Worlds Within Sample Encounter

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Narrator: You wake up to find yourself in a completely dark room. The floor and walls feel like natural uncut stone. You feel extremely thirsty and have a headache; you currently have minus 6 to your Agility. You're not sure how long you've been out, but your body aches as you try to move. You were **Heavily** injured.

After feeling around in the dark, you find a bucket filled with water. Your throat is incredibly dry.

I need you to make an unskilled roll using your Willpower to see if you can stop yourself from drinking the water before checking it.

Player: Okay, I set one die to 1 and rolled a 6, so 7 plus my Willpower makes my total 11.

Narrator: You are able to stop yourself from dunking your head in the bucket and drinking your fill.

What **Knowledge** do you have that might help you understand if this water is safe?

Player: Well I have ... Master: Combat, Student: Theology, and Expert: Civilization. Maybe I know what clean water tastes and smells like because of my Knowledge in Civilization?

Narrator: That works. You do notice that the water doesn't smell like anything in particular, so that's a good sign. You think. What do you do?

Player: I drink the water.

Narrator: It has a slight metallic taste, but nothing seems to cause you any immediate issues. In fact, the minus 6 to your **Agility** is reduced to minus 3 as you feel some of your limbs loosen.

Now what do you do? You are in a completely dark cell. You can see a slit of light coming in through a barred window in your door.

Player: I want to try and break down the door.

Narrator: Ok, roll using your **Strength** to see if you can break out.

Player: My Ability "Human Battering Ram" lets me roll both dice. It costs 1 point of Spirit Energy if I only use that one Effect of the Ability, right? So I rolled ...7, plus 9 Strength, so 16!

Narrator: Great! Yup! You move back to the end of your cell and run at the door, slamming against it with all your strength. The old, rotting door breaks down and crashes to the floor. (You needed a 15.)

You stumble and look around, temporarily blinded by the sudden light. Someone must have heard that. Do you want to use an **Action** to listen for anyone that may have noticed your comotion?

Player: Naw, I really just want to hurry and find my gear, so I'm going to hustle and try to get out of here.

Narrator: Sounds good. You dash to the next door at full speed and find it unlocked. In the next room you find your sword on an old wooden table.

Player: I grab it.

Narrator: As you do, another door bursts open as a huge half-man, half-robot steps through.

COMBAT

Player: I want to attack! Can I go first? Do I roll to see if I can?

Narrator: No need, if you were faster, quieter, or more prepared than your opponent, you would go first. If creatures are acting simultaneously, they just take turns.

You didn't notice him listening through the door on guard duty earlier, so he gets the drop on you. You can always use your **Reaction** to quickly respond though!

Player: Something tells me I'm going to need my **Reaction** to help me defend against this guy, so I'm going to hang on to it.

Narrator: Good call.

The large cyborg lunges forward and attacks with vicious ferocity. It uses its ability "Turbo Cleaver" to attack. With **Intensity**, he sets one die to **6** and rolls a **5** on the other.

Player: Ouch! I'm glad that wasn't doubles ...

Narrator: With his roll of 11 plus his **Body** of 23, that's a total of a 34 Slashing attack.

Player: OK, I have magic armor with a standard Resistance to Slashing, so I can roll 2d6 plus my Spirit to defend—

Narrator: Want to use your Reaction now?

Player: Oh, yeah! I have an Intense Resistance Ability against Slashing—called "Bob and Weave"—that has the Reaction Modifier, so I use that to enhance my defensive roll.

Let's see, I set one dice to 6 for Intensity, and roll the other ... Oh snap! 6! I got double 6s! So 12 plus my body of 18 is 30.

Narrator: His attack minus your defense (34-30) is 4.

Player: That's Light Damage on the chart!

Narrator: Yes, but you still have a minus 3 to your **Agility** from being dehydrated, so the attack is actually a **7**, **Heavy Damage**.

Player: Oh nuts, I forgot! This guy hits hard!

Narrator: That's alright! Because you rolled doubles to defend, you reduce the damage down one bracket! So instead of **Heavy Damage**, you take **Light**. That's **1** point of damage instead of **3**!

Between a little luck and skill, your character fares a lot better than he otherwise would have!

Player: Yuss!

Narrator: He is going to use his Reaction to attempt a Use of Force to restrain you with his "Devour" Ability. He rolls a 3 and a 2, but this Ability is Overwhelming, so he can change that 2 into a 6 after rolling,

Player: I got ... uh oh. I got snake eyes. Double 1s. So a total of 20 with Body.

Narrator: Yeah ... he eats you. He got 29.

Player: Oh crap! Am I dead?

Narrator: Not yet, that was just to swallow you whole, but you're going to start taking damage on his next turn from being digested.

You can try to resist being bound up in this guy's stomach and force your way out. Bad news though, you're restrained in this position, so you have only **1 Reaction**. Also, you're in his stomach, so no moving unless you get out first. Roll against his **Use of Force**. It's your turn now.

Player: "Human Battering Ram" lets me enhance my Force effects, so I can use a skilled roll against him: I rolled both dice for a total of 11, plus my Body (29), minus 3 (from dehydration), so 26 total.

Narrator: He got **25!** He tries to keep you down but barely can't. You're squirming too much and he throws you up.

Player: Gross.

Narrator: Yes.

Player: I'm going to start stabbing him—

Narrator: Between your experience against him just now and your **Master** Knowledge in **Combat**, you don't think this is going to end well for you. He hoists his massive cleaver to make you more bite-size—

Player: Nevermind, I skedaddle!

Narrator: Good call. What's your movement speed? The big oaf moves to give chase as you take off.

Player: My speed is ...

Narrator: 10 meters plus Agility.

Player: ... which is **9**—no wait—**6** Agility (dang dehydration!), so **16** meters each round.

Narrator: He goes to use his **Reaction** to swipe at you as you turn away, but I'm going to say he's still too busy gagging from barfing you up. You *just* outpace this guy as he awkwardly lumbers after you at **14** meters per round. You better hope you can put enough distance between you two before you get more tired and thirsty—

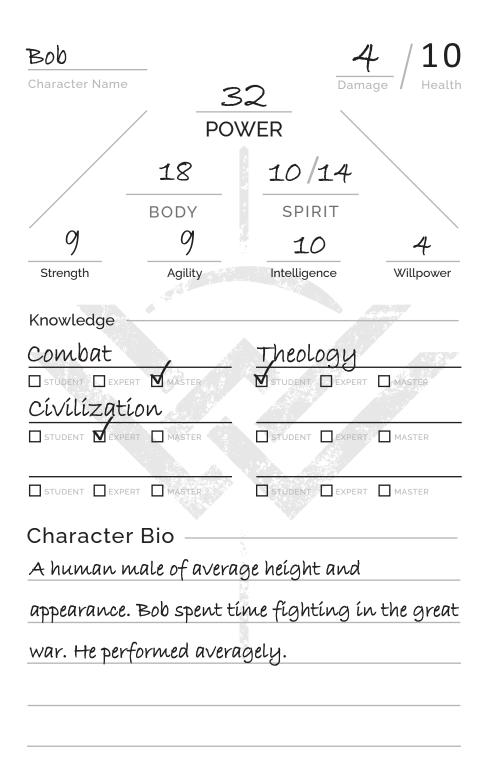
Player: —I have a little bit more **Spirit** left to use! I use my **Action** for the movement **Effect** from "Human Battering Ram" to GTFO!

Narrator: With the added burst of speed and ability to ignore basic obstacles, you quickly lose the monstrous cybor-cannibal in various corridors and straightaways.

You follow the smell of fresh air and get out of this dank, dark dungeon, running off through the hills with all your might.

You successfully escape. Good job! Give yourself **3 Power!**

Player: woot!



You are more effective at Strength rolls, use of DESCRIPTION: You can perform the specified actions in the following ways more effectively

Force, and are able to close short distances with a

burst of speed.

ENERGY PHYSICAL Strength Rolls) INTENSE OVERWHELMING
Circle Effect type. Specify Effect.	
ENERGY PHYSICAL RUNNING & Force) INTENSE OVERWHELMING
RANGED AREA OF REACTION PASSIVE OF PERSISTENT	☐ EFFICIENT ☐ INEXHAUSTIBLE

EFFECTS & MODIFIERS (Standard = 1p, Superior = 2p. Add then multiply by Superiors.)

2. Bob and Weave

You know how to dodge out of the way of many

attack types.

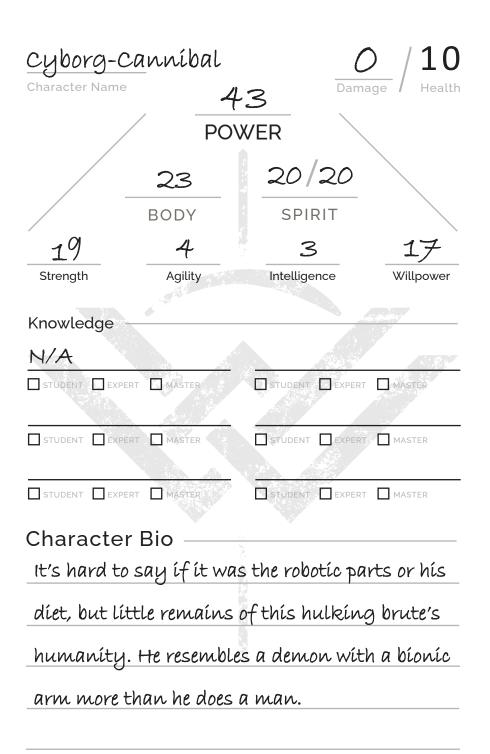
Resistances:

ENERGY PHYSICAL	Slashing, Piercing, Impact	INTENSE OVERWHELMING
Circle Effect type.	Specify Effect.	
ENERGY / PHYSICAL	()	INTENSE OVERWHELMING
RANGED ARE.	A or REACTION PASSIVE OR PERSISTENT	EFFICIENT INEXHAUSTIBLE

EFFECTS & MODIFIERS

6. Magíc Armor			4 P	<i>0</i> s
NAME			POWER &	SPIRIT
DESCRIPTION				
This enchanted to	unic protects	s against	slashi	ing
attacks.	\$ (C to			
EFFECTS & MODIFIERS	: U			
Energy (Slashing), Ef	ficient/Inexhau	stíble		
7. Sword			2 P	- S
NAME			POWER &	
DESCRIPTION				
The pointy end go	oes in the ot	her guy.		
EFFECTS & MODIFIERS	11 10 21			
Inherent: Physical (Sla	sning & Pierciv	ig)		
8	3		Р	S
NAME			POWER &	SPIRIT
DESCRIPTION				

EFFECTS & MODIFIERS



Abilities & Equipment —	
1. Devour	30 p 0 s
	POWER & SPIRIT
You can try to swallow an ene	emy whole and
DESCRIPTION: You can perform the specified actions in the f	ollowing ways more effectively.
hold them in your stomach.	
ENERGY PHYSICAL Force	NINTENSE OVERWHELMING
Circle Effect type. Specify Effect.	
ENERGY / PHYSICAL) Intense Overwhelming
RANGED AREA OF REACTION PASSIVE OF PRESISTENT	EFFICIENT VINEXHAUSTIBLE
EFFECTS & MODIFIERS (Standard = 1p, Superior = 2	p. Add then multiply by Superiors.)
2. Turbo Cleaver Your bionic arm empowers your bionic arm empowers you	1 P 1 S
NAME	1 P 1 S POWER & SPIRIT
Your bionic arm empowers 40	ur cleaver's slashes
DESCRIPTION	V
to devastating effect.	
<u> </u>	
ENERGY PHYSICAL Slashing (from cleaver)	OVERWHELMING
Circle Effect type. Specify Effect.	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
ENERGY / PHYSICAL) INTENSE OVERWHELMING
RANGED AREA OF REACTION PASSIVE OF PERSISTENT	EFFICIENT INEXHAUSTIBLE

3. <u>Cleaver</u>		1p -s
NAME		POWER & SPIRIT
DESCRIPTION		
4 sturdy cleaver. c	Good for chopp	ing fresh meat.
Made in Seville.	\$ 22 Example 1	
EFFECTS & MODIFIERS	r C	
Inherent: Physical (Slas)	ning)	
		P S
NAME		POWER & SPIRIT
DESCRIPTION		
EFFECTS & MODIFIERS		
5		P S
NAME		POWER & SPIRIT
DESCRIPTION		
EFFECTS & MODIFIERS		

EFFECTS & MODIFIERS