

—~— The World Sequences —~—

By Chris Sakkas, age 12. 1980.

In the immense blackness of space only the planets hang between the stars, each one a unique gem unlike all others. And yes, there is an emerald-sapphire floating in the void, whose inhabitants of which call it inexplicably "Earth". It is where we begin our adventure, but where in the endless cosmos will it end?

MAKING A CHARACTER

Most characters are teenagers (14-18) from Earth who get transported to strange other planets through Portals. But you can play an old person if you want. For your first character, you must make yourself: but after you die you can make any character that you like, including characters from other planets.

ATTRIBUTES

Rolling for attributes is broken. You can assign each of the following to one attribute: +3, +2, +1, +0, [Weakness].

[Weakness]: If you roll this attribute, add +0. You can never get a full success on this roll.

The attributes:

- Clever: You know things and you're good at school.
- Cool: You've got it all under control. People too.
- Quick: You're fast, you're good with your hands and you're agile.
- Rough: You're tough and powerful and don't you know it.
- Weird: What's the use of being a little freak?

SKILLS

Choose two: Athletics, Awareness, Charming, Deception, Leadership, Knowledge, Sneaking, Survival.

HD AND HP

2 HD. When you rest in a safe place, you gain the maximum possible HP.

ABILITIES

Choose one now. At any time after you leave Earth (13A), you can choose another.

From World of Dungeons: Pet (dog, cat, snake, toad), Scout, Volley, Cure, Backstab, Lucky, Reflexes, Tinker, Skirmish, Tough, Slay, Hardy.
Little Sibling: You have a disloyal and ineffectual younger sibling.

MAGICAL ABILITIES

From World of Dungeons: Wild, Ritual, Command, Cantrips, Summon, Pet (wolf, falcon).
Amphibious: You can swim and breath underwater. And talk to fish.
ESP: You can see things that aren't apparently there.
Omniglot: You can learn any language in an hour.
Phasing: You can pass through walls and other solid objects.
Portal Sense: You can locate portals and identify what is needed to activate them.
Pyrokinesis: You can start fires with your mind.
Super Strength: You can never fail on a Rough roll.

Telekinesis: You can move and throw objects with your mind.
Telepathy: You can communicate mentally with others (even if you don't speak their language) and they can talk back to you.
Visions: Occasionally, you receive visions of the future.

Summoning works differently. No quicksilver. If you summon spirits more times a day than your level, pick one:

It can summon you once.
The effect it creates backfires.
You break something valuable of its choice.
You give it something valuable of its choice.
You give up a memory of its choice.
You have to promise to do something for it.

EQUIPMENT

Players: Turn out your pockets and your backpack. Whatever's in there, your character has. All weapons do 1d6 damage, except guns which do 3d6. Fists do 1 damage.

XP AND LEVELS

You get XP for completing quests only. Also:

100 XP: See a new planet.
100 XP: Tell someone your truename.
250 XP: Save a planet.
50 XP: Make a new friend. The test: if the player can remember the erstwhile friend's name at the next session, it is a true friendship.
500 XP: First kiss.
500 XP: Save someone's life.

MONSTERS

Rabbit. An innocent little rabbit.
HP 50; *Bite* 3d6 damage; *Spd* Normal.
SQ: Kill a nearby creature. Hop away.

White ape. A big, furry ape with large fangs and four arms.
HP 20; *Rend* 2d6 damage; *Spd* Fast.
SQ: Grab a creature. Throw a creature. Bellow for more apes.

Icebeast. A white, furry biped with ram's horns.
HP 15; *Trample* 1d6-1 damage; *Spd* Fast.
SQ: Protect master. Be warm.

Wocky. A brown, furry ape taller than a man.
HP 15; *Rend* 1d6 damage; *Spd* Normal.
SQ: Frighten a shorter person.

Troglodyte. A furry caveman the height of three men, with a horn.
HP 40; *Rend* 3d6 damage; *Spd* Normal.
SQ: Make a foolish mistake.

Sabre-tooth Tiger: A big cat with huge teeth.
HP 25; *Bite* 2d6 damage; *Spd* Fast.
SQ: Corner. Leap.

Giant Wasp: A giant wasp.
HP 15; *Sting* 1d6 damage and poison; *Spd* Fast.
SQ: Fly. Paralyse a poisoned enemy.

Cat: Cats are useful companions.

HP 4; *Bite* 1d6-1 damage; *Spd* Normal.

SQ: Agile. See ghosts and other invisible things.

Screech. Frighten away demons and evil spirits.

Dog: Dogs are loyal companions.

HP 8; *Bite* 1d6 damage; *Spd* Fast.

SQ: Scent. Growl.

Snake: Snakes are toxic companions.

HP 4; *Bite* 1d6-1 damage and poison; *Spd* Normal.

SQ: Paralyse a poisoned enemy. Hiss. Hide in small cracks.

Toad: Toads are surprising companions.

HP 2; no attack; *Spd* Slow.

SQ: Surprise everyone. Leap. Ribbit.

Dinosaur: Dinosaurs come in many varieties.

HP 20-60; *Bite* 1d6 damage or 2d6 damage or *Claws* 2d6 damage or *Trample* 1d6 damage; *Spd* Slow or Normal or Fast.

SQ: Spit poison; or Fly; or Swim; or Bellow; or Breathe Fire.

Falcon: Falcons are sharp-eyed companions.

HP 4; *Claws* 1d6-1 damage; *Spd* Very Fast.

SQ: Fly. Spot tiny things. Spot distant things. Swoop.

PLANETS

There are 13 different classes of planet and at least 13 individual planets within each class.

CLASS 13: EARTH

13A *Earth as We Know it*

13B *Earth, but Man Actually*

Landed on Moon

13C *Earth, but Nazis Won WWII*

13D *Earth, but Napoleon*

Conquered Europe

13E *Earth, but Europeans*

Withdrew from the New World

13F *Earth, but Ghengis Khan Was*

Never Born

13G *Earth, but Constantine*

Remained Pagan

13H *Earth, but Israelites*

Enslaved Egyptians

13I *Earth, but Writing Never*

Invented

13J *Earth, but Agriculture Never*

Invented

13K *Earth, but Neanderthals*

Survived.

13# ...

CLASS 12: EARTHLIKE

12A *Victoriana Ćernus*

12B *The Witch Kings of Salem*

12C *The Once and Current King*

12D *Chariots of the Gods!*

12E *Pax Iram*

12F *Atlantis Floats*

12G *London, City of Rats*

12H *Twelve Apostles in Amber*

12# ...

CLASS 11: SOL PLANETS

11A *Barsoom*

11B *Jupiter*

11C *Periador*

11# ...

CLASS 10: FAIRY REALMS

10A *Mounds of the Sidhe*

10B *Goblin Kingdom*

10C *Oz*

10D *Death's Dream Kingdom*

10# ...