviously dangerous areas except on rare occasions (at the DM's discretion), and even then only after thorough convincing and the offer of additional "hazard pay" (which is at least as expensive as the services of a skilled hireling, as described in the *Player's Handbook*).

ROLEPLAYING FEATURES

When your family reached a certain level of wealth, they relocated to London and never looked back. Your inheritance allows you to travel often and keep a luxurious home in Knightsbridge, an upper-class London neighborhood. One of your closest friends is a noblewoman, Dame Celia Blount, a

childhood chum who shared your amateur interest in supernatural matters. A year ago, Celia invited you to a private gathering with her friends in a secret society, the Fellowship of the Crimson Dawn, and they initiated you.

Despite the occult trappings, you quickly saw this as an adult version of the clubs you so enjoyed in school. As always, you expected you'd soon replace the leader, a smelly little reprobate who called himself "Grand Adept of the 13-Pointed Star." But you soon grew bored, and you were thinking of quitting, until one of the silly rituals conjured something real.

The demon was small, but horrifying. The Grand Adept commanded it to strike down another member who had revealed secrets. When you saw news of the targeted young woman's death the next day, you realized the dangerous truth, so you sought others knowledgeable in occult matters, aiding them in exchange for help in escaping the Fellowship.

Personality Traits. Money is plentiful, but gossip is precious currency. You love to be the center of attention.

Ideals. Ambition. Fate rewards those—like you—who go after what they want, and you have a duty to share your successful example with the world.

Flaws. Anything for a pretty face—your own included.

You've convinced yourself that reshaping others in your image helps them fulfill their potential.

Bonds. Dame Celia Blount is a very good friend, but not a very good friend; while she may get you into trouble at times, it's hard to deny your long history. You'd never admit it, but your best friend is probably the lifelong servant who helped raise you.

Adventurer Bonds.

- 1: Before the game begins, determine the other player character whose social class is highest. You stick with this person and commiserate with them about how the others just don't understand.
- 2: Before the game begins, determine the other player character with the highest Charisma. You really want this person to like you, and to support you as a leader.

GENERAL FEATURES

Ritualist. As long as you have a written record of a spell (such as a spellbook or scroll), and that spell has the ritual tag, you can cast the spell as a ritual with normal components. At the end of the casting, make an Intelligence (Arcana) check against a DC equal to 12 + the spell's level. Failing this check causes the spell to fail as well. On a success, you cast it normally, using the rules for rituals. Others can assist you, but instead of granting advantage, they give you a +1 bonus on the roll for each person assisting. Like all spellcasting, successful casting of a ritual requires a Dark Powers check.

"THE PARSON"

1st-level Shepherd (Parson), lawful good

Character Name

Player Name

Nationality

Gender

Armor Class 13 (10 if reduced to 0 resolve points)

Hit Points 9

Hit Dice 1d8+1

Proficiency Bonus +2 (numbers marked with a "*" include this bonus; numbers marked with "**" include double your proficiency bonus due to expertise)

Speed 30 ft.

Initiative +0

Maximum Resolve Points 3

Current Resolve

Languages English, Latin, Hebrew, and one other language of your choice

ABILITY SCORES

SAVING THROWS

Strength	9 (-1)	-1
Dexterity	10 (+0)	+0
Constitution	12 (+1)	+1
Intelligence	14 (+2)	+2
Wisdom	16 (+3)	+5*
Charisma	16 (+3)	+5*

ATTACKS

Dagger. Melee or Ranged Weapon Attack: +2* to hit; reach 5 ft. or range 20/60 ft.; Hit: 1d4 piercing damage.

Club (Walking Stick). Melee Weapon Attack: +1* to hit; reach 5 ft.; 1d6-1 bludgeoning damage.

Derringer. Ranged Weapon Attack: +2* to hit; range 30 ft./90 ft.; Hit: 2d4 piercing damage. You can never attack with this weapon more than once in the same turn.

Handguns (like pistols and derringers) give advantage on attack rolls against targets within normal range wearing nonmagical medium or heavy armor.

When you roll a 1 or 2 on an attack roll with a handgun or longarm, it is **fouled** until you spend 10 minutes cleaning it with a gunsmith's kit and make a successful DC 10 Intelligence (gunsmith's kit) check.

While the firearm is fouled, if you roll another 1 or 2 on an attack roll with it, it is no longer usable, and must be either be repaired (for half the price of replacing it) or replaced.

GEAR

Derringer, 25 rounds of Derringer ammunition, dagger, walking stick, personal journal, pen and ink, pocket watch, box of 25 matches, priest's pack, professional attire (wool

union suit or woman's dress suit), dress shoes, first aid kit (works as a healer's kit), 3 flasks of holy water, Holy Bible (King James Translation), 10 £

PROFICIENCIES

Tools Land vehicles

Weapons Simple weapons, handguns

SKILLS

Acrobatics +0	Nature +3
Animal Handling +3	Perception +3
Arcana +2	Performance +3
Athletics -1	Persuasion +5*
Deception +3	Religion +6**
History +4*	Science +2
Insight +7**	Sleight of Hand +0
Intimidation +2	Stealth +0
Investigation +2	Survival +3
Medicine +2	

Passive Skills Investigation 12, Insight 17, Perception 13

CLASS FEATURES: SHEPHERD

Harrowing Condemnation. Your powerful words allow you to destroy an enemy's morale. As an action, you can choose one creature within 30 feet who can hear you and then make your choice of one of the following checks: Wisdom (Insight), Intelligence (Investigation), or Charisma (Deception, Intimidation, Performance, or Persuasion). The creature must then make a Wisdom saving throw against a DC equal to your ability check result. On a failure, the creature takes 1d8 psychic damage, and it can't take reactions until the start of its next turn.

Frightful Harrowing. When you use your Harrowing Condemnation feature, you can choose to spend 1 resolve point, but you must do so before the target rolls its saving throw. If you do so, on a failed save you add your proficiency bonus to the psychic damage inflicted, and the target also suffers the effects of failing a fear save.

Intuitive Inspiration. You can inspire others to excellence. As a bonus action, choose one creature other than yourself within 60 feet of you who can hear you. The creature chosen gains a d6 Intuitive Inspiration die. If it is below its hit point maximum, it also gains temporary hit points equal to 1+your proficiency bonus.

Once within the next 10 minutes, a creature with an Intuitive Inspiration die can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after rolling the d20 before deciding to use the Intuitive Inspiration die, but must decide before the DM says whether the roll succeeds.

Witnessing the use of your Intuitive Inspiration grants you confidence and fighting spirit. When a creature you can hear or see within 60 feet of you rolls an Intuitive Inspiration die from you, you gain temporary hit points equal to the number rolled on the Intuitive Inspiration die.

Once the Intuitive Inspiration die is rolled, it is lost. A creature can have only one Intuitive Inspiration die at a time. You can use this ability twice, regaining expended uses when you finish a long rest.

ARCHETYPE FEATURES: PARSON

Parson Talents. At 1st level, you can read, write, and speak Hebrew and Latin, and when you would make the Intelligence (Arcana) check to cast a spell as a ritual, you can make an Intelligence (Religion) check instead. This feature also grants your proficiency with the Insight and Religion skills. You have expertise with those skills, which means your proficiency bonus is doubled for any ability check you make that uses them.

Ecclesiastical Support. Members of your religion will provide you with lodging and food as necessary, and you have special access to temples, churches, or other places of worship for your faith. If you are accused of a crime, your faith's leaders will support you, and you can gain access to people and places you might not otherwise have, for you and your traveling companions.

Of course, part of your clerical duties involves securing financial provision. You must ensure that the equivalent of at least 5 £ per month in local currency, goods, or services are donated to the coffers of your religious organization. This can come from believers you inspire to generosity, or from personal sources of income. If you fall behind on this designated offering, you must make up back dues to remain in your faith's good graces.

ECONOMIC BACKGROUND: POOR

Starting Lifestyle: Poor (Costs .20 £ per day)

Lifestyle Income: 1d6 x .10 £ per day

Background Benefit: Whenever you finish a short rest, if you have fewer than half your resolve points remaining, you regain 1 resolve point.

ROLEPLAYING FEATURES

You were raised by devout Christians, and have always felt a call to service. As a sickly child, growing up poor in the market town of Homerby, you immersed yourself in Bible study.

As an adult, you moved to London, where you obtained a position assisting the chaplain of Newgate Prison, which houses both male and female felons and debtors. You devote much of your time to improving conditions for the female prisoners (and their children). You supplement your income

with clerical work at churches across the city, sometimes taking the opportunity to deliver lectures at weekday services. One day, you hope to be ordained as a minister.

You were quite content with your work until a series of incidents at Newgate shook you to your core. A supernatural creature was preying upon the prisoners, resulting in a handful of deaths. Only the intervention of the visiting Father Chesterton, a Roman Catholic priest trained in the rites of exorcism, was able to end these horrors. You never believed in demons or the occult before, but your eyes have been opened, so you've asked this Catholic exorcist to teach you what he knows. Having decreased your workload during the week, you devote your free time to researching further means of defeating the dark forces that prey upon the innocent.

Personality Traits. Calm. You know the truth of the matter, and find comfort in your faith.

Ideals. Devotion. You are part of God's plan, and you must not only tend to the flock, but also destroy the evil that threatens it.

Flaws. At times you are a bit overzealous in your crusade to exterminate the monsters and demons. You forget that not everyone has the knowledge you have.

Bonds. You very much miss your parents in the rural town of Homerby, and you visit whenever you can. You enjoy arguing theology with the Catholic exorcist Father Chesterton. Despite his "papist errors," he is a mentor to you in defeating dark forces.

Adventurer Bonds.

- 1: Before the game begins, determine the other player character with the highest Strength score. You have always been weak and sickly, so you often request this person's aid with physical tasks (a difficult climb, carrying heavy things, etc.).
- 2: Before the game begins, determine the other player character whose alignment is furthest from Lawful Good. You believe God placed this person in your path so that they might benefit from your spiritual counsel, and you always encourage them to act more ethically.

GENERAL FEATURES

Ritualist. As long as you have a written record of a spell (such as a spellbook or scroll), and that spell has the ritual tag, you can cast the spell as a ritual with normal components. At the end of the casting, make an Intelligence (Arcana) check against a DC equal to 12 + the spell's level. Failing this check causes the spell to fail as well. On a success, you cast it normally, using the rules for rituals. Others can assist you, but instead of granting advantage, they give you a +1 bonus on the roll for each person assisting. Like all spellcasting, successful casting of a ritual requires a Dark Powers check.

"THE PHYSICIAN"

1st-level Sleuth (Expert), lawful good

Character Name

Player Name

Nationality

Gender

Armor Class 15 (12 if reduced to 0 resolve points)

Hit Points 9

Hit Dice 1d8 +1

Proficiency Bonus +2 (numbers marked with a "*" include this bonus; numbers marked with "**" include double your proficiency bonus due to expertise)

Speed 30 ft. Initiative +2

Maximum Resolve Points 3 Current Resolve

Languages Arabic, English, and one other of your choice

ABILITY SCORES

SAVING THROWS

Strength	10 (+0)	+0
Dexterity	14 (+2)	+4*
Constitution	13 (+1)	+1
Intelligence	16 (+3)	+5*
Wisdom	16 (+3)	+3
Charisma	10 (+0)	+0

ATTACKS

Scalpel (Dagger). *Melee Weapon Attack:* +4* to hit; reach 5 ft. or range 20/60 ft.; *Hit:* 1d4 + 2 piercing damage.

Navy Pistol. *Ranged Weapon Attack:* +4* to hit; range 40 ft./120 ft.; *Hit:* 2d4 + 2 piercing damage. Must be reloaded as an action after 6 shots.

Handguns (like pistols and derringers) give advantage on attack rolls against targets within normal range wearing nonmagical medium or heavy armor.

*When you roll a 1 or 2 on an attack roll with a handgun or longarm, it is **fouled** until you spend 10 minutes cleaning it with a gunsmith's kit and make a successful DC 10 Intelligence (gunsmith's kit) check.*

While the firearm is fouled, if you roll another 1 or 2 on an attack roll with it, it is no longer usable, and must be either be repaired (for half the price of replacing it) or replaced.

GEAR

Navy pistol, scalpel (as dagger), 25 rounds of navy pistol ammunition, physician's bag (works much like a healer's kit, but see gear rules), professional attire (2 basic suits or dresses), high quality formalwear, lab coat, everyday hat, formal dinner hat, pocket watch, merchant's scale, microscope, magnifying glass, overcoat, 50 calling cards, diplomat's pack, 3 pairs of shoes, riding boots

PROFICIENCIES

Tools Chess sets, microscopes

Weapons Simple weapons, handguns

SKILLS

Acrobatics +2	Nature +5*
Animal Handling +3	Perception +3
Arcana +3	Performance +0
Athletics +0	Persuasion +0
Deception +0	Religion +3
History +3	Science +5*
Insight +3	Sleight of Hand +6**
Intimidation +0	Stealth +2
Investigation +5*	Survival +3
Medicine +7**	

Passive Skills Investigation 15, Insight 13, Perception 13

CLASS FEATURES: SLEUTH

Astute Expertise. You have expertise with your Medicine and Sleight of Hand skill proficiencies, which means your proficiency bonus is doubled for any ability check you make that uses them.

Precision Damage. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon. If you have succeeded on a contested Wisdom (Insight) check against a creature within the last minute, you can inflict your precision damage on that creature, even if you do not have advantage on the attack roll. However, you can never inflict precision damage if you have disadvantage on the attack roll.

ARCHETYPE FEATURES: EXPERT

Expert Talents. Your specialized talents command a certain amount of attention, and you can parley this attention into access to people and places you might not otherwise have, for you and your allies. Political leaders, reclusive scholars, wealthy socialites, and crime bosses, to name a few, might be interested in seeing demonstrations of your skill or employing someone with your uncommon abilities. This feature also grants your proficiencies in the Investigation and Science skills.

ECONOMIC BACKGROUND: ARISTOCRATIC

Starting Lifestyle: Aristocratic (Costs 10 £ per day)

Lifestyle Income: 4d8 £ per day

Background Benefit: You have advantage on saving throws against disease. In addition, while you sustain a Wealthy or Aristocratic lifestyle, you retain the services of three servants. These are personal attendants

(statistics as **commoners**) who run errands, manage your affairs and possessions, and can carry messages for you. They will perform mundane tasks for you, but they do not fight for you, will not follow you into obviously dangerous areas, and will leave if they are frequently endangered or abused.

ROLEPLAYING FEATURES

Born royalty, you had many free hours to study the Qur'an. It not only taught you the importance of charity and compassion, but also the joys of deep study. You were fascinated by the workings of the human body from an early age. Your tutors knew much of medicine, and you supplemented their knowledge with books and journals from outside your homeland.

Being a younger sibling, you had some freedom to chart your own destiny, so you arranged to study abroad. You obtained your M.D. in America, then traveled to London where you became involved in some exciting projects regarding the function of the brain.

You work as a personal doctor to many wealthy families, and together with a generous allowance from your family, you are able to spend most of your time on medical research. Yet you have not forgotten your responsibilities to the community as a whole, and also volunteer occasionally at clinics providing services to London's poor. You have monthly hours at a handful of such institutions. You also used to keep hours at a clinic run by a friendly rival from medical school, Dr. Richard Edwards, but you lost touch over a year ago after an angry disagreement over how to treat a patient.

Recently, a series of bizarre sleepwalking incidents afflicting young people both rich and poor has caught your attention, since the symptoms are coupled with acute anemia and occasional brain fevers. Your search for answers brought unexpected answers, related to the world of the occult, and you are determined to learn more.

Personality Traits. At home, you were used to being treated with deference, but in England, you must be unfailingly polite and positive, otherwise people treat you with suspicion. Like many immigrants, you strive to be more British than the natives, speaking with a perfect accent and dressing in the most respectable fashions.

Ideals. Discovery. There are many ways of reading the ayah (signs) of Allah in creation. Science is a means of illuminating such wisdom for the good of all.

Flaws. You don't expect too much of others, and you can be too quick to give the benefit of the doubt. You avoid interpersonal conflict, but when you disagree about a subject in which you are an expert, you can be arrogant and stubborn.

Bonds. While you love your new home, worshipping among fellow Muslims living in the Limehouse District

helps soothe your homesickness. You don't even know where Dr. Richard Edwards lives these days, but you want resolve your old feud—with him admitting your superior expertise, ideally.

Adventurer Bonds.

- 1: Before the game begins, determine the other player character with the least wealthy background. You constantly offer this person charity and other assistance, in keeping with your religious beliefs about helping the poor.
- 2: Before the game begins, determine the other player character with the lowest hit points. You worry for this person's safety, and make protecting them a priority.

GENERAL FEATURES

Ritualist. Whether or not you can normally cast spells, as long as you have a written record of a spell (such as a spellbook or scroll), and that spell has the ritual tag, you can cast the spell as a ritual with normal components. At the end of the casting, make an Intelligence (Arcana) check against a DC equal to 12 + the spell's level. Failing this check causes the spell to fail as well. On a success, you cast it normally, using the rules for rituals. Others can assist you, but instead of granting advantage, they give you a +1 bonus on the roll for each person assisting. Like all spellcasting, successful casting of a ritual requires a Dark Powers check.

"THE SCOUT"

1st-level Soldier (Outrider), lawful neutral

Character Name

Player Name

Nationality

Gender

Armor Class 16 (13 if reduced to 0 resolve points)

Hit Points 12

Hit Dice 1d10 +2

Proficiency Bonus +2 (numbers marked with a "*" include this bonus)

Speed 30 ft.

Initiative +3

Maximum Resolve Points 3

Current Resolve

Languages English, one other language of your choice

ABILITY SCORES

SAVING THROWS

Strength	12 (+1)	+3*
Dexterity	16 (+3)	+5*
Constitution	14 (+2)	+2
Intelligence	10 (+0)	+0
Wisdom	16 (+3)	+3
Charisma	9 (-1)	-1

ATTACKS

Bowie Knife. *Melee or Ranged Weapon Attack:* +5* to hit; reach 5 ft. or range 10/30 ft.; *Hit:* 1d6 + 3 piercing damage.

Army Pistol. *Ranged Weapon Attack:* +5* to hit; range 40 ft./120 ft.; *Hit:* 2d6 + 3 piercing damage. Must be reloaded as an action after 6 shots.

Handguns (like pistols and derringers) give advantage on attack rolls against targets within normal range wearing nonmagical medium or heavy armor.

Sawed-off Shotgun. *Ranged Weapon Attack:* +6* to hit; range 20 ft./60 ft.; *Hit:* 3d4 + 3 piercing damage (or 2d4 + 3 piercing damage if the target is farther than 20 feet away). Must be reloaded as an action after 2 shots.

Scattershot. You choose a 10-foot cube area within 20 feet and make a separate sawed-off shotgun attack against each creature in the area. Each creature hit takes 2d4 + 3 piercing damage instead of the normal damage.

Longarms (like rifles and shotguns) give advantage on all attack rolls against targets wearing nonmagical armor.

*When you roll a 1 or 2 on an attack roll with a handgun or longarm, it is **fouled** until you spend 10 minutes cleaning it with a gunsmith's kit and make a successful DC 10 Intelligence (gunsmith's kit) check.*

While the firearm is fouled, if you roll another 1 or 2 on an attack roll with it, it is no longer usable, and must be either be repaired (for half the price of replacing it) or replaced.

GEAR

Sawed-off shotgun, army pistol, 50 rounds of shotgun ammunition, 50 rounds of army pistol ammunition, bowie knife, explorer's pack, binoculars, magnetic compass, box of 25 matches, bullseye lantern, 3 flasks of oil, simple work clothes, cowboy hat, first aid kit (works as a healer's kit), gunsmith's kit, deck of cards, 10 £

MOUNT

Old draft horse borrowed from work

PROFICIENCIES

Tools Demolitions kits, gunsmith's kits, vehicles (land)

Weapons Simple weapons, handguns, longarms, lassos, cavalry sabres, bowie knives

SKILLS

Acrobatics +3	Nature +2*
Animal Handling +3	Perception +5*
Arcana +0	Performance -1
Athletics +1	Persuasion -1
Deception -1	Religion +0
History +0	Science +0
Insight +3	Sleight of Hand +3
Intimidation +1*	Stealth +3
Investigation +2*	Survival +3
Medicine +3	

Passive Skills Investigation 10, Insight 13, Perception 15

CLASS FEATURES: SOLDIER

Martial Discipline: Cavalry. While you are mounted, unmounted creatures you hit with weapon attacks can't make opportunity attacks against you or your mount for the rest of the turn if they are smaller than your mount, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.

ARCHETYPE FEATURES: OUTRIDER

Outrider Talents. You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. This feature also provides your proficiency with vehicles (land) and the Animal Handling and Nature skills.

Seasoned Traveler. You gain special benefits when mounted or traveling long distances, as follows:

Mounted Benefits. While mounted you have advantage on saving throws to avoid falling off your mount if you

are not incapacitated. Mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed.

Travel Benefits. You gain the following benefits when traveling for an hour or more:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by supernatural means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

ECONOMIC BACKGROUND: POOR

Starting Lifestyle: Poor (Costs .20 £ per day)

Lifestyle Income: 1d6 x .10 £ per day

Background Benefit: Whenever you finish a short rest, if you have fewer than half your resolve points remaining, you regain 1 resolve point.

ROLEPLAYING FEATURES

You were born in the Americas. Though you were never a soldier, your wilderness skills led to work as a military scout on the frontier. However, a friendly fire incident scarred you badly, so you left that job behind and started traveling.

Two years and one whirlwind romance later, you were married and living in London. Your father-in-law Harry, a policeman, found you a nice job helping tend horses for an company that operates Hansom cabs. Things were pretty good for a while... Until your spouse caught a train heading northeast to the coast one night, to visit a sick uncle in the coastal town of Homerby, but never caught the train back.

To this day, you have no idea what happened. No body was ever found. What you do know is, your instincts say your spouse is still alive somewhere out there, and you've learned to trust your instincts.

Your father-in-law didn't take it as well. Already a widower, Harry was broken by the new grief of losing his child. He sleeps at your apartment now, and he's almost always drunk. After listening to a lot of his crime-solving stories, you started looking into the disappearance.

Though you haven't found any real clues, you've gotten involved in enough other strangeness since to suspect your spouse's disappearance had a supernatural cause. You've also

met folks who claim to battle the dark things in the shadows. That's a fight you can get behind.

Personality Traits. You are plainspoken, and bluntly announce what others are hiding or hinting at.

Ideals. Prosperity. It took you quite some time to find a stable home, a decent job, and a life with someone you loved. You will do anything to get it back.

Flaws. You have an instinct to run away when things get tough or too complicated.

Bonds. You are desperate to find your spouse. You still live in the apartment you shared, and you've kept it completely unchanged. You know your father-in-law Harry needs you, and despite his drinking, Harry is good company, not to mention the only family you have left in England.

Adventurer Bonds.

- 1: Before the game begins, determine the other player character with the highest Intelligence. You are always eager to petition this person for insights, to hide and overcome your lack of formal education.
- 2: Before the game begins, determine the other player character with the lowest Armor Class. You're pretty sure this person will die if you don't stay between them and danger, and you often remind them of that.

GENERAL FEATURES

Ritualist. Whether or not you can normally cast spells, as long as you have a written record of a spell (such as a spellbook or scroll), and that spell has the ritual tag, you can cast the spell as a ritual with normal components. At the end of the casting, make an Intelligence (Arcana) check against a DC equal to 12 + the spell's level. Failing this check causes the spell to fail as well. On a success, you cast it normally, using the rules for rituals. Others can assist you, but instead of granting advantage, they give you a +1 bonus on the roll for each person assisting. Like all spellcasting, successful casting of a ritual requires a Dark Powers check.

"THE SHOOTIST"

1st-level Soldier (Gunslinger), lawful good

Character Name

Player Name

Nationality

Gender

Armor Class 16 (13 if reduced to 0 resolve points)

Hit Points 12

Hit Dice 1d10+2

Proficiency Bonus +2 (numbers marked with a "*" include this bonus)

Speed 30 ft.

Initiative +3

Maximum Resolve Points 3

Current Resolve

Languages English, Burmese

ABILITY SCORES

SAVING THROWS

Strength	14 (+2)	+4*
Dexterity	16 (+3)	+5*
Constitution	14 (+2)	+2
Intelligence	12 (+1)	+1
Wisdom	9 (-1)	-1
Charisma	14 (+2)	+2

ATTACKS

Machete. Melee Weapon Attack: +5* to hit; reach 5 ft.; Hit: 1d6 + 3 slashing damage.

Army Pistol. Ranged Weapon Attack: +6* to hit; range 40 ft./120 ft.; Hit: 2d6 + 3 piercing damage. Must be reloaded as an action after 6 shots.

Handguns (like pistols and derringers) give advantage on attack rolls against targets within normal range wearing nonmagical medium or heavy armor.

Shotgun. Ranged Weapon Attack: +6 to hit; range 30/90 ft.; Hit: 4d4 + 3 piercing damage (or 1d6 + 3 piercing damage if the target is farther than 30 feet away). Must be reloaded as an action after 2 shots.

Scattershot. You choose a 10-foot cube area within 30 feet and make a separate shotgun attack against each creature in the area. Each creature hit takes 1d6 + 3 piercing damage instead of the normal damage.

Longarms (like rifles and shotguns) give advantage on all attack rolls against targets wearing nonmagical armor.

When you roll a 1 or 2 on an attack roll with a handgun or longarm, it is **fouled** until you spend 10 minutes cleaning it with a gunsmith's kit and make a successful DC 10 Intelligence (gunsmith's kit) check.

While the firearm is fouled, if you roll another 1 or 2 on an attack roll with it, it is no longer usable, and must be either be repaired (for half the price of replacing it) or replaced.

GEAR

2 army pistols, shotgun, 50 rounds of army pistol ammunition, 50 rounds of shotgun ammunition, machete, cabinet bag, binoculars, pocket watch, box of 25 matches, bullseye lantern, 2 flasks of oil, basic work clothes (wool union suit or common dress), deerstalker hat, riding boots, riding suit, first aid kit (works as a healer's kit), gunsmith's kit, 5 £

PROFICIENCIES

Tools Gunsmith's kits, demolitions kits, vehicles (land)

Weapons Simple weapons, handguns, longarms, bolas, machetes, cutlasses

SKILLS

Acrobatics +4	Nature +1
Animal Handling -1	Perception -1
Arcana +1	Performance +2
Athletics +4*	Persuasion +2
Deception +2	Religion +1
History +1	Science +1
Insight -1	Sleight of Hand +4
Intimidation +4*	Stealth +4
Investigation +1	Survival +1*
Medicine -1	

Passive Skills Investigation 11, Insight 9, Perception 9

CLASS FEATURES: SOLDIER

Martial Discipline: Shootist. You gain a +1 bonus to attack rolls you make with ranged weapons (numbers marked with a "^" include this bonus).

ARCHETYPE FEATURES: GUNSLINGER

Gunslinger Talents. Your skill with lethal weapons gives you a fearsome reputation. No matter where you go, people tend to be afraid of you. When you are in a civilized settlement, you can get away with minor criminal offenses, such as refusing to pay for drinks at a tavern or breaking down doors at a local shop, since most people will not report your activity to the authorities. This feature also provides your proficiency with gunsmith's kits and the Intimidation skill.

ECONOMIC BACKGROUND: SQUALID

Starting Lifestyle: Squalid (Costs .10 £ per day)

Lifestyle Income: 1d20 x .01 £ per day

Background Benefit: Whenever you finish a short rest, you regain 1 resolve point.

ROLEPLAYING FEATURES

Despite being neither British nor old enough, you disguised your origins to join the British Army, and saw action in the Third Burmese War. A shrapnel wound nearly killed you, but you were pulled from the field by a local translator named Tekkatho Min. The injury cost you most of your hearing in your left ear and the use of your left eye, which you now keep covered with an eyepatch.

Though you never lost your nerve, nor your aim, this injury motivated you not to re-enlist. You have settled in London, where you live on your pension. The Burmese scholar who saved your life has also come to London, obtaining passage as a lascar (migrant sailor) on a British ship. Like many other lascars, Tekkatho Min lives in a Christian charity house. Your home is close to his, so you visit somewhat regularly.

You used to take occasional work leading or aiding hunting expeditions, but no more. Not since your trip to the woods near the coastal market town of Homerby, on a night when the hunters became the hunted.

You never saw the bestial horror coming. To this day you are haunted by the idea that perhaps, if it weren't for impaired senses on your left side, you would have been able to react more quickly. The thing shrugged off blades and rifle bullets alike, killing your aristocratic employer and his retinue. You have no idea why you weren't touched.

Surviving this confrontation with the supernatural scarred you worse than the war. Unemployed, you've been living in your wartime comrade Jack Slayton's back room in the Old Nichol, a notorious London slum.

Recently you accepted a stranger's offer to join the fight against supernatural evils. That night, you had your first good night's sleep in ages.

Personality Traits. You are haunted by what you've seen, and it makes you a bit paranoid. You've got a war story

relevant to every situation, and seldom hesitate to tell your tale.

Ideals. Heroism. God gave you a gift for marksmanship, and you believe your purpose is to use it for the benefit of innocent people.

Flaws. You tend to hoard anything you see that might be of value. You are haunted by nightmares, and have trouble falling asleep sober.

Bonds. A Burmese religious scholar, Tekkatho Min, saved your life, and then became your close friend. You honor your debt to him any way you can.

Adventurer Bonds.

- 1: Before the game begins, determine the other player character with the highest passive Perception. Since losing an eye and much of your hearing, you sometimes miss things, so you rely on that person's awareness, and often ask them what they see.
- 2: Before the game begins, determine the other player character with the lowest hit points. You worry for this person's safety, and make protecting them a priority.

GENERAL FEATURES

Ritualist. Whether or not you can normally cast spells, as long as you have a written record of a spell (such as a spellbook or scroll), and that spell has the ritual tag, you can cast the spell as a ritual with normal components. At the end of the casting, make an Intelligence (Arcana) check against a DC equal to 12 + the spell's level. Failing this check causes the spell to fail as well. On a success, you cast it normally, using the rules for rituals. Others can assist you, but instead of granting advantage, they give you a +1 bonus on the roll for each person assisting. Like all spellcasting, successful casting of a ritual requires a Dark Powers check.

PLAYER NEW RULES SUMMARY

RESOLVE POINTS

You have a number of resolve points, which you spend to fuel certain features.

Maximum Resolve. Your resolve point maximum equals your proficiency bonus + your level (3 at 1st level, 6 at 4th level, 11 at 8th level, etc.). You begin play at your maximum. The number of resolve points you have can't go below 0, and cannot exceed your maximum.

Regaining Resolve. You regain resolve points equal to half your maximum when you finish a long rest.

Spending Resolve. The maximum number of resolve points you can spend on single use of any feature is equal to your proficiency bonus.

Uses of Resolve. Your resolve points fuel some class and archetype features, but you can also spend them to use the following benefits:

- **Overcoming Wounds.** You can spend 1 resolve point as a bonus action to regain 1d4 hit points. If you wish, you can spend additional resolve points on a use of this feature, regaining an additional 1d4 hit points for each additional resolve point spent.
- **Overcoming Fear and Horror.** Whenever you fail a fear or horror save (as described in the following section), you can choose to spend 1 resolve point to avoid the effects of the failed save. If you do so, you instead take 1 level of stress.
- **Resolute Focus.** Whenever you make an ability check, attack roll, or saving throw, you can spend 1 resolve point to gain advantage on that roll.
- **Unarmored Resolve.** As long as you have at least 1 resolve point and you are not wearing armor or wielding a shield, your AC cannot be less than 11 + your Dexterity modifier + your proficiency bonus.

NEW CONDITION: DETACHED

- A creature suffering the detached condition has disadvantage on Intelligence, Wisdom, and Charisma saving throws and ability checks.
- All Charisma checks against a detached creature have advantage.
- When a successful Charisma check suggests a course of action to the creature, the creature pursues it as if it were under the effects of a *suggestion* spell, even if it is immune to being charmed. This is not a magical effect. Depending on the course of action, it may choose to stop pursuing it as soon as it is no longer detached.

When suggested courses of action conflict, the creature chooses which to pursue.

NEW CONDITION: STRESS

Stress is measured in seven levels. An effect can give you one or more levels of stress, as specified in the effect's description. If you already have stress, your current level of stress increases by the amount specified (not to exceed seven levels of stress).

A creature suffers only the effects of its *current* level of stress, not those of any lower or higher ones.

TABLE: Stress Condition Effects

Stress Level	Effect
1	-1 penalty on Intelligence, Wisdom, and Charisma saving throws
2	-2 penalty on Intelligence, Wisdom, and Charisma saving throws
3	-3 penalty on Intelligence, Wisdom, and Charisma saving throws
4	Disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Intelligence checks
5	Disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Intelligence and Charisma checks
6	Disadvantage on Intelligence, Wisdom, and Charisma saving throws, and on Intelligence, Wisdom, and Charisma checks.
7	Detached condition

SPECIAL ROLLS

Your DM may ask you to make the following rolls:

- A **fear save** is a Wisdom saving throw. On a failure, if you don't spend 1 resolve point and take 1 level of stress, you become frightened for 1 minute. If frightened, you can repeat the saving throw at the end of each of your turns, ending your frightened condition on a success.
- A **horror save** is a Charisma saving throw. On a failure, you must either spend 1 resolve point or roll on the Red Death Madness Table (your DM has information on this). If you spend the resolve point, you instead take 1 level of stress.
- A **Dark Powers check** is a simple unmodified d20 roll you must make whenever you cast a spell, or when the DM judges that you have committed an act of true evil. The DM will tell you what happens if you fail.

NEW ACTION: EXERTING INFLUENCE

As an action, you roll a Charisma check (modified by any appropriate skill proficiency) to inflict levels of the stress condition on a creature that can see or hear you. The target must make a Wisdom saving throw against a DC equal to the result of your Charisma check. On a failure, it takes 1 level of stress. If it fails the saving throw by 5 or more, it instead takes 2 levels of stress. If it fails by 10 or more, it takes 3 levels of stress.

NEW ACTION: FANNING

When wielding a ranged weapon with which you are proficient that has the reload property, you can use your action to attempt to strike multiple targets. Choose a 10-foot square within that weapon's normal range. Each target in the area must roll a Dexterity saving throw (DC equals 8 + your proficiency bonus + your Dexterity modifier). On a failure, a target takes damage equal to 1 + your proficiency bonus. After using this action, you must reload.

NEW REACTION: TAKING AIM

Taking Aim is a reaction, triggered by the end of your turn, provided you did not move more than 5 feet during that turn. When you take this reaction, choose a target within range of your weapon and begin concentrating, as if on a spell. While you are still concentrating on Taking Aim, you have advantage on your first weapon attack roll each turn against the chosen target. Your concentration ends at the end of your next turn. It also ends early if you move more than 5 feet during any turn, if you make an attack that that does not target the chosen target at which you aimed, or by the same means that would normally end your concentration on a spell.

NEW BONUS ACTION: TARGETED STRIKE

Immediately before making a weapon attack as part of the Attack action on your turn, you can use your bonus action to modify that attack, making it a Targeted Strike. You cannot make a Targeted Strike if the weapon attack it would modify uses a weapon with which you are not proficient or if that attack would be made at disadvantage.

When you make a Targeted Strike, you choose one of the following options. For all required saving throws, the DC = 8 + your proficiency bonus + your Dexterity, Intelligence, or Wisdom modifier (your choice).

- **Advancing Strike.** The damage from the modified attack is halved, but if the attack hits its target, you choose a friendly creature who can see or hear you. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of your attack. The target hit also suffers disadvantage on the

next attack roll it makes against the chosen creature before the end of its next turn.

- **Knockback Strike.** If the modified attack hits, the target must roll a Strength saving throw. On a failure, if the target is Large or smaller, you can choose to either knock it prone or force it to move up to 10 feet away from you.
- **Marking Strike.** If the modified attack hits, the target must roll a Wisdom saving throw. If it fails, you mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature. While it is within 5 feet of you, if a creature marked by you makes an attack roll that doesn't target you, it suffers disadvantage on the attack roll.
- **Strike to Kill.** The modified attack inflicts additional damage equal to your proficiency bonus if it hits a creature within 5 feet of you. If the attack roll is made at advantage, it also scores a critical hit on a roll of 19 or 20. However, if the damage from the modified attack reduces a creature to 0 hit points, you cannot choose to knock the creature out instead of killing it, even if the attack was a melee attack.
- **Strike to Wound.** If the modified attack hits a living creature, that creature must roll a Constitution saving throw. If it fails, it must roll on the Devastating Injury table. In addition, if the damage from this attack reduces a creature to 0 hit points, the creature is not killed. Instead it falls unconscious and is stable.

NEW RULES FOR HEALING AND DAMAGE

Healer's Kit Dependency. You can't spend any Hit Dice after finishing a rest until someone expends one use of a healer's kit to bandage and treat your wounds. (A healer's kit is often a first aid kit or physician's bag.)

Slow Natural Healing. You don't regain hit points at the end of a long rest. Instead, you can spend Hit Dice to heal at the end of a long rest, just as at the end of a short rest. (As normal, you also regain Hit Dice equal to half your level at the end of a long rest.)

Devastating Injuries. When you take 10 or more points of damage at once from a single source, if it reduces you to 0 hit points, you must roll a Constitution saving throw. The DC equals 15 or half the damage taken, whichever number is higher. On a success, you merely take 1 level of stress. On a failure, roll on the Devastating Injury table.

NEW SKILL: SCIENCE

Your Intelligence (Science) check lets you recall scientific facts and theories. It measures your knowledge of physical sciences such as astronomy, chemistry, and physics, as well as modern technologies.

MASQUE OF THE RED DEATH

CHARACTER NAME

CLASS & LEVEL	ARCHETYPE	PLAYER NAME
CLASS & LEVEL	ARCHETYPE	TOTAL LEVEL
NATIONALITY	ALIGNMENT	EXPERIENCE POINTS

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

	INSPIRATION
	PROFICIENCY BONUS

SAVING THROWS

- ☐ ____ Strength
- ☐ ____ Dexterity
- ☐ ____ Constitution
- ☐ ____ Intelligence
- ☐ ____ Wisdom
- ☐ ____ Charisma

SKILLS

- ☐ ____ Acrobatics (Dex)
- ☐ ____ Animal Handling (Wis)
- ☐ ____ Arcana (Int)
- ☐ ____ Athletics (Str)
- ☐ ____ Deception (Cha)
- ☐ ____ History (Int)
- ☐ ____ Insight (Wis)
- ☐ ____ Intimidation (Cha)
- ☐ ____ Investigation (Int)
- ☐ ____ Medicine (Wis)
- ☐ ____ Nature (Int)
- ☐ ____ Perception (Wis)
- ☐ ____ Performance (Cha)
- ☐ ____ Persuasion (Cha)
- ☐ ____ Religion (Int)
- ☐ ____ Science (Int)
- ☐ ____ Sleight of Hand (Dex)
- ☐ ____ Stealth (Dex)
- ☐ ____ Survival (Wis)

PASSIVE WISDOM (PERCEPTION)

ARMOR CLASS	INITIATIVE	SPEED
CURRENT HIT POINTS		
HIT POINT MAXIMUM _____		
TEMPORARY HIT POINTS		
CURRENT RESOLVE POINTS		
RESOLVE POINT MAXIMUM _____		
STRESS	○ ○ ○ ○ ○ ○ ○ ○	
HIT DICE	DEATH SAVES	
	SUCCESSSES	○ ○ ○
	FAILURES	○ ○ ○
TOTAL _____		

ATTACKS & SPELLCASTING			
NAME	ATK BONUS	DAMAGE/TYPE	

FIREARM ATTACKS			
NAME	ATK BONUS	DAMAGE/TYPE	FOULED
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS
SUSTAINING BONDS

OTHER PROFICIENCIES & LANGUAGES



CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

QABALS & CONTACTS

BACKGROUND

STARTING LIFESTYLE

CURRENT LIFESTYLE & COST

LIFESTYLE INCOME

BACKGROUND BENEFITS & FLAWS

ADDITIONAL FEATURES & TRAITS

CHARACTER BACKSTORY

TREASURE

CREDITS FOR THIS DOCUMENT

Lead Designer: Jeremy Forbing

Proofreader: Anthony Joyce

Design Elements and Inspiration: Gordon McAlpin

Additional Design: Catherine Evans

Special Thanks to: Catherine Evans, Violet Fermin, Ginny Loveday, Rachel Savicki, and Sven Trukenbrodt, who each provided an extra round of beta reading. We encourage you to check out some of their most noteworthy endeavors, including:

- Catherine Evans' [excellent adventures set in Gothic Earth](#), including [The Ghostly Library](#) and [Jolene - or, The Beauty From Beyond the Stars](#), which are easily usable with these pre-generated characters and rules (Cat is also one of the masterminds behind the bestselling [Eat the Rich](#) adventure anthology);
- [D&D Adventurers League Game Days at Game Empire Pasadena](#), ably organized by Violet Fermin and her compatriots. If you are in the L.A. area, drop by Game Empire on the 1st or 3rd Saturday of each month for one of the largest recurring tabletop role-playing events in Southern California.
- [The many works of adventure author Ginny Loveday](#), including the Eberron adventure [Jack of Daggers](#), an urban fantasy-noir investigation in the criminal underworld of the city of Sharn, and the Forgotten Realms adventure [A Murder Most Foul](#), a mystery that unfolds amid the conspiracies and intrigues of a disaster-plagued port on the Moonsea.
- [rachelsavicki.wordpress.com](#), the website of writer, game designer, and professional GM Rachel Savicki. There you can find a list of her published and upcoming works for companies such as Onyx Path Publishing and Ulisses Spiele International. Rachel's writing samples include [The Morning After: A Tale of Things Gone Wrong](#), an introductory D&D scenario that can easily be adapted for Gothic Earth, with little or no conversion required.
- The nautically-themed fantasy-horror D&D adventure [The Lamenting Lighthouse](#) by Sven Trukenbrodt, which features new custom monsters (including new types of undead). This is another adventure which can be quickly and easily adapted for Gothic Earth campaigns.

FOR DMS GUILD AUTHORS

This collection of pre-generated characters is also intended as a resource for creators on the DMs Guild who wish to write adventures that take place on Gothic Earth or which use the rules set forth in the *Masque of the Red Death Player's Guide*.

Since all the rules needed to use these characters are on the character sheets themselves and the brief rules summary that comes with them, authors can simply include the characters and summary in their products, with little need for additional rules specific to Gothic Earth. (If other rules from the *Masque of the Red Death Player's Guide* are necessary or relevant, they can be quickly explained in the adventure itself, per the DM's Guild Community Agreement).

The authors' goal is to encourage more people to write Gothic Earth adventures without the burden of writing extra rules just to make the setting work. To this end, *the author's specific permission is given for any DMs Guild author to include these pre-generated characters and Player New Rules Summary in their own products, either in their entirety or in part and adapted as necessary, as long as the original authors are credited with it.* Obviously, use of this material is still subject to the DM's Guild Community Agreement, meaning the majority of any product must still be the author's original creation.

TAKE YOUR GAME TO THE NEXT LEVEL

This document is a resource for authors, DMs, and players, but also a preview of the *Masque of the Red Death Player's Guide*, available on [DMsGuild.com](#) in both PDF and print editions. If you enjoy this material, or the Gothic Earth setting, we hope you will consider purchasing the full product. It has everything you need to create your own characters, as well as secrets of Gothic Earth and additional rules and player options for advancing in levels and creating your own full campaigns.

