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A 24 Hour RPG by Jeff Moore

Gothic Worlds is a 24 Hour RPG. It was begun at 5:00pm on Sunday, 8/13/2006 and completed at 4:00pm on Monday, 8/14/2006. This is my first 24 Hour RPG with a Fantasy Theme. (A+ Fantasy was supposed to be, but took way... WAY too long.) I created this for 2 reasons... One was to make use of some wonderful free art available at [www.megaminis.com](http://www.megaminis.com).

And the other reason for this was to incorporate a gaming mechanic from a computer game I enjoy into a table top RPG system in response to a forum topic I started at 1km1kt.com.

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Contact me with questions at [jwmmail@gmail.com](mailto:jwmmail@gmail.com).

Demetrius stepped quietly over the body of the fallen skeleton. The unnatural apparition had slain many good people from his village. Demetrius could feel the residual magical energy in the thing. It made the hairs on his arms bristle. He looked down at the formerly animated corpse squeezing his sword ever more tightly in his grip as he regarded it. It made him feel uneasy. Magic frightened Demetrius. It had invaded his world, and he knew that his world would never be the same.

## Gothic Worlds

Gothic Worlds is a fantasy themed role-playing game (RPG) set in a world of mundane origins invaded by magic.

The Gothic Worlds RPG setting assumes an earth with beginnings much if not exactly like our own. The key difference is that human explorations into magical power have begun to shape the world's evolution.

The Gothic World is almost exactly like Medieval Europe, but in this world, magic exists. There are monsters here, but they are the creations of humankind and the results of experiments in dark magical powers. Demons summoned from the nether regions, the undead, and creatures from the faerie realm may be encountered in the Gothic World, but this is not their home.

You will not find communities of angelic, pointy-eared, conservationists, nor fur-footed, philanthropic, pygmies

here. The Gothic World is a world based upon our own historical foundations. Creatures that can not be found in the "real" world may exist here, but they are visitors to the Gothic World, unnatural, and almost always dangerous.

## Characters

One player of Gothic Worlds must take the role of the referee or Goth Master. The Goth Master (GM) controls the various denizens of the Gothic World both malevolent and benign that the other players encounter. All the other players adopt the role of a single character that they will play from game session to game session. Each player that is not the GM must decide some things about their character before they can begin to play.





## Race

Human only. The Gothic World has no demi-human communities. All natural life in the Gothic World is either human or a wild or domesticated animal. Other life forms encountered do not belong here and they are frequently evil.

## Class

Dual classes. Every character in Gothic Worlds has two character classes. By combining the strengths of two distinct classes each player in Gothic Worlds can have a unique gaming experience.

The primary class will have more freedom to utilize its class ability, but it will restrict the player's choice of weapons and armor. (If a player uses

Weapons or Armor that are restricted to their class, they lose the use of all class abilities primary and secondary for as long as the offending weapon or armor is equipped.) The secondary class adds variety but its usage comes with a cost.

### The Class Choices are:

**Archer** – Specialist with Ranged Combat.

**Barbarian** – Melee Combat with an emphasis on power and sheer rage over style.

**Black Mage** – Masters of the Undead.

**Blue Mage** – Self Discipline, devout monks who turn their own bodies into weapons.

**Green Mage** – Attuned to Nature and the animals of the wood.

**Knight** – Melee Combat emphasizing accuracy and skill over raw power or rage.

**Red Mage** – Masters of Fire.

**White Mage** – Mystical Healers.

There are eight different classes. When selecting their class the player must choose one class to serve as their primary class and the other becomes their secondary class. There are 56 different dual class combinations.

Choose 2 Classes to personify your character's training. The primary class can use its special ability more lei-

surely than the secondary class. Also the Primary Class defines weapon and armor restrictions which will shape the look and feel of your character.

Primary - Fortune Points are returned with a night's rest.

Secondary - Fortune Points are lost and must be regenerated using Doubles.

Primary Class determines Weapon and Armor restrictions.

## Archer

An Archer can spend one Fortune point to allow their character to have +1 on their Ranged Combat stat and +1 to ranged weapon Damage for the remainder of one combat.

**Weapon:** no 2 handed (except Bow.)

**Armor:** Leather or Chain (no shields.)

**SPECIAL WEAPON EXCEPTION:** all Archers are automatically proficient with a Bow. This rule overrides other weapons restrictions (including the Archer's own restrictions) even if the Archer is the secondary class. (A Blue Mage primary/Archer secondary could still use a Bow for example.)

## Barbarian

A Barbarian can spend one Fortune point to allow their character to have +3 to their Strength stat for the remainder of one combat.



**Weapon:** Any (often 2 handed because of the no shields restriction.)

**Armor:** Leather only (no shields.)

## Black Mage

The Black Mage can spend a fortune point to animate a humanoid corpse turning that corpse into a skeleton. The skeleton will last until the Black Mage rests (overnight to restore Fortune Points) or the creature is destroyed, and then the undead minion will dissolve. Doubles rolled by the undead are wasted as these creatures cannot advance. The undead minions have no fortune points and can not

cheat death. The Black Mage can control multiple minions at once. The minions will not use weapons or wear armor.

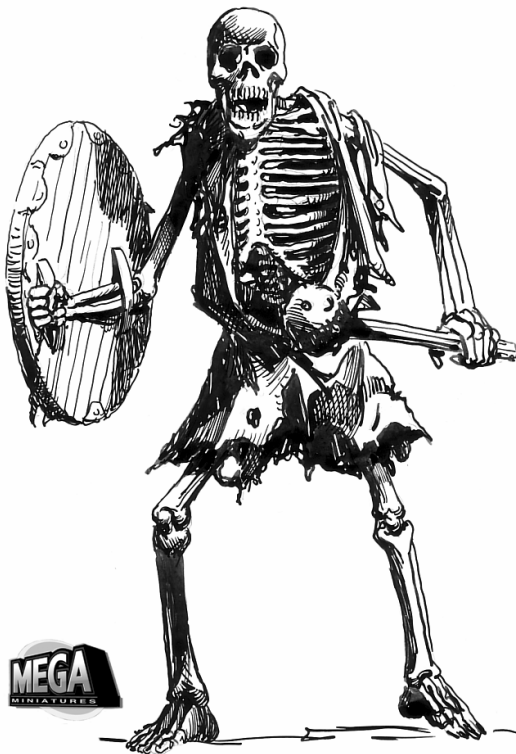
**Weapon:** Staff or Dagger Only.

**Armor:** None.

### BLACK MAGE SKELETON STATS

M)	3
R)	n/a
S)	* (equal to Mage's I stat)
T)	2 (5 versus blade or piercing)
B)	3
I)	1
C)	1
W)	3
F)	n/a

Damage = 1d6 - 1 (fist)



## Blue Mage

A Blue Mage can spend one Fortune point to allow their character to attack twice on their turn every round for the remainder of one combat.

**Weapon:** None.

**Armor:** None.

**SPECIAL RULE FOR Blue Mage Primary Class only!** The Blue Mage Primary Class, and only if the Blue Mage is the Primary Class, has the additional benefit of being able to Dodge 2 attacks per turn instead of the usual 1.

## Green Mage

A Green Mage has a woodland beast as a pet... (wolf, big cat, hawk) ... this pet is a non-combat companion unless the Green Mage spends one fortune point to enchant the pet... an enchanted pet will fight as the Green Mage directs as if they were another character. This enchantment lasts for the remainder of one combat. If an enchanted Pet is killed they automatically "cheat death." The Pet does not have a Fortune Stat, but it does keep track of its own doubles and advances like any other character.

**Weapon:** Staff or Dagger only.

**Armor:** Leather only.

## GREEN MAGE PET STATS

M)	4
R)	n/a
S)	* (equal to Mage's C stat)
T)	3
B)	4
D)	2
C)	4
W)	4
F)	n/a

Damage = 1d6 (tooth / claw)

## Knight

A Knight can spend one Fortune point to allow their character to have +2 on their Melee Combat stat for the remainder of one combat.

**Weapon:** Any except ranged weapons.

**Armor:** Any.

## Red Mage

A Red Mage can spend one Fortune point to inflict 1d6 + Intelligence Stat in Wounds to each of 3 enemy targets. (Reduce damage by armor and toughness as normal. - if a 6 is rolled the damage is critical and the damage die can be rolled again.)

**Weapon:** Staff or Dagger.

**Armor:** None.



## White Mage

A White Mage can spend one Fortune point to restore 1d6 + Courage Stat in Wounds to each of 3 friendly targets. (If a 6 is rolled the healing is critical and the heal die can be rolled again.)

**Weapon:** Any except piercing or blades.

**Armor:** Any.

## Stats

Stats are attributes that provide numeric quantifiers. These tell each player what they are able to do, and how well they are able to do it.

**There are 9 stats.**

**M)elee Combat** – roll this to hit with a sword or staff.

**R)anged Combat** – roll this to hit with a bow or with a thrown dagger.



**S)trength** – roll this to lift something heavy; add this to Melee Combat weapon damage

**T)oughness** – roll this to resist poison; subtract this from damage inflicted on you.

**B)alance** – roll this to act quickly or to dodge out of the way.

**C)ourage** – roll this to resist fear or to sweet talk another character.

**I)ntelligence** – roll this to figure out a puzzle or become attuned with a magical artifact.

**F)ortune** – use this to cheat death and to fuel class abilities.

**W)ounds** – this is how much damage you can suffer before you are in danger of dying.

## Stat Values

Most character stats in Gothic Worlds are measured on a scale from 1 to 10. At the low end of the scale, 1 is the smallest measure. For all intents and purposes an stat with a value this low is useless. Some tasks are automatic and require no stat checks, but for any task that requires a die roll, a score of 1 will always fail. At the other end of the scale, a score of 10 is impossibly good. An stat with a score of 10 can never be equaled; use of such an stat has a 100% chance of success. Characters in the Gothic World will therefore generally fall somewhere in between these scores.



All characters start the game with a value of 4 in all stats.

Customization Part 1 ... 1 stat can be reduced to 3 so that another may be improved to 5. (Do this only once.)

Customization Part 2 ... 1 stat can be increased by +1. This can be any stat, including a stat modified in step one. (Do this only once.)

## Dice

Gothic Worlds uses a standard cube shaped die known as a six-sided die. This is the same kind of die you will find in many board games or at the craps tables in Vegas. It is a good idea for each player to have two of these dice, each of different colors.

There are two types of die rolls in Gothic Worlds.

A single roll of one six-sided die ... notated: "1d6" (one die six.)

A roll of two differently colored six-sided dice where the lighter colored die is the tens place of a two digit number and the darker colored die is the ones place of a two digit number ... notated: "d6%" (die six percent.)

## Stat Checks

When a player needs to check the success or failure of an action related to one of their character's stats, that player must roll a "stat check."

### A stat check works like this:

Multiply the existing stat times 7. (If there are modifiers to the stat related to the difficulty of the task being attempted apply such modifiers first then multiply the result times 7.) Roll this value or less on d6%.

Again, chance of success =

**Stat x 7 or less on d6%.**

This is the foundation of the Gothic Worlds game system, the stat times seven or **S7 System**.





The math on the **S7 System** looks like this:

<u>Value</u>	<u>Descriptor</u>	<u>Example</u>
1	Useless	infant

1x7=7, there is a 0 in 36 chance of rolling this or less on d6% (0%)

2	Bad	adolescent
---	-----	------------

2x7=14, there is a 4 in 36 chance of rolling this or less on d6% (11%)

3	Poor	beggar
---	------	--------

3x7=21, there is a 7 in 36 chance of rolling this or less on d6% (19%)

4	Average	peasant
---	---------	---------

4x7=28, there is a 12 in 36 chance of rolling this or less on d6% (33%)

5	Above Average	noble
---	---------------	-------

5x7=35, there is a 17 in 36 chance of rolling this or less on d6% (47%)

6	Good	trained soldier
---	------	-----------------

6x7=42, there is a 20 in 36 chance of rolling this or less on d6% (55%)

7	Expert	seasoned adventurer
---	--------	---------------------

7x7=49, there is a 24 in 36 chance of rolling this or less on d6% (66%)

8	Master	legendary hero
---	--------	----------------

8x7=56, there is a 30 in 36 chance of rolling this or less on d6% (83%)

9	Super	dragon
---	-------	--------

9x7=63, there is a 33 in 36 chance of rolling this or less on d6% (92%)

10	Impossible	mythic
----	------------	--------

10x7=70, there is a 36 in 36 chance of rolling this or less on d6% (100%)

# Combat

Begin by determining Turn Order. Each participant rolls 1d6 and adds their Balance Stat. Actions are taken in order from highest to lowest result. This "seed" order will be retained through the entire combat.

On a player's turn they will be able to move a number of squares equal to their Balance Stat then attack or move again.

## Roll to Hit

To Attack roll the appropriate Combat Stat x7 or less on d6%. The 1's place of the attack roll tells the attacker where the blow hit.

1 = Left Leg	4 = Left Arm
2 = Right Leg	5 = Right Arm
3 = Torso	6 = Head

Armor will cover differing parts of the body and this armor coverage will be documented on the character sheet. Armor and Toughness will reduce a character's Damage. Final Damage will be subtracted from a character's Wounds Stat.

## Critical Damage

An unadjusted roll of "6" (on 1d6) for Damage may result in a Critical Hit. Make a second Attack Roll. If this Roll Hits, roll more damage. If the next damage roll is also a "6" you may roll the damage die again and continue to do so until you roll something other than a "6."



## Dodge

Any character who is the successful target of an attack may attempt one dodge each turn. A character can only attempt to dodge a single attack each turn. Additional attacks against the same character cannot be dodged. A character's chance to dodge is equal to their Balance stat x 7 or less on d6%.

## Wounds

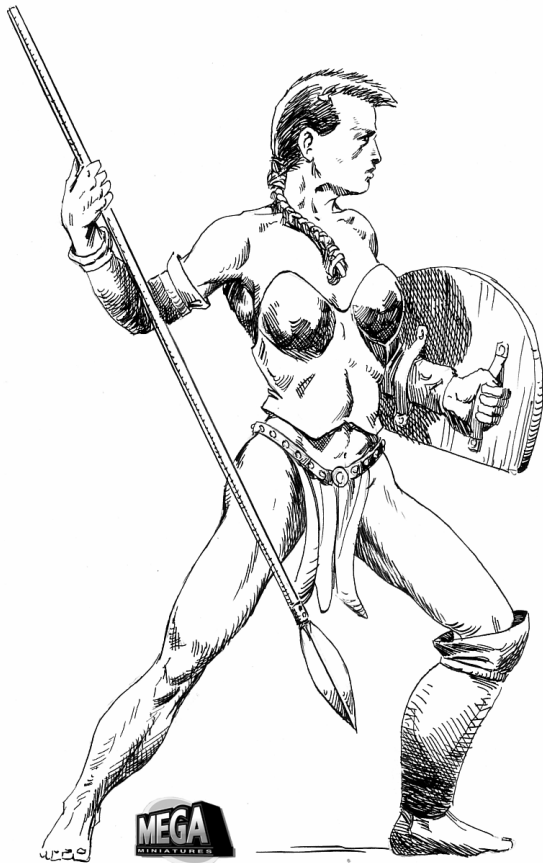
A character is not considered seriously hurt so long as they possess a positive Wound total. However as soon as the character's Wound total falls into the negatives they are in danger.

## Sudden Death

Any time a character suffers damage that carries their wound total into the negative the character must roll a Sudden Death Check.

Sudden Death chance equals negative Wound result (converted to a positive number) x 7 or less on d6%.

For example... Duncan has 3 wounds and loses 5 in a vicious attack. This reduces his current wound total to -2.  $2 \times 7 = 14$ . There is a 14 or less chance on d6% that Duncan will suffer sudden death. The next time Duncan suffers damage his chances for sudden death will be even greater.



## Fortune

A character can permanently lose one Fortune in order to cheat death. This sets their current Wound total to 3 and leaves their character unconscious for one hour. Wounds recover naturally at a rate of one Wound per week.

Other uses for Fortune ... A character can use fortune points to activate special class abilities (see classes)

## Scars

A character who spends Fortune to cheat death is left with a scar at the location where the "fatal" blow fell. These "badges of honor" should be recorded on the character sheet.

## Doubles

Each time a player rolls doubles when attempting a stat check, they record this on their character sheet. Each such roll is considered one instance of rolling doubles (double sixes has no greater value than double ones, for example.)

As they accumulate doubles, players should expect to spend these not only on improving a character but also to maintain a healthy pool of Fortune from which they can fuel their Class Abilities.

Adding points to a stat is more expensive the higher the stat goes. It's a pretty good idea to keep the Fortune stat reasonably low so that it can be replenished cheaply and often.

## Spending Doubles

Doubles must be spent to purchase stat improvements one increment at a time. It costs as much in Doubles to improve a stat by one increment as the current stat value x 3. Below is a guide that shows the cost in character points for each improvement.

To improve a stat from 0 to 1 costs 0 x 3 or 0 Doubles.

To improve a stat from 1 to 2 costs 1 x 3 or 3 Doubles.

To improve a stat from 2 to 3 costs 2 x 3 or 6 Doubles.

To improve a stat from 3 to 4 costs 3 x 3 or 9 Doubles.

To improve a stat from 4 to 5 costs 4 x 3 or 12 Doubles.

To improve a stat from 5 to 6 costs 5 x 3 or 15 Doubles.

To improve a stat from 6 to 7 costs 6 x 3 or 18 Doubles.

To improve a stat from 7 to 8 costs 7 x 3 or 21 Doubles.

To improve a stat from 8 to 9 costs 8 x 3 or 24 Doubles.

No stat can be improved beyond a value of 9. Doubles can only be spent during "break periods" or "stopping points." This can usually be done upon completion of an adventure scenario or between gaming sessions.

## Weapons/Armor

**Damage = (1d6 + Strength\* + Weapon) - (Toughness + Armor).**

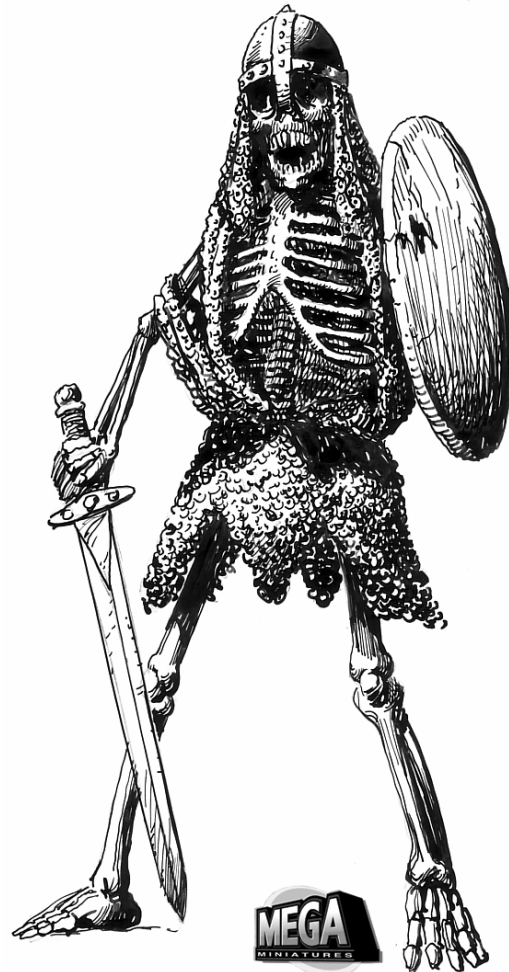
\* add Strength for Melee Attacks only.

### Weapon Modifiers

Weapon is small -1 (knife, rock, fist)

Weapon is piercing or blade weapon +1 (swords, knives, axes, spears, arrows)

Weapon is large +1 (requires 2 hands, staff, great sword, or long bow)





### Clothing/Armor

Clothes and Armor reduce damage and work in conjunction with a character's toughness. Armor values are listed as positive modifiers that are added to Toughness.

Shield +1 (all areas... use accumulates with armor)

Cloth +0

Leather +1

Chain +2

Plate +3

Vest protects body

Bracers protect arms

Leggings protect legs

Helm or coif protects head

Armor values are not cumulative; each area of a character's body can only be protected by one type of armor at a time.

### Examples:

- Long Bow (2 hands, piercing) +2
- Sword or Axe (blade weapon) +1
- War Hammer, Maul, Great Club or Staff (two hands) +1
- Great Sword or Battle Axe (blade weapon, two hands) +2
- Dagger (blade weapon, small) +0
- Spear (piercing, 2 hands) +2
- Club +0
- Fist (small) -1

## Equipment

Each Player's character starts with 50 gold and no equipment.

### General

Backpack .....	5
Fine clothes .....	20
Tinder box (Flint and Steel) .....	5
Grappling hook for climbing.....	10
Lamp oil (1 flask) .....	5
Lantern.....	10
Loot sack .....	1
Mage robe (of the appropriate color)	10
Parchment, ink and quill.....	10
Peasant Clothes .....	1
Rope (50') .....	10

Shovel ..... 5  
 Small hammer and iron spikes ..... 10  
 Standard Rations (1 week) ..... 5  
 Sturdy Clothes ..... 5  
 Ten foot pole ..... 5  
 Torch..... 1  
 Wine Skin ..... 1

**Weapons**

Battle Axe..... 10  
 Broad Sword..... 10  
 Club ..... 1  
 Dagger ..... 5  
 Great Axe (2 hands) ..... 20  
 Great Sword (2 hands)..... 20  
 Long Bow (2 hands) ..... 20  
 Mace ..... 5  
 Maul (2 hands) ..... 20  
 Quarter Staff (2 hands) ..... 5  
 Long Spear (2 hands)..... 10  
 War Hammer ..... 10

**Armor**

Breast Plate (body) ..... 20  
 Chain Bracer ..... 10  
 (each, protects 1 arm)  
 Chain Coif (head) ..... 10  
 Chain Legging ..... 10  
 (each, protects 1 leg)  
 Chain Vest (body)..... 10  
 Leather Bracers ..... 5  
 (pair, protects both arms)  
 Leather Breaches ..... 5  
 (protects both legs)  
 Leather Cap (head) ..... 5  
 Leather Vest (body) ..... 5  
 Plate Bracer ..... 20  
 (each, protects 1 arm)  
 Plate Helm (head) ..... 20  
 Plate Legging ..... 20  
 (each, protects 1 leg)  
 Shield..... 5  
 (all areas - attack must be perceived)





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**Gothic Worlds Character Record**

Name:

Primary Class:

Weapon Restrictions:

Armor Restrictions:

Secondary Class:

Doubles:

Fortune:

Primary Ability:

Fortune Spent:

Secondary Ability:

Fortune Lost:

Stats:

Melee Combat    \_\_\_\_\_    x7 \_\_\_\_\_

Ranged Combat    \_\_\_\_\_    x7 \_\_\_\_\_

Strength    \_\_\_\_\_    x7 \_\_\_\_\_

Toughness    \_\_\_\_\_    x7 \_\_\_\_\_

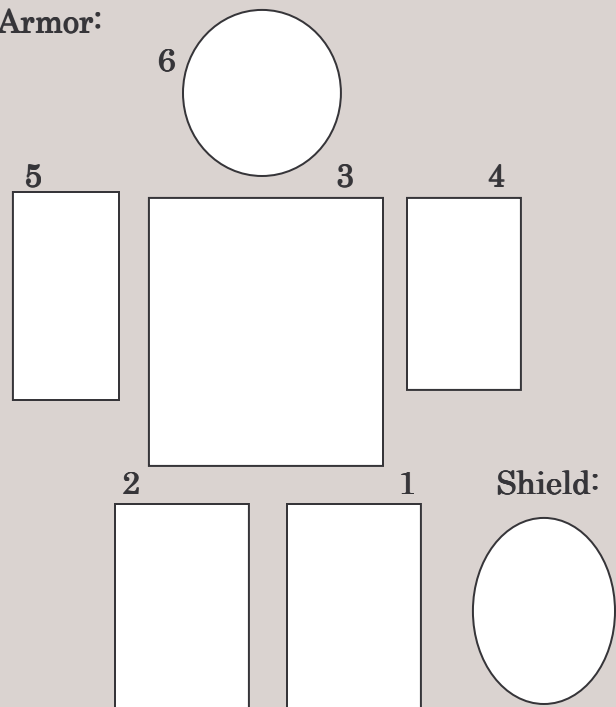
Balance    \_\_\_\_\_    x7 \_\_\_\_\_

Intelligence    \_\_\_\_\_    x7 \_\_\_\_\_

Courage    \_\_\_\_\_    x7 \_\_\_\_\_

Wounds    \_\_\_\_\_

Armor:



Weapons and Equipment: