

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!

Bob

Character Name

4

Damage

10

Health

32

POWER

18

BODY

10/14

SPIRIT

9

Strength

9

Agility

10

Intelligence

4

Willpower

Knowledge

Combat

STUDENT EXPERT MASTER

Theology

STUDENT EXPERT MASTER

Civilization

STUDENT EXPERT MASTER

STUDENT EXPERT MASTER

STUDENT EXPERT MASTER

STUDENT EXPERT MASTER

Character Bio

A human male of average height and

appearance. Bob spent time fighting in the great

war. He performed averagely.

Abilities & Equipment

1. Human Battering Ram 5 P 5 S

NAME POWER & SPIRIT

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	<u>PHYSICAL</u>	<u>Strength Rolls</u>	<input type="checkbox"/>	INTENSE	<input type="checkbox"/>	OVERWHELMING					
<small>Circle Effect type.</small>		<small>Specify Effect.</small>									
ENERGY	<u>PHYSICAL</u>	<u>Running & Force</u>	<input type="checkbox"/>	INTENSE	<input type="checkbox"/>	OVERWHELMING					
<input checked="" type="checkbox"/>	RANGED	<input type="checkbox"/>	AREA or UNLIMITED	<input checked="" type="checkbox"/>	REACTION	<input type="checkbox"/>	PASSIVE or PERSISTENT	<input type="checkbox"/>	EFFICIENT	<input type="checkbox"/>	INEXHAUSTIBLE

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

2. Bob and Weave 4 P 1 S

NAME POWER & SPIRIT

You know how to dodge out of the way of many

DESCRIPTION

attack types.

Resistances:

ENERGY	<u>PHYSICAL</u>	<u>Slashing, Piercing, Impact</u>	<input checked="" type="checkbox"/>	INTENSE	<input type="checkbox"/>	OVERWHELMING					
<small>Circle Effect type.</small>		<small>Specify Effect.</small>									
ENERGY / PHYSICAL	()	<input type="checkbox"/>	INTENSE	<input type="checkbox"/>	OVERWHELMING				
<input type="checkbox"/>	RANGED	<input type="checkbox"/>	AREA or UNLIMITED	<input checked="" type="checkbox"/>	REACTION	<input type="checkbox"/>	PASSIVE or PERSISTENT	<input type="checkbox"/>	EFFICIENT	<input type="checkbox"/>	INEXHAUSTIBLE

EFFECTS & MODIFIERS

6. Magic Armor 4 P 0 S

NAME POWER & SPIRIT

DESCRIPTION

This enchanted tunic protects against slashing attacks.

EFFECTS & MODIFIERS

Energy (Slashing), Efficient/Inexhaustible

7. Sword 2 P - S

NAME POWER & SPIRIT

DESCRIPTION

The pointy end goes in the other guy.

EFFECTS & MODIFIERS

Inherent: Physical (Slashing & Piercing)

8. _____ P S

NAME POWER & SPIRIT

DESCRIPTION

EFFECTS & MODIFIERS

cyborg-cannibal

Character Name

0 / 10
Damage / Health

43

POWER

23

BODY

20/20

SPIRIT

19

Strength

4

Agility

3

Intelligence

17

Willpower

Knowledge

N/A

STUDENT EXPERT MASTER

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STUDENT EXPERT MASTER

Character Bio

It's hard to say if it was the robotic parts or his diet, but little remains of this hulking brute's humanity. He resembles a demon with a bionic arm more than he does a man.

Abilities & Equipment

1. Devour 30 P 0 S

NAME POWER & SPIRIT

You can try to swallow an enemy whole and

DESCRIPTION: You can perform the specified actions in the following ways more effectively.

hold them in your stomach.

ENERGY (PHYSICAL) Force)	<input checked="" type="checkbox"/> INTENSE	<input checked="" type="checkbox"/> OVERWHELMING
Circle Effect type. Specify Effect.		
ENERGY / PHYSICAL ()	<input type="checkbox"/> INTENSE	<input type="checkbox"/> OVERWHELMING
<input type="checkbox"/> RANGED	<input type="checkbox"/> AREA or UNLIMITED	<input checked="" type="checkbox"/> REACTION
<input checked="" type="checkbox"/> PASSIVE or PERSISTENT	<input checked="" type="checkbox"/> EFFICIENT	<input checked="" type="checkbox"/> INEXHAUSTIBLE

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

2. Turbo Cleaver 1 P 1 S

NAME POWER & SPIRIT

Your bionic arm empowers your cleaver's slashes

DESCRIPTION

to devastating effect.

ENERGY (PHYSICAL) Slashing (from cleaver))	<input checked="" type="checkbox"/> INTENSE	<input type="checkbox"/> OVERWHELMING
Circle Effect type. Specify Effect.		
ENERGY / PHYSICAL ()	<input type="checkbox"/> INTENSE	<input type="checkbox"/> OVERWHELMING
<input type="checkbox"/> RANGED	<input type="checkbox"/> AREA or UNLIMITED	<input type="checkbox"/> REACTION
<input type="checkbox"/> PASSIVE or PERSISTENT	<input type="checkbox"/> EFFICIENT	<input type="checkbox"/> INEXHAUSTIBLE

EFFECTS & MODIFIERS

3. Cleaver 1 P - S

NAME POWER & SPIRIT

DESCRIPTION

A sturdy cleaver. Good for chopping fresh meat.

Made in Seville.

EFFECTS & MODIFIERS

Inherent: Physical (Slashing)

4. P S

NAME POWER & SPIRIT

DESCRIPTION

EFFECTS & MODIFIERS

5. P S

NAME POWER & SPIRIT

DESCRIPTION

EFFECTS & MODIFIERS