

BARBARIANS OF THE GOTHIC WASTE

**A MICRO RPG SET IN A
BARBARIC FANTASY WORLD**



Designed by
Noah Patterson



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The image features two black, stylized swords with crossguards, positioned diagonally on either side of the word "DEDICATION". The swords are crossed at their hilts, with the blades pointing upwards and outwards. The word "DEDICATION" is written in a bold, black, serif font with a slightly distressed or hand-drawn appearance, centered between the two swords.

DEDICATION

For all those gamers who don't always have the time to sit down and play a proper RPG. Hopefully, this game will help you squeeze in some games and grab the occasional grand adventures in a barbarian world.



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ACKNOWLEDGMENTS

This one is in thanks to Robert E. Howard and the other pulp writers who established the fantasy genre as we know it in the early 1920s.





CHAPTER I

INTRODUCTION

Welcome to *Barbarians of the Gothic Waste* a micro role playing game which recreates the battles, the sword fights, the debauchery, and the high adventure of the 1980s Sword and Sorcery film genre.

If you are new to pen and paper role playing games please continue reading the “What is an RPG” section of this chapter.

If you are an experienced pen and paper RPG player then please skip ahead to the “What is a Micro RPG” section of this chapter.

If you already understand what a micro RPG is please feel free to skip ahead to the “What is This Game” section of this chapter.

OR, if you’re feeling really ambitious, feel free to jump right in by going to Chapter 2 - Character Creation!

WHAT IS AN RPG

A pen and paper role-playing game—also often referred to as an RPG—is similar to a game of make-believe mixed with light board game elements.

When you were a kid you most likely played some form of make-believe with your friends: house, cops and robbers, cowboys and Indians, etc. Each kid in your group took on a role and pretended to be that person for the duration of the game.

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Similarly, in a pen and paper RPG, each participant takes on the role of a character. This is where the “role-playing” element comes in.

However, one major difference here is that there are light rules to help dictate what happens in the game.

Did you ever have a moment while playing make-believe where two kids argued over “who shot first?” Well, that is no longer a problem in a pen and paper RPG.

Each player has a sheet of paper that tells them what their character’s abilities and limitations are. Then, we introduce an element of chance with dice rolling and card drawing—similar to a board game—to give the game some variety and spice.

Additionally, one participant—instead of playing a specific character—takes on the role of the Game Master (also known as the GM). The GM acts as a sort of referee for the game. He also helps facilitate and guide the story. This means he is in charge of playing all the enemies and other miscellaneous characters in the game.

Ultimately, a pen and paper role-playing game is a form of group storytelling and acting. It is a creative game that is fun for everyone involved.

WHAT IS A MICRO RPG

Many pen and paper role playing games on today’s market are known to be very heavy with rules and regulations. Character creation alone can take up to an hour or more for some of these games. Many games even incorporate heavy board game elements such as tactical maps, tokens, and movement.

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Well, *Barbarians of the Gothic Waste*—along with other games in the *Micro RPG* line—focus more on the creative element of storytelling rather than number crunching or lengthy rulebooks.

In *Barbarians of the Gothic Waste* character creation should take no longer than 5 to 7 minutes for all players. Learning the game system and explaining it to players should be simple and straightforward.

The rules in this game act more like guidelines to facilitate good gameplay and storytelling.

For many fans of pen and paper RPGs, it is simply too much work and time to play a full blown “rules heavy” game.

Barbarians of the Gothic Waste and other *Micro RPGs* should facilitate a fast-paced game that is easy to pick up for gamers who are on the go.

You could play a half hour session during your lunch break at work, squeeze in a round during the baby’s nap, or even play while you are in the car during a road trip!

That is the ease and leisure of *Barbarians of the Gothic Waste* and other *Micro RPGs*.

WHAT IS THIS GAME

Barbarians of the Gothic Waste is a pen and paper RPG that takes place in a barbaric “low-fantasy” world inspired by the early writing in the sword and sorcery genre of the 1920s as well as the 1980s sword and sorcery film genre.

Ultimately, the game strives to capture the gritty and barbaric elements that encompass the sword and sorcery genre.

Epic sword fights, battles with immense creatures,

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facing off against evil sorcerers, dealing with strange and beautiful women, and more are all part of the world of *Barbarians of the Gothic Waste*.

Players can choose to play as a group of barbarians looking for fame and glory, a court of greedy nobles looking to exact control over all peasants, wandering assassins who have no other motivation than to serve themselves, or any combination of characters living among the harsh and barbaric world of the Gothic Waste.

But what is the Gothic Waste, exactly? Well, it is a harsh and unwelcome landscape that is separated into three parts: Cities, Villages, and Wilderness.

The Cities are large hubs of people all together in one area. While the cities may seem like a good place to take refuge from the elements of the Waste it has its own share of dangers. Tyrannical nobles, oppressive governments, street gangs, and other strange unknown evils lurk in the shadows between the buildings. Cities are few and far between in the Gothic Waste and are often overcrowded with all sorts of scum and debauchery.

Villages, however, are far more common—dotting the Gothic Waste from the hot barren sands of the south to the freezing and unbearable temperatures of the north. Villages are also far more barbaric and backward than the cities. Food, resources, and amenities are at a minimum in these places. Additionally, most villages stand in constant danger of either being raided and burned by other barbarian clans, being robbed and enslaved by the greedy nobles, or simply being destroyed by the monsters and storms of the Waste itself.

The wilderness is the harshest and most dangerous

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portion of The Gothic Waste, and it is what encompasses most of the known world. The wilderness is made up of mostly extreme temperatures of one kind or another. Savage beasts, legions of the demonic and undead, dinosaurs, and wild men live among the trees, hills, and mountains of the Waste. The waste is also filled with dark castles, caves, fortress, and other mysterious structures that are unknown and unexplored.

It is a harsh world out in the Gothic Waste. Can you survive the deadly realm and barbaric culture of this land and arise a king among men?

WHAT DO I NEED TO GET STARTED

First and foremost, you will need a group of friends, preferably, at least, three or four—one player to act as the Game Master and two to three to act as player characters. Having up to six participants should be okay. More than that and the game could get easily out of hand.

Secondly, you'll need at least two 6 sided dice and/or a deck of normal playing cards. A 12 sided die may also be substituted for the two 6 sided dice.

Lastly, you will need some pencils and scratch paper to record character sheets and game notes. You may choose to photocopy and print off the character sheet outlined at the back of this book.

You can find most of these material components at your local gaming/comic shop, convenience store, or even at some dollar stores.





CHAPTER 2

CHARACTER

CREATION

In this chapter, we will go through the steps of creating a character for *Barbarians of the Gothic Waste*. You may use the character sheet as outlined in the back of this book or can simply draw up your own on scratch paper.

The steps to creating a character for *Barbarians of the Gothic Waste* are as follows:

1. Roll Attributes
2. Pick Specialty Class
3. Select Occupation
4. Buy Equipment
5. Add Finishing Touches

ROLL ATTRIBUTES

First and foremost, you will need to determine your character's base attributes. These are a set of numbers that measure your inherent ability in a given area. There are four main attributes that every character has:

- **STRENGTH (STR):** This measures how physically fit you are. This attribute is used for lifting and pulling heavy objects, breaking

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objects, and fighting in hand to hand combat.

- **AGILITY (AGI):** This attribute measures how nimble and fast you are. This attribute is used for running quickly, climbing, sneaking, and using ranged weapons.
- **CHARISMA (CHR):** This measures how socially able you are. This attribute is used for persuading, intimidating, and holding your own in any sticky social situations.
- **INTELLIGENCE (INT):** This measures how much knowledge and smarts you have. This attribute is used for remembering important information, figuring out puzzles, perceiving dangerous situations, and thinking your way out of difficult situations.

Each attribute will be assigned a score of 1 through 6 to start with. Attributes can be raised up to a level of 15 later on after gaining experience. There are a few different methods for figuring out your attribute scores.

- **ROLLING:** For this method you will need two 6 sided dice. Roll both dice four times in a row. Each time, remove the lower score of the two dice and write down the higher score. After you have written down four numbers, assign those numbers however you wish to one of each of the attributes on your character sheet. Subsequently, you may also use a 12 sided die. Roll the die five times, halving the

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die result each time. Drop the lowest result of the five and assign the remaining four scores as you wish.

- **DRAWING:** For this method you will need a deck of playing cards. From the deck, draw 3 cards. Place them face up in front of you. Remove all Jacks, Queens, Kings, and Jokers from the line-up. Then remove any numbers above 6 (Aces count as 1s). Set aside any remaining numbers in the line-up and save them for later. Do this process again until you have at least 4 cards or more set-aside. If you have more than 4 cards at the end remove the lowest, than the highest, than the lowest, and so on until you have only 4 cards left. These remaining numbers represent your scores. Assign them however you wish to the four attributes.
- **BUYING:** For this method you won't need cards or dice. Instead, you are allotted 15 points to distribute however you wish among the four attributes. No attribute may have a score higher than 6, and no attribute may have a score below 1.

If you ever feel your scores are below average or are unfair, you may ask you GM for a mulligan (one re-roll/re-draw). If he/she agrees you may do your scores over.

Congratulations! You have now determined the Attribute Scores for your character. These will be the base in which you build the rest of your character.

PICK SPECIALTY CLASS

Next, you'll need to determine the specialty class you want your character to have. Specialty classes basically give you a boost in one attribute of your choice. The specialty classes are as follows:

- **BERSERKER:** Berserker's are the hardened fighters of the waste. They are stronger than usual and often found working as stone masons, castle guards, armorsmiths, and bounty hunters. Berserkers receive a +1 to STR.
- **ASSASSIN:** Assassins are sneaky, sticking to the shadows, but also fast on the attack. They are particularly good with ranged weapons. They are often found working as hunters, spies, mercenaries, and thieves. Assassins receive a +1 to AGI.
- **NOBLE:** Nobles are the powerful and influential members of the waste. They know how to talk their way out of any situation. They are often found in the position of consults, lords and ladies, regents, and even shopkeepers. Nobles receive a +1 to CHR.
- **MYSTIC:** Mystics are the rare smart man of the waste. They have knowledge and intellectual ability not even fathomable by most people. They can often be found working as alchemists, scholars, tacticians, and

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bookkeepers. Scholars receive a +1 to INT.

Pick one of these four specialty classes and record it on your character sheet. Make sure to add your bonus to the specified attribute score.

SELECT OCCUPATION

Next, you will need to pick an occupation for your character. Occupation adds a little flavor and backstory to your character and also gives you a bonus.

Your occupation can be basically anything you can imagine. As long as your GM approves it, and it fits with the theme of the game, you can choose that profession.

Additionally, your occupation will give you a second +1 bonus to one attribute of your choice. The bonus must be in an attribute that makes thematic sense with your occupation. For instance, a shopkeeper wouldn't likely have a high AGI score, since all he does is stand around and sell merchandise. He might, however, have a high CHR because he talks to customers every day.

Make sure your GM approves of your chosen occupation and your correlated attribute bonus.

Following are a few example occupations which you may find in among the towns and cities of the waste. Each occupation lists suggested bonuses. Feel free to make your own.

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- Swordsman (STR or AGI)
- Armor Smith (STR)
- Mercenary (STR, AGI, or CHR)
- Peasant/Farmer (STR)
- Builder/Architect (STR or INT)
- Stone Mason (STR)
- Shopkeeper (CHR or INT)
- Guard (STR or AGI)
- Alchemist (INT)
- Scholar (INT)
- Book Keeper (INT)
- Bounty Hunter (STR or AGI)
- Inn Keeper (CHR)
- Bar Keep (CHR)
- Tactician (INT or CHR)
- Tavern Wench (CHR)
- Lord/Lady (CHR or INT)
- Prince/Princess (CHR or INT)
- Hunter (STR or AGI)
- Spy (CHR or AGI)
- Consult/Counselor (INT or CHR)
- Thief (AGI)
- Regent (INT or CHR)

After you and the GM have settled on an occupation, record it on your character sheet. Don't forget to add your attribute bonus to your chosen attribute score.

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BUY EQUIPMENT

Next, you're going to want to buy equipment for your character. You will most likely want to buy at least one weapon for your character.

Everyone rolls two 6 sided dice (or one 12 sided die) and multiplies the result by twenty. This is your starting money (called coin). If you feel that your roll for starting money is unfair then you may ask your GM for a mulligan.

Pick and purchase your equipment from Chapter 3: Equipment.

ADD FINISHING TOUCHES

Finally, you're going to want to add a few finishing touches.

1. Record any remaining coin you haven't spent on your character sheet.
2. Fill in your Hit Points (HP). This is determined by adding your Strength and Agility together and then adding 5.
3. Fill in your Blood Rage (BR). This is determined by adding your CHR and INT together and then adding 3.
4. Last, but not least, pick a name for your character. If you feel so inclined, create a backstory for your character.

And that's it! You are now ready to play a session of *Barbarians of the Gothic Waste!*





CHAPTER 3

EQUIPMENT

This chapter outlines a selection of weapons, armor, and items you can purchase in *Barbarians of the Gothic Waste*. However, this is by no means a complete listing. Feel free to work with you GM on other items you think your character might need or have.

WEAPONS

Each weapon has an “Item Name” and four associated statistics: Range, Damage, Capacity, and Cost. There should be sections to write all this information in on your character sheet.

Item: This category simply tells the name of the weapon. Weapons with a * next to their name also have special abilities, qualifiers, or a description that is outlined below the table.

Range: Range is measured in three increments: (S) Short, (M) Medium, and (L) Long. These are basic guidelines for players and GMs to determine how far a specific attack might reach. Any melee weapons with a range are considered “reach” weapons. This means the weapon doesn’t leave the character’s hand but is long enough to attack at short distances.

Damage: Damage is a static rating. If a weapon hits, it always deals that much damage. Some weapons also

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have a critical multiplier next to the damage rating. This is how much extra damage the weapon does on an overwhelming success. For example, 2(x2) means that the weapon does two times the damage on a critical hit.

Capacity: Capacity measures how much ammo fits into a weapon. The second number (in parenthesis) is how many shots are fired (or may be fired) in a single attack. Once a weapon is empty it needs to be refilled. Melee weapons do not have a capacity.

Cost: Cost simply measures how much coin the item costs to add to your inventory.

RANGED WEAPONS

ITEM	RNG	DMG	CAP	COST
Throwing Star	S	1	-	3c
Throwing Knife	S	1(x2)	-	5c
Throwing Spear	S	1(x3)	-	10c
Short Bow*	M	2	1(1)	20c
Long Bow*	L	3	1(1)	25c
Light Crossbow	M	2(x2)	1(1)	50c
Heavy Crossbow	L	3(x2)	1(1)	60c
Crank Crossbow*	L	4(x2)	6(1)	75c

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Repeating Crossbow*	L	2(x2)	6(3)	95c
Cannon*	M	7(x3)	1(1)	150c
Hand Cannon*	S	5(x3)	1(1)	100c
Black Powder	-	-	-	1c
Cannon Ball	-	-	-	5c
Mini Cannon Ball	-	-	-	3c
Fire Oil	-	+3	-	1c
Arrows or Bolts (20)	-	-	-	1c

*Ranged Weapon qualifiers are as follows:

Short Bow: The player may attempt to fire two arrows at the same time instead of one by taking a -2 penalty to their ATK check, thus doing twice the damage. They may choose two different targets for each arrow for an additional -1.

Long Bow: The player may attempt to fire two arrows at the same time instead of one by taking a -2 penalty to their ATK check, thus doing twice the damage. They may choose two different targets for each arrow for an additional -1.

Crank Crossbow: This crossbow has a crank that allows it automatically reload and fire. The crank can hold up to six bolts at once. The spring-loaded crank allows for optimal damage with each bolt.

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Repeating Crossbow: This crossbow has the ability to unload half of its bolts in a single turn. A player may attempt a second AGI check to see if they are able to do so successfully. If they are successful they do 3 times the damage (6 damage). If *both* Agility Checks are critical successes, the damage is equal to 2 times the damage 3 times (12 damage). Basically, $2 \times 3 \times 2$. A player may also take a -1 penalty to choose up to 3 different targets for each bolt.

Cannon: The cannon inflicts an incredible amount of damage when it hits. It uses a combination of black powder along with a cannon ball for each shot. Additionally, oil may be added on top of the cannonball in order to deal an additional 3 damage. A flaming cannon ball also has a chance of catching buildings and other structures on fire (structures catch fire on a roll of 4-6 on a D6). Assorted boulders, rocks, or other makeshift ammo may be substituted for cannon balls for a -2 penalty to the player's ATK check. The downside to this weapon is that it is difficult to transport. The canon is mounted on two wheels and weighs about 800lbs. Therefore, it requires an STR check to move, and moving it requires a full turn during battle. Additionally, the cannon requires a full turn to reload.

Hand Cannon: The hand cannon is similar to the full-sized cannon, except it can be carried on the player. The hand cannon uses black powder and mini cannon balls during each attack. Small rocks, pebbles, and other makeshift ammo may be substituted for mini cannon balls for a -2 penalty to the player's ATK check. Unfortunately, the hand canon is a very

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unstable weapon. An overwhelming failure means the hand cannon explodes in the player's hand, dealing 5 damage to the player.



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MELEE WEAPONS

ITEM	RAG	DMG	COST
Dagger	-	1	2c
Bo Staff	S	1	3c
Cudgel	-	1(x2)	5c
Spiked Cudgel	-	1(x3)	7c
Short Sword	-	2	20c
Long Sword	-	4	40c
Great Sword	-	5	50c
Hand Axe	-	2(x2)	25c
Axe	-	3(x2)	45c
Great Axe	-	4(x2)	50c
Hammer	-	2(x2)	25c
Great Hammer	-	3(x3)	50c
Warhammer	-	5(x2)	75c
Scythe	S	2(x2)	40c
Pole Arm	S	1(x3)	15c
Long Spear	S	2(x3)	50c
Glaive	S	3(x3)	65c
Halberd	S	4(x3)	80c
Rapier	-	1(x5)	45c
Scimitar*	-	3(x2)	75c
Mace	-	2(x2)	25c
Chain Mace*	S	3(x2)	100c
Chain Sword*	S	4(x3)	125c

*Melee Weapon qualifiers are as follows:

Scimitar: The scimitar has the ability to cut through two opponents at once. The damage is divided between the two targets as follows: Target 1 – 2 DMG, Target 2 – 1 DMG.

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Chain Mace: The chain mace has a swing attack that can target three opponents at once. The damage is divided between the three targets evenly. Additionally, the targets have a chance of being knocked down. On a roll of 5 or 6 on a six-sided die, the enemies are knocked down.

Chain Sword: The chain sword has a swing attack that can target three opponents at once. The damage is divided between the three targets as follows. Target 1 – 2 DMG, Targets 2 and 3 – 1 DMG. Additionally, the player may use the chain sword to latch onto a single enemy and drag them into melee range.

ARMOR AND CLOTHING

ITEM	BONUS	COST
Leather Vest	+1 Dodge	25c
Leather Armor	+2 Dodge	50c
Chainmail*	+3 Dodge	75c
Plate Armor*	+4 Dodge	85c
Full Armor*	+5 Dodge	95c
Dino Scale Armor*	+4 Dodge	115c
Armor Spikes*	+1 Unarmed ATK	25c
Peasant Sack	-	1c
Tunic	-	3c
Cape	-	7c
Wool Cloak	+1 CHR	100c
Silk Cloak	+2 CHR	125c
Royal Gown	+3 CHR	150c

*Armor and Clothing qualifiers are as follows:

Chainmail: A player must have an STR attribute of 3

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or more to wear chainmail.

Plate Armor: A player must have an STR attribute of 5 or more to wear plate armor.

Full Armor: A player must have an STR attribute of 6 or more to wear full armor. Additionally, the full armor encumbers melee attacks. The player takes a -1 penalty when making a melee attack while wearing full armor.

Dino Scale Armor: Dino scales are surprisingly light, but are incredibly durable. There is no limitation on who may wear dino scale armor. Unfortunately, the armor is hard to come by and is very expensive.

Armor Spikes: Armor spikes are added on top of a player's preexisting armor. This gives the player a +1 to any unarmed melee attacks and inflicts 2 damage.

MOUNTS

Each mount has a "Name" and four associated statistics: Speed, Hit Points, Damage, and Cost. You can record these stats on the back of your character sheet or on a piece of scrap paper.

Name: This category simply tells the name of the mount. Mounts with a * next to their name also have special abilities, qualifiers, or a description that is outlined below the table.

Speed: Speed of the mount is measured in three increments: (S) Slow, (M) Medium, and (F) Fast.

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These are basic guidelines for players and GMs to determine how far a specific mount might travel.

Hit Points: Each mount has a number of hit points independent of the player. If a mount is reduced to 0 HP it is killed.

Damage: Some mounts have the ability to make an attack during the player's turn during battle. The mounts ATK check is measured by the *player's* CHR attribute. The DMG is a static number that determines how much damage the mount does on a successful attack. Some mounts also have a critical multiplier next to the damage rating. This is how much extra damage the weapon does on an overwhelming success.

Cost: Cost simply measures how much coin the mount costs to add to your inventory.

NAME	SPD	HP	DMG	COST
Pony	S	5	-	25c
Donkey	S	7	-	50c
Horse	M	10	-	75c
Dire Wolf	M	12	2(x2)	100c
Dire Lion/Tiger	M	15	2(x2)	150c
Raptor	F	20	3(x2)	300c
Pterodactyl*	F	25	3(x2)	500c
T-Rex	F	50	7(x3)	700c
Dragon*	SF	75	10(x3)	1000c

*Mount qualifiers are as follows:

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Pterodactyl: The pterodactyl has the ability to fly. When flying, a player must make an AGI check to not fall off the mount.

Dragon: The dragon has the ability to fly. When flying, a player must make an AGI check to not fall off the mount. The dragon also breathes fire and can automatically catch any structure on fire with a successful attack. Additionally, the dragon has a speed of (SF) Super-Fast. The only mount with this rating.



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HOUSING AND FOOD

ITEM	SPECIFICATIONS	COST
Hut	3 rooms, wood floor	400c
Hovel	2 rooms, dirt floor	200c
Shanty	1 room, dirt floor	25c
Wood Fort	5 rooms, wood floor	500c
Stone Fort	7 rooms, stone floor	700c
Castle	12 rooms, stone floor	1000c
Barn Loft	Hay in a loft for one night	1c
Poor Inn	1 room for the night	5c
Good Inn	1 room for the night	10c
Royal Inn	1 room for the night	100c
Table Scraps	+1 HP	1c
Bread & Water	+2 HP	2c
Bread & Cheese	+3 HP	3c
Meat & Mead	+5 HP	5c
Full Meal	+7 HP	7c
Banquet	+10 HP	10c
Royal Banquet	+25HP	25c
Ale	1 mug	1c
Mead	1 mug	2c
Wine	1 glass	7c
Royal Wine	1 glass	10c

RUNE STONES

Rune Stones are a special item exclusive to *Barbarians of the Gothic Waste*. Rune Stones are the only means of

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magic in this world. They are a rare item sometimes found out in the waste and only crafted by the most expert of mystics. They are extremely dangerous to make and very rare to find.

To use a Rune Stone and activate its power, a player must make a successful INT check.

NAME	ABILITY	COST
Fire Stone	Can catch any item on fire. Any enemy caught on fire takes 2 damage every turn until the fire is put out. Can be used once per combat round.	700c
Earth Stone	Can move a small amount of earth. The earth can be moved or thrown dealing 5 damage. Can be used once per combat round.	700c
Wind Stone	Can cause a great gust of wind that has the power to blow enemies and weak structures over. Can be used once per combat round.	700c
Water Stone	Can fill or flood a small area with water. (Approximately 50 to 100 gallons.)	700c
Invisibility Stone	Can cause the holder to be invisible for a short time. (Approximately 5 minutes in game)	700c
Dark Stone	Can fill a room or other small space with pitch darkness for	700c

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	the duration of 30 minutes.	
Flight Stone	Allows holder to fly for a short distance. (Approximately 30m)	800c
Holy Stone	Can be used once every 6 hours (in game) to heal 25HP, heal poison, or heal disease.	900c
Pestilence Stone	Can cause any living creature, person, or plant to be infected with a flesh eating disease. The disease does approximately 5 damage every 30 minutes (in game).	900c
Mesmerize Stone	The user can take control of one enemy on their next combat turn. Usable only once per combat encounter.	1000c
Dino Stone	The user sprouts sharp claws on his hands for the duration of 1 entire battle. The player may not use other weapons while claws are out. The claws inflict 3(x5) damage <i>each</i> during an attack.	1000c
Dragon Stone	The user transforms into a dragon for the duration of 1 round during combat. (See dragon stats in Chapter 6)	2000c

POTIONS AND TINCTURES

Potions and Tinctures are similar to Rune Stones and are similarly rare. However, potions are one use items

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and once consumed or broken may never be used again. They are a lesser magic that is created by only the most skilled of Alchemists.

To use a potion correctly and activate its power, a player must make a successful INT check.

ITEM	USE	COST
Health Potion	Heals 7HP	5c
Anti-Venom	Heals Poison	5c
Holy Potion	Heals Disease	5c
Fire Potion	Can be thrown or smashed to create a fiery explosion, dealing 5(x3) damage.	10c
Acid Potion	Can be used to dissolve metal or thrown or smashed as an attack, dealing 2 damage to target enemy per round.	10c
Water Potion	Can be smashed to fill or flood a small area with water. (Approximately 50 to 100 gallons.)	15c
Invisibility Potion	Can be consumed to cause invisibility for a short time. (Approximately 5 minutes in game)	35c
Darkness Potion	Used in cooking	25c
Smoke Potion	Used in cooking	10c
Potion of Flight	Used in cooking	50c

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Poison Potion	Used in cooking	10c
Pestilence Potion	Used in cooking	25c
Dragon's Blood	A character who consumes this potion gains the ability to breathe fire, dealing 5(x3) damage to targeted enemies, for 3 combat rounds.	75c
Rain of Fire	When smashed the potion causes a rain of fire over a 10-foot circular area dealing 10 damage to anyone within range.	100c





CHAPTER 4

GAME SYSTEM

Now it is time for the nitty gritty of how *Barbarians of the Gothic Waste* as a game works. In this chapter, we will go over all the elements of how to actually play *Barbarians of the Gothic Waste*.

We will cover Attribute Checks, Experience Points, and Spending Experience Points. The logistics of combat will be covered in detail in Chapter 5: Combat System.

ATTRIBUTE CHECKS

Attribute checks are the meat and potatoes of gameplay in *Barbarians of the Gothic Waste*. Any time a player attempts a task in the game world that has a chance of failure, he/she must make an attribute check to see if their character succeeds or fails at the task.

In *Barbarians of the Gothic Waste*, there are three styles to choose from for making attribute checks. One is a simple and easy dice roll system that is best suited for beginning players.

The second used a deck of cards and has a little more give and take than the dice system. This method best captures the “pulp” style of sword and sorcery.

Finally, the third method also uses cards but adds a few more elements of difficulty to the game.

DICE ROLL ATTRIBUTE CHECKS

EASY

The dice rolling mechanic for attribute checks is suggested for new players to pen and paper RPGs. For this gameplay method, you will need either two 6 sided dice or one 12 sided die.

Whenever the GM feels that a situation calls for an attribute check he/she will:

1. Decide which attribute will be checked.
2. Ask the player to roll the dice.

The player will then roll the dice and compare the total amount against the specified attribute score on their character sheet. If the dice result is EQUAL to or LOWER than their attribute score they succeed at the task.

If the dice results are HIGHER than their Attribute Score they fail at the task.

For example: Daniel's character is trying to escape from a burning palisade. The GM decides this task calls for a check of Daniel's AGI score (also called an AGI check). Daniel rolls the dice (with either the two 6 sided dice or the one 12 sided die) and comes up with a result of 4. His Agility Score is 6 so his character successfully escapes from the burning building and to safety.

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CARD DRAW ATTRIBUTE CHECKS

MEDIUM

The card draw mechanic is slightly more advanced, and also makes the game slightly more nuanced. This method is the *recommended* style of gameplay for this particular entry in the Micro RPG series.

For this method of gameplay, you will need a single deck of playing cards (with the two jokers left in the deck). All players will use the same deck.

Whenever the GM feels that a situation calls for an attribute check he/she will:

1. Decide which attribute will be checked.
2. Ask the player to draw a card from the deck.

The player will then draw a card and compare the number on the card against the attribute score on their character sheet. If the card number is EQUAL to or LOWER than their attribute score they succeed at the task.

If the card number is HIGHER than their attribute score they fail at the task.

Everyone draws from the same deck and discards to the same pile. Whenever any player draws an Ace the characters are “revitalized,” and the deck is then reshuffled.

NOTE

For the purposes of this game, the face cards represent the following numbers:

ACE = 1

JACK = 11

QUEEN = 12

KING = 13

JOKER = 14

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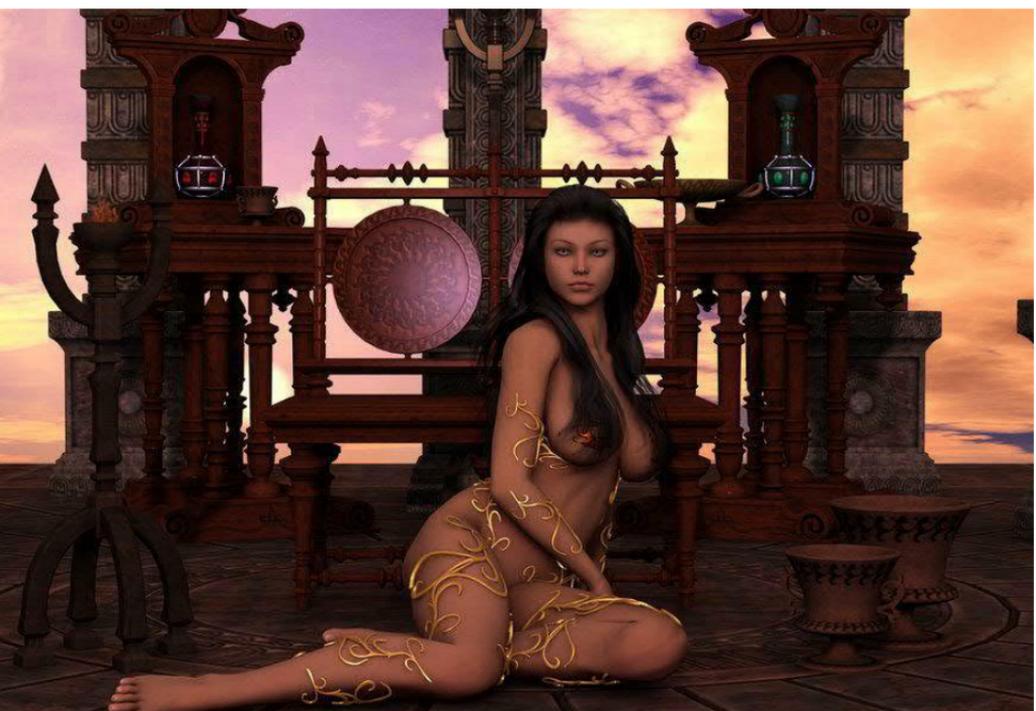
The deck is also reshuffled whenever the characters in the game go to sleep.

Whenever a player draws a Joker, then the current discard pile—including the joker—is set aside and not shuffled back in until the player's characters rest for the night.

CARD DRAW ATTRIBUTE CHECKS

HARD

The final—and most challenging—method for attribute checks is almost identical to the Medium version of the card draw attribute checks. The only difference is this: whenever a Joker is pulled from the deck randomly select one of the Ace cards from the deck and also set it aside. Then *instead* of setting the Joker aside with the rest of the cards mix it back into the main deck.



OVERWHELMING SUCCESS AND OVERWHELMING FAILURE

There are always chances of having an overwhelming result in a game. This means that the character either did unbelievably well at a task or unbelievably terrible.

An overwhelming success is when a player draws or rolls the **LOWEST** number possible. They will **ALWAYS** succeed when this happens, and will always have better than imagined benefits because of it.

In the dice system players achieve an overwhelming success on a roll of 2 when rolling two six-sided dice and a roll of 1 when rolling a single twelve-sided die. In the card system, an overwhelming success happens whenever a player draws an Ace from the deck.

For example: Sara is trying to sneak past some royal guards. The GM asks her to make an AGI check. Sara draws from the deck and gets an Ace. Not only does she sneak past, but the guards have also fallen asleep, leaving them open to rob!

On the other side, an overwhelming failure is when a player draws or rolls the **HIGHEST** number possible. They will **ALWAYS** fail when this happens, and will always have worse than imagined consequences because of it.

In the dice system players receive an overwhelming failure on a roll of 12. In the card system players receive an overwhelming failure whenever a player draws a Joker card.

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For example: *Sam is trying to decode an ancient script. The GM asks him to make an INT check. Sam draws and gets a Joker. Not only does Sam fail the check—unable to understand the ancient lettering—he also sneezes, ruining the old script and making it unreadable by anyone!*

EARNING EXPERIENCE POINTS

As the game progresses, players will earn experience points. They will use these experience points between sessions to increase their character's statistics.

There are two ways of earning experience points, depending on which style of attribute checks you decide to use.

DICE ROLL ATTRIBUTE CHECKS (easy): Whenever a player rolls an overwhelming success during any attribute check they earn 1 experience point.

CARD DRAW ATTRIBUTE CHECKS (medium and hard): Each attribute is associated with one of the suits in a deck of cards. (See the table to the right)

If a player succeeds at *any* attribute check and the card drawn is the same suit as the attribute being tested, they gain 1 experience points. If a player has an

SUITS	
STR	
AGI	
CHR	
INT	

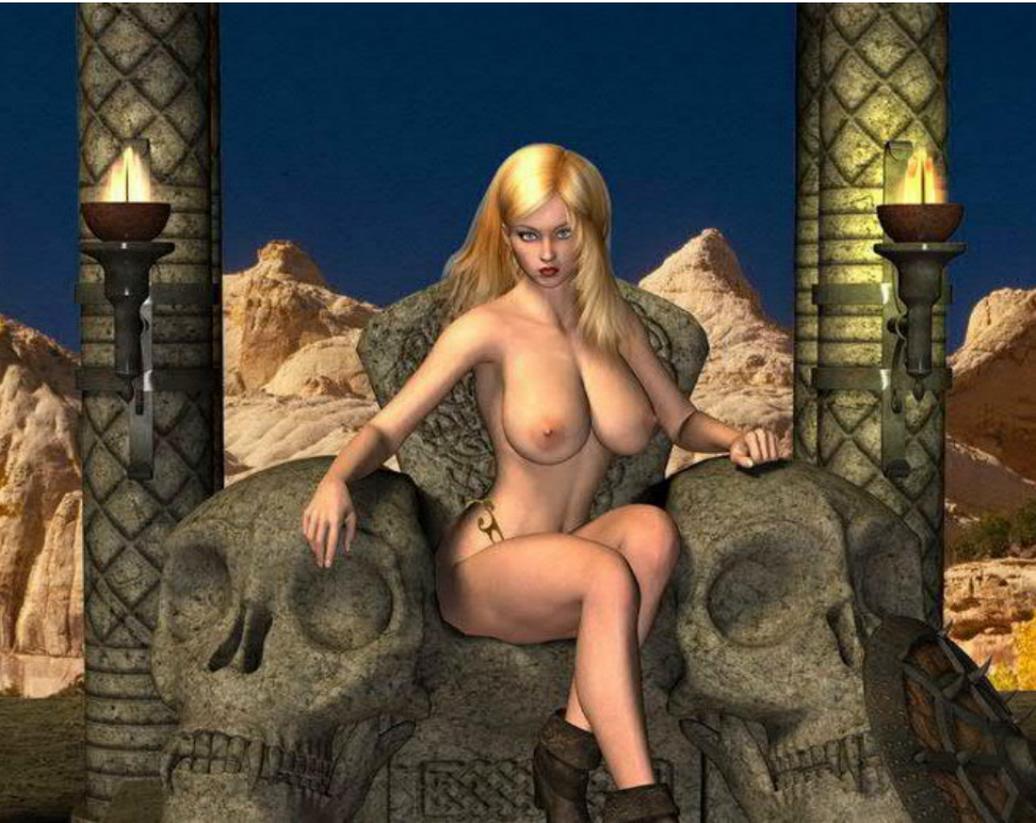
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overwhelming success—draws an Ace—with the same suit as the attribute being checked they gain 3 experience points.

SPENDING EXPERIENCE POINTS

At the end of a game session, or when the characters in the game go to sleep, players may spend their experience points to increase their character's attribute scores.

To upgrade any attribute score—to add 1 point—it costs 10 experience points. For a faster method drop the cost to upgrade an attribute to 5 experience points.



MOMENTS OF CHANCE

Sometimes during a game, it may seem like there are moments where no attribute check seems appropriate for the current situation. This is called a Moment of Chance. When this happens, make a Moment of Chance roll using a 6 sided dice.

Much like flipping a coin, a Moment of Chance roll will help add some randomness (and fun) to the game. To make a Moment of Chance roll, assign one outcome to the lower numbers on the dice (1-3) and a different outcome to the higher numbers (4-6).

Roll the dice and see what happens.

For example: The group of characters is exploring an ancient ruin. The GM decides to make a moment of chance roll to see if the structure collapses or not. He decides that if he rolls a 1-3 the structure falls. If he rolls a 4-6 the structure remains steady. The GM then rolls the dice with a result of 3. Therefore, the building collapses.

Only a GM may ever make a Moment of Chance roll. Multiple outcomes—up to six different outcomes—may be assigned to numbers during a moment of chance roll.

A good GM will use Moment of Chance rolls to help make decisions about what happens in the world around the players *instead* of always orchestrating everything themselves.

CRAFTING

Characters may sometimes attempt to craft an item

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from the equipment lists in Chapter 3 using INT. Crafting costs half as much as buying the finished item brand new. However, the cost of an item also will determine how difficult it is to craft. The difficulty is measured in increments of 10. For example:

- An item worth 15c or less = -0 difficulty to craft
- An item worth 30c or less = -1 difficulty to craft
- An item worth 45c or less = -2 difficulty to craft
- An item worth 60c or less = -3 difficulty to craft
- An item worth 75c or less = -4 difficulty to craft

And so on, counting up 1 difficulty level for every 15c, from there. If a player fails a craft check, they waste the materials and have to start over.





CHAPTER 5

COMBAT

Combat is a vital element of *Barbarians of the Gothic Waste*. Combat is a slightly more structured portion of the game. Instead of players simply talking back and forth and taking action as they please, they instead are required to take turns with specific actions.

Combat is made up of three main steps:

1. Determine Initiative
2. Player Turns
 - a. Main Actions
 - b. Secondary Actions
3. Enemy Turns
 - a. Main Actions
 - b. Secondary Actions

DETERMINE INITIATIVE

Before combat begins each player must make an AGI check. Players who succeed at this check get to take their turns before the enemy. Players who fail have to take their turns afterward.

This initiative sequence stays the same throughout the battle.

Players who are grouped before the enemy can decide which order they take their turns in. Additionally, players grouped after the enemy may also decide which order they take their turns in.

PLAYER TURNS

On each player's turn, they may take one main action and one secondary action in any order. A main action may be any of the following:

- Make a melee attack
- Make a ranged Attack
- Use a Rune Stone
- Providing medical assistance to a wounded ally.

A secondary action may be any of the following:

- Moving (Includes running, climbing, jumping, mounting or dismounting a mount, etc.)
- Opening/Closing a door
- Drawing/Switching weapons
- Reloading a ranged weapon
- Drinking a potion

ENEMY TURNS

During the enemy turn, the GM takes control of the adversary. Each enemy in the lineup can also take the same actions as the players (main actions and secondary actions).

The main difference is that the GM never makes any kind of attack or attribute check using the cards or dice. Enemy characters and non-player characters (NPCs) are extremely simplified versions of the normal character and therefore only have 3 stats:

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- Difficulty Modifier (DM)
- Health Point Total (HP)
- Damage (DMG)

The GM decides where and how the enemy NPC moves and when and where it attacks. An enemy attack plays out as follows:

1. The GM declares that one of the enemy NPCs is attacking a player.
2. The GM informs the player of what the enemy's DM is. (It is usually a negative number of some sort.)
3. The player temporarily negates that many points away from their Agility attribute.
4. The player then makes a dodge check (using the agility attribute).
5. If the player succeeds at the dodge check, the enemy attack misses.
6. If the player fails the dodge check they take the damage. (If the player receives an overwhelming failure they also take any critical damage from multipliers listed on the enemy stats.) Record the new HP total on the character sheet.

ATTACKING

Players may make either a melee or a ranged attack on their turn. Melee attacks use the STR attribute and ranged attacks use the AGI attribute.

A player attack plays out as follows:

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1. The player declares who/what they are attacking and what weapon (if any) is being used.
2. The GM informs the player of what the enemy's DM is. (It is usually a negative number of some sort.)
3. The player temporarily negates that many points away from the attribute they are using for the attack (STR for melee and AGI for ranged).
4. The player then makes an attack check using the necessary attribute.
5. If the player succeeds in the attack check the attack hits and deals damage. If the player achieves an overwhelming success, they also deal any critical damage listed on their weapon. (For example, a damage of 2(x2) usually only deals 2 damage. However, on an overwhelming success it deals 4 damage.)
6. If the player fails the attack check they miss.



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BLOOD RAGE

Each character in *Barbarians of the Gothic Waste* has a Blood Rage rating. This measures your ability to remain calm during dangerous, hard, or frustrating situations.

Each time you are wounded in battle (lose 1 HP) your Blood Rage rating also goes down by 1. When your blood rage reaches 0 your character goes into a frenzy. This means two things:

1. All your ATK and STR checks are made at a +2 bonus.
2. All *other* checks are made at a -2 penalty.

The frenzy lasts for the duration of the battle which you are currently in. Once the battle is over your blood rage returns to half of its normal level. Once you sleep or rest for the night, your blood rage returns to normal.

DAMAGE AND HEALING

If a character in the game, either a player character or an NPC, is ever reduced to 0 HP or less they are considered dead.

A dead NPC would be out of the fight and out of the game. A dead player character would need to create a whole new character to get back into the game.

However, it is possible to heal damage before death occurs. Healing damage can be done in the

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following ways:

- Sleeping: For every hour of sleep a character gets they heal 2 HP.
- Rune Stone or Potions: Buying Rune Stones or Potions before battle can be helpful in healing allies.
- Binding Wounds: Any player with an INT score of 5 or higher can attempt an INT check to try and heal an ally or themselves. A successful attempt will heal 2 HP An overwhelming success results in healing 3 or 4 HP. An overwhelming failure deals 2 damage to the player.

Player characters may *never* heal above their maximum HP (The combined total of STR + AGI + 5)



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CHAPTER 6

ENEMIES

There are many different possibilities for antagonists in *Barbarians of the Gothic Waste*. Creatures, Reptiles, Dragons, Undead, and Human Enemies all have a potential role to play.

However, no matter what adversary the players happen to be facing, the enemy only ever has 3 stats to worry about: Difficulty Modifier (DM), Health Point Total (HP), Damage (DMG)

This makes it easy for any GM to quickly come up with a group of new enemies on the spot without a lot of number crunching or referencing the rules. These three statistics and how they apply to the game are explained in the previous chapter.

This chapter lists a few examples of different enemies and their stats. It also provides some ideas to potentially use for stories in *Barbarians of the Gothic Waste*. Enemies that have any special descriptions or abilities will have an asterisk next to the name. Enemies with an (RNG) next to their name can make ranged attacks.

CREATURES

NAME	DM	HP	DMG
Rat/Bat	0	1	1
Lizard	0	1	1(x2)
Snake*	0	2	1(x3)
Compsognathus	-1	2	2

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(Compy)*			
Micro Raptor*	-2	3	2
Wolf	-3	3	2
Tiger	-3	4	2
Lion	-3	5	2
Bear	-3	6	4(x2)
Dire Bear*	-4	10	5(x2)
Dire Wolf*	-4	12	2(x2)
Dire Lion/Tiger*	-4	15	2(x2)
Dilophosaurus (Spitter)(RNG)*	-5	17	4(x2)
Raptor	-5	20	5(x2)
Pterodactyl*	-5	25	3(x2)
T-Rex	-6	50	7(x3)
Spinosaurus	-6	60	8(x3)
Dragon* (RNG)	-6	75	10(x3)

*The creature qualifiers are as follows:

Snake: The snake injects a poison directly into the victim. The victim will have an initial burning sensation, followed by difficulty breathing, loss of consciousness, and eventually death. The character will lose 1 HP every ten minutes (in game) after the bite happens. A successful INT Check is the only way to treat the wound, remove the venom, and save the victim.

Micro Raptor: The micro raptor is a four-winged flying reptile. The micro raptor doesn't have the muscles for sustained flight. Instead, the creature glides from place to place, swooping and leaping to catch its prey.

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Compy: The compy is a small dinosaur, about the size of a chicken. The compy also employs a weak poison when biting a character. Once a character is poisoned they receive a -2 modifier to all physical checks (STR and AGI) until they are cured. A successful INT Check is the only way to treat the wound and remove the venom.

Dire Wolf, Dire Tiger/Lion, Dire Bear: All the dire creatures are twice the size of their normal counterparts.

Spitter: The dilophosaurus (better known in the Gothic Waste as the spitter) is a dangerous reptile that can spit a thick poisonous mucous that blinds its victims. If the spitter makes a successful spit attack against a player, then the character is blinded until they can be treated. The blindness makes it almost impossible to make any sort of attacks, giving the player a -5 penalty to any checks that would require sight (as determined by the GM). A successful INT Check is the only way to treat the poison. Even after treated the player receives a -3 penalty to checks until they have fully rested for 8 or more hours.

Pterodactyl: The pterodactyl is a flying reptile and makes most of its attacks while flying.

Spinosaurus: The spinosaurus is a slightly larger reptile than the T-Rex. It has large spines along its body, giving it the ability to make deadly attacks with its tail.

Dragon: The dragon is the largest of the reptiles in

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the Gothic Waste, coming in at almost three times the size of a T-Rex. The dragon also breathes fire and can automatically catch any structure on fire with a successful attack.

UNDEAD

Undead enemies only come out at night or in dark places.

NAME	DM	HP	DMG
Sludge*	0	3	2
Ghoul*	-1	2	1(x2)
Skeleton	-1	4	2(x2)
Zombie*	-1	7	3
Skeleton Warrior	-2	7	3(x2)
Skin Collector*	-3	7 to 10	3(x2)
Cannibal*	-2	5	3(x2)
Blood Thirster*	-3	6	4(x2)
Vampire*	-4	15	5(x2)
Blood Dragon* (RNG)	-5	75	7(x3)

*The Undead qualifiers are as follows

Sludge: This black substance—often found in the dark holes and cracks of old caves, castles, and buildings—is the result of necromancy magic gone wrong. The black magic seeps out of the necromancer and hides in the darkness to grow. It then attacks any living creature coming by. Its touch alone sucks the life from its victim. The only way to kill the sludge is with fire or acid.

Ghoul: Ghouls are little more than the undead servants of other undead—especially vampires. These

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creatures are kept weak and unwillful in order to do the bidding of their master. However, if a ghoul's master abandons them they turn into a cannibal.

Zombie: Zombies are men who have been killed and resurrected by a necromancer. While the Zombie in and of itself doesn't seem that frightening or formidable it is the curse it carries that is feared. A simple scratch or bite can pass on the curse to anyone around them. The curse begins to eat away at the flesh of the victim and eventually controls the infected person's brain, forcing them on to commit violent acts and spread the horrible curse further. Multiple STR checks (at least five successes in a row) are needed to fight off the curse before it takes over. INT checks from allies or from a doctor can also help to treat the illness.

Skin Collector: This undead creature was once a man. In life, the man was usually a serial killer, rapist, or other immoral person. In death, they are cursed to walk the earth as their bodies decay. In order to protect themselves and survive longer, the skin collector kills and skins its victims. It then wears the skin around. The more layers of skin it has the stronger its HP becomes. With only one layer of skin, they have 7 HP. They can wear up to four sets of skin thus reaching an HP of 10.

Cannibal: This creature is the result of a ghoul who was abandoned by their master. When the ghoul is abandoned they have little purpose left. So their soul goal becomes to consume living flesh.

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Blood Thirster: Blood thirsters are vampires who have completely lost any semblance of their once existent humanity. This is caused by a lack of blood consumption on the vampire's part. The blood thirster loses any real intelligence and is instead driven solely by the desire to drink blood.

Vampire: A vampire is a cursed man who lives in a state of undeath. The vampire gains HP back each time it successfully makes a bite attack against a victim.

Blood Dragon: Half vampire, half dragon, the blood dragon is the most formidable demon of the wastes. Just like a vampire, whenever the dragon consumes blood it gains back HP. The black dragon also expels a spray of black sludge instead of fire.

HUMAN ENEMIES

NAME	DM	HP	DMG
Goon	0	5	1
Archer	0	5	2
Guard	-1	7	2(x2)
Spy/Assassin	-2	7	3(x2)
Captain of the Guard	-1	10	3(x2)
Trained Warrior	-3	12	4(x3)
Wandering Barbarian	-1	5	3
Trained Barbarian	-3	10	5
Barbarian King	-4	15	5(x2)

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MICRO RPG

NAME

CLASS

OCCUPATION

ATTRIBUTES



STR



AGI



CHR



INT

ITEMS

WEAPONS

RNG

DMG

CAP

HP

/

COIN

EXP

BLOOD LUST

/

ABOUT THE DESIGNER/WRITER

N.C. Patterson (Full name Noah C. Patterson) is a full time writer and editor. He is the owner and editor-in-chief of the horror publisher and pulp magazine *WitchWorks Magazine Ltd.*

He has previously volunteered part time as an assistant editor for Fantasy Scroll Magazine, a writer/designer for Basic Fantasy RPG, and worked as a publicist with Zharmae Publishing Press. Noah graduated with a Bachelor of Art in creative writing and publishing from Brigham Young University - Idaho.

He enjoys designing board, card, and pen and paper games in his free time.

You can find more about him and his work at www.ncpatterson.com.