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# Chapter I

## *Heroic Life*





This chapter presents new options for *Colonial Gothic* Heroes, Villains and Supporting Cast. New skills, new rules, and new features that easily add to what is already covered in the *Colonial Gothic Rulebook*.

## Skills

Skills in *Colonial Gothic* are broad, so they do not get in the way of action. For most games, every Skill you would need is covered by what is found in the *Colonial Gothic Rulebook*. What follows are some new skills that can be easily inserted into your games. For the most part, these skills are additions to the Profession, Trade, Study and Divination Skills, and they add to the Colonial America period.

### Might Based Craft Skills

#### Trade

Untrained: No

When your Hero chooses the Trade Skill, they are choosing a profession that relies on your Hero's ability to apply their brute strength to complete day-to-day jobs. Your Hero has several, different trades to choose from; one example is the following. For more, please refer to the *Colonial Gothic Rulebook*.

**Sailor:** Your hero is skilled in the ways of watercraft, be it ferries, sailboats, barges, or multi-mast ocean going vessels. Because of this, your hero knows how to tie knots as well as perform the needed duties onboard a boat or ship.

### Reason Based Craft Skills

#### Profession

Untrained: No

The Profession Skill covers many different forms of employment. Unlike Trade, these jobs rely heavily on your and ability to think, rather than on how physically strong you are. This skill can be taken multiple times to either have your hero be able to hold several, different professions, be specialized in one profession, or have a hobby. Regardless of which Profession your Hero is able to do; he needs to choose one specialty profession each time he buys this skill. You may choose from the following list of examples, select from one of the Professions found in the *Colonial Gothic Rulebook*, or select another Profession applicable to the time period.

