Uune: The Story Engine

The Handbook

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What is Uune?

Hello, and welcome to the Uune Roleplaying Game! Uune is a tabletop roleplaying game designed to work with a variety of styles and genres. It is a game where you work as a team to tell a story, overcoming challenges by pooling your resources and rolling dice. It's a game where you can play just about anything you like, without limitations on classes or ability types.

How to use this guide

First, you don't need to read everything here from front to back to play the game. The first few chapters will lay the groundwork, with the rest being either topical or reference material that you're meant to skim. There is also some material aimed at Game Masters in the back of the book, but that players can also read if they so choose.

Ultimately, the rules in this book are subject to tweaking, additions, subtractions, etc as your GM sees fit. Specific modules or addons to the game may also change things, so you should always communicate with your GM (and GMs to your players) about the specifics of your game.

Context Clues

In this guide, special contextual hints are given via the use of *italics* and **bold** styling. Keywords which are intended to be found when skimming for specific rules are boldened, while keywords referencing mechanics that are defined in future sections are italicized.

What You'll Need

To get started, you'll need the following things:

> • Someone to run the game, known as the Game Master (aka the GM)
> • At least one person (other than the GM) to play a dedicated player character
> • A standard set of six sided dice (5 dice is most common, but more or less will work)
> • A coin (optional)
> • A notebook and/or character sheet (available on uune.org or provided by your GM)

The Game Master

The most important role of the game is that of the Game Master. The person who plays the GM will act as the eyes and ears of the other players, detailing the events of the story as they occur. They are the mouth of the nonplayer characters, the judge and arbiter of player actions, and a guide to keep the story moving forward.

The Player Characters

Those who are not the GM are responsible for the player characters (or PCs). These are the main characters of our story, and it is their journey that we will be following. The PCs are the meat on the bones of what the GM presents, dictating much of the exact direction that it takes.

The Setting

Setting the stage for all other events to occur is the setting. Generally, the GM assembles the setting or uses one that is already made. However, many of the best stories are written when players can be left to create their own home lands, countries, cities, etc for their characters. There are many tools out there to help with both approaches, much of which is out of scope for this document. I have included some rule-of-thumb tools to help with this though towards the back of the book, loosely assembled as I find them.

The Game-play Loop

1. First, the GM describes the scene, detailing important notes about the environment and those within it
2. Then, each player tells the GM what they intend to do
    1. If it is a simple action, the GM may simply allow it to happen
    2. If it is not a simple action, the GM may ask for a challenge:
       ◦ Once given a challenge, the player must make use of their resources (rolling dice) to complete their challenge (total up said dice to a big enough number)
       ◦ Each resource that they use will change the exact outcome of the challenge, and they may dictate how they are using that resource towards their goal
       ◦ The player may also shift their goal to an easier, or a more difficult one if they so desire
3. Finally, the GM then dictates the results of their actions and the cycle starts again.

Challenges

A challenge is any significant course of action that the player wishes their character to take where there is difficulty involved. The GM will call for a challenge if they feel it is warranted, and may feel free to wave the need for a challenge if the situation calls for it.

Every challenge has a **difficulty level** which is a number representing the amount of effort required to complete the challenge. For example, a difficulty of zero means that no rolls are needed, while a difficulty of 30 means that your task is extremely difficult.

Your **dice pool** is the total amount from all the dice you've rolled towards beating your challenge. You add to your dice pool by making use of *resources*. You'll need to get your dice pool to a number equal to or greater than your challenge's difficulty level in order to complete your challenge.

Running a Challenge

1. First, you tell the GM what you'd like your character to accomplish. This should be their end goal, and not the specific course of action they take.
2. Then, your GM will determine the difficulty of the challenge based on the type of goal and the environment around you.
3. Next, you'll roll resources and add them up until you've reached the number given to you by the GM (the difficulty).
4. Finally, once you've beaten the difficulty, your character accomplishes their goal in the way set out by the resources you used.

A Note on Challenge Goals

Challenges work best when the player communicates their intention, and works out the exact means of accomplishing that within the mechanics of the game. This is a little different than other games, where the player usually starts with their action after being prompted with an end goal. Remember that your initial idea might not be enough to finish a challenge, so having the actual goal of it to start makes it a lot easier for the game to run smoothly.

Some examples of challenge prompts might be the following:

- **Don't:** "I pick the lock"
- **Do:** "I'd like to enter the building, I start by using my lock picks"

Quality

Another facet of challenges is how well they are completed. There are 3 levels of quality for every challenge, based on how large your dice pool is relative to the difficulty you needed to beat:

Dice pool is equal to or slightly past the difficulty	Adequate Success
Dice pool is 2 times the difficulty	Flawless Success
Dice pool is 3 times the difficulty	Fantastical Success

In any level of success, your character completes what they set off to do. However, in the case of a flawless or fantastical success, your GM may give an additional bonus depending on the challenge. For example, if your character is crafting a weapon and they get a flawless success, your GM might give it the "high quality" property to reflect the craftsmanship put into it.

Resources

Resources are dice which represent your ability to use things at your disposal. You use resources to help you complete a challenge, and you can only use any specific resource once per challenge.

When you use a resource, roll a six-sided die and add it to your current dice pool.

Resource Modifiers

Advantage and Disadvantage

Resources aren't always easy to use, nor are they all equally helpful. Sometimes, your GM will impose advantage or disadvantage on the roll.

Advantage means that you will need to roll twice, and take the higher roll.

Disadvantage means that you will need to roll twice, but take the lower roll.

Having both advantage and disadvantage on a roll means that they cancel out, and the roll is normal.

Time

Sometimes, rolling for a resource once just isn't enough. If it makes sense, your GM can grant advantage on it if your character takes double the time it normally would to use it.

Risk

When the actions you take can lead to unintended side effects, your GM may ask you to roll for risk.

Roll a six-sided die, and:

- If you roll a 4 or below: a complication arises that the GM chooses based on the circumstance. This complication shouldn't halt your ability to finish your challenge completely, but might make things more difficult.
- If you roll a 5 or above: no immediate consequence is had, and you gain *karma* if you don't already have it.

Resource Types

Your Faculties

Most fundamental are the things you can do yourself. Each of your faculties represent a potential resource for you, but you'll need to find a way that it's useful to you. If you have a faculty that is occupied or obscured somehow (like having your hands full or wearing a blindfold) you won't be able to use it. As always, you can only roll each of these once per challenge:

- Your hands and arms
- Your legs and feet
- Your eyes
- Your nose

- Your mouth (and your words!)
- Your ears

Knowledge

Pieces of information or past experience can also count as resources for you. You might know about about the guard rotation for a heist, or have overheard the duke planning to start a war, or have been trained in bomb diffusal, etc. If it's been established and your GM approves, you can use these sorts of know-how to help you.

Lies

Telling a lie or a half truth can count as a resource. While not something you know, it is something you can make up on the fly to try to gain some leverage. When you do this however, it will require a risk roll.

Items

Next up are the things you have on you. That can be things in your inventory, or things in your environment that you readily have access to. If something is a little out of reach or stowed away in a container, you'll need to roll the resource with disadvantage.

Your Environment

More broadly, many things in your environment can count as resources. Things like: walls for shielding, the cover of darkness, a strategically placed staircase, etc. If your GM approves, then it can count as a resource for you.

Stamina

Stamina represents your physical and mental fortitude, and using it means that your character is exerting themselves in some way.

Your character starts with 5 points of stamina. They may expend a point of stamina to use it as a resource. You regain 1 stamina for every hour that your character sleeps, up to 5.

Karma

Karma represents an acquired "story token" from something that your character did or that happened to them. It's like saying that the story owes them one. You can only ever have 1 karma at a time.

You may spend your karma at any time to give yourself a resource for free. Gaining a resource in this way allows you to very slightly alter your circumstances in your favor in order to give you a one-time resource.

Luck

Luck checks are used for whenever something needs to be answered purely by chance. For example, your GM might call for a luck check to see if something exists in the environment around you that they hadn't explicitly planned for. As another example, they might also use it to see if your character remembered to do something in retrospect that seems plausible but isn't a given.

When your GM asks you to make a luck check, flip a coin. On heads, the situation is in your favor. On tails, it is not in your favor. If you don't have a coin handy, you can instead roll a six sided die, treating a 4 or higher as a success.

In Uune, anything that can act of it's own volition is a character. The most prominent of those are the player characters, and that is what this chapter is mostly focussed on.

Building a Character

Building a character in Uune is a relatively straightforward process, especially if you're building a character with zero experience.

Step One: The Idea

Uune is a character driven game. Rather than focussing on what build you want, first understand what kind of person you'd like to write.

The questions below can act as a jumping off point for you. Note that the answers given are just examples and do not need to be followed.

- What is their shtick? (Theme, Gimmick, Secret, Skill)
- What do they like to do? (Career, Hobby, Obsession)
- How old are they? (Child, Teenager, Young Adult, Adult, Middle Aged, Elderly)
- What role do they play in the group? (Leadership, Support, Brains, Brawns, Connections)
- What do they wear? (Fancy, Plain, Tattered, Traditional, Rebellious)
- What is their build? (Thin, Heavy, Tall, Squat, Buff, Lanky)
- How do they hold themselves? (Politely, Sternly, Sassily, Goofily, Smartly)
- What is their name?

Step Two: Backstory

Once you have an idea of who they are, you'll need to figure out who they were before. Writing a backstory not only helps you to know your character better, but also helps the GM to know how they fit into the world.

Consider the following questions:

- What was their upbringing like? (Nurturing, Reserved, Wealthy, Poor, Disfunctional, Absent)
- What is their extended family like? (Close, Distant, Nosey, Judgemental)
- What kind of work have they done? (Blue Collar, Academic, Military, Government, Exploration, Criminal, STEM, Office, Religious)
- Has your character been cast out from anywhere? (Home, Guild, City, School)
- Has your character left anyone behind? (Family, Love, Rival, Friend, Partner)
- How has your character gotten into their current situation? (Hard times, Wanderlust, Favor, Forced, Interest)

Step Three: Bonds and Features

Next is selecting your two staring *bonds*, parts of your backstory that you want to tie into the main story.

Then, if you're starting at a *level* higher than 0, you can select features for your character as well.

There is more information on both of these in their respective sections below.

Step Four: Items

Finally, your character needs some stuff! Like with features, there's a lot of information in the items section further on in the book.

Levels and Experience

Levels represent your character's overall experience, they're an easy way of keeping track of how many *features* (mainly abilities) they're supposed to have. You *level up* whenever you gain enough total experience (XP) to reach the next level, and you gain XP by interacting with certain game mechanics. See the following list for level XP:

1. 10
2. 20
3. 40
4. 70
5. 110
6. 160
7. 220
8. 290
9. 370
10. 460
11. 560
12. 670
13. 790
14. 920
15. 1060
16. 1210
17. 1370
18. 1540
19. 1720
20. 1910
21. 2110
22. 2320
23. 2540
24. 2770
25. 3010
26. 3260
27. 3520
28. 3790
29. 4070
30. 4360

When you **level up**, you may add a *feature* to your character, chosen from those available. By default, Uune gives you 3 feature types: *skill levels*, *boons*, and *banes*. Your setting may add additional options that you can take from as well.

Levels start at 0 (where you have no features added to your character), and can go as high as 30. Your GM may want to start you off with a level or two in order to help flesh out your character, but there is no requirement to do so.

Bonds

Bonds are elements of your character's story and personality that are specifically called out on your character sheet. You may involve each of your bonds with the story once per session and gain 10 XP for it. You start out with 2 bonds, and can add 1 more whenever you level up, representing the players learning more about your character as the story progresses.

Bonds can be for a variety of things (as approved by your GM), some examples are listed below:

- Important People
  - A close friend
  - A lover
  - A mentor
  - A rival
- Important Places
  - A home or family residence
  - A base of operations
  - A place of business
  - A favorite place to hang out
- Interests, Prides, or Obsessions
  - A craft or skillset
  - A far off land
  - A forgotten treasure
  - A revenge plot
- Memberships and Associations
  - Military rank
  - Guild membership
  - Royal blood
  - Criminal status
- Traumas
  - Death of a significant person(s)
  - Being left for dead
  - Taking part in a war
  - Experiment gone wrong

Features

Features are the nuts and bolts of character creation and progression. They allow you to add on new abilities, or to strengthen existing ones as your character grows and learns throughout their travels.

Skills

Skills allow you to boost your rolls for things that you have knowledge around. Whenever you use a resource or a risk, you may choose a skill that is related to it. You may then add a bonus to said roll equal to the levels you've put into that skill.

Each skill is comprised of one or two words that give a gist of what it is for, and the number of levels you've put into it. You can have whatever skills you can think of, so long as your GM approves it beforehand.

Many settings will have some example skills to get you started, as well as guidelines for what sort of skills would make sense for the world that the game takes place in.

Perks

Perks represent specific bits of experience, status, or ability for your character. Each one gives you an extra ability you can use to help you along your way.

Some perks are upgradable, and allow you to gain additional benefit if you put another level into them.

Handicaps

Handicaps represent things about your character that they need to overcome to thrive in their story. This can be used to represent things like old injuries, phobias, disabilities, etc.

When you take a handicap, talk to your GM about the specifics of what it is and how you got it. Have you always had it, or was it something that developed later on in your life?

Regardless of what the handicap is, whenever you roll a resource that pertains to it, you do so with disadvantage. When you do this though, you gain a point of karma.

Banes

Banes represent another kind of negative mechanic, those which are triggered by specific circumstances. This can be used to represent things like curses, mainias, specific types of ailments, addictions, etc.

Similar to a handicap, you should talk to your GM about the specifics of it.

A bane has three parts: a trigger, a condition, and a relief.

- • The trigger is the specific thing that causes the bane to activate. This can be your character's actions or the circumstances they find themselves in. Whenever the trigger activates, you gain karma.
- • The condition is the mechanical condition that your character will gain whenever the trigger happens.
- • The relief is something (or some things) that your character can do to avoid gaining the condition.

As an example, let's say that your character smokes. The trigger might be a stressful situation, the condition might be the *strained* condition, and the relief would be to smoke a cigarette.

Companions

Another feature type is that of the companion: a partial character (such as a trained animal) under your control. Whenever you level up, you may choose to give either yourself a feature or your companion.

Your companion uses a regular character sheet, but does not have any bonds. Additionally, you gain any karma it acquires.

It often makes sense for a companion to take perks from the creature perks section, as many are animals, robots, or otherwise. Your GM may be more stringent with the types of regular perks it can take if your companion isn't humanoid or intelligent.

Conditions

Conditions are active effects which affect your character. These are given out by your GM as a result of an environmental threat, another character's action, a risk roll, etc. The base conditions are outlined below:

Name	Cause	Effect	Stacking	Resolution
Strained	Sustaining a light injury, overexertion, or other debilitating effect	All of your challenges have +1 to their difficulty level	Yes	You heal 1 level of this for every hour that you rest
Gashed	Sustaining a significant injury	All of your resource rolls are reduced by 1	Yes	You heal 1 level of this whenever you sleep at least 6 hours
Helpless	Being incapacitated	You cannot use resources	No	Determined by your GM based on context
Held	Being tied up, grappled, etc	You cannot move	No	You may attempt to break out with an attack against your holder
Maddened	Whenever you experience something horrible or beyond comprehension, roll 1d6 - 1. If you roll less than your levels of this condition, you gain another level.	Whenever you roll a resource, roll an extra d6. If you roll lower than your number of levels of this condition, you act irrationally and the resource becomes risky.	Yes, up to 5 levels. At the 5th level of this condition, it resets to 0 and you instantly level up. You must select a bane or handicap as your feature for this level up.	You will need time to process and heal mentally. Once a day, roll 1d6. On a 5-6, you heal one level of this condition.

Inventory Slots

Every character has 5 **inventory** slots that they can store items in, representing the number of items they can carry, pocket, etc.

Item Properties

Certain items will have special properties that change how they can be used. These act as quick notes for item specific mechanics. Some base properties are as follows:

- **High Quality:** You gain advantage on resource rolls with this item.
- **Low Quality:** You gain disadvantage on resource rolls with this item.
- **Broken:** This item cannot be used in its intended way/for its intended purpose.
- **Hodge Podge:** This item is prone to breaking. Roll a risk for every use, giving it the broken property on a complication.
- **Ammunition:** This item uses ammo, which is spent when rolling for a resource with it. Roll for the ammo used, not the item itself when using it to fire ammunition.
- **Container:** This item holds a specified number of other items, such as a backpack or box.
- **Consumable:** This item's main usage consumes it in some way, using it up.
- **Fuel:** This item burns a specified amount and type of fuel per specified amount of out-of-game time.
- **Worn:** This item does not take up an inventory slot when worn.
- **Large:** This item is too big to be stored in your inventory and must be carried, wheeled, or driven.
- **Vehicle:** This item can carry a specified number of people.
- **Energy:** This item has a specified number of charges which can be spent somehow. These charges can be replenished by either an upgrade, or by a mechanic given by the item description.

Item Rarity and Cost

Whenever your character wants to purchase an item, the GM may reference the table below to determine it's cost based on it's rarity and quality. The table is currency agnostic and can be adapted to your specific game if need be.

	Everyday	Common	Scarce	Expensive	Luxury
High Quality	25	150	500	5000	50000
Average Quality	10	50	250	1000	10000
Low Quality	5	25	100	500	2500
Cost Variance	1 * (2d6 - 6)	5 * (2d6 - 6)	10 * (2d6 - 6)	100 * (2d6 - 6)	500 * (2d6 - 6)

Starting Money

Roll 5d6 and multiply by the following based on how well off your character is:

- Destitute: 1 times
- Impoverished: 2 times
- Poor: 5 times
- Average: 10 times
- Well off: 20 times
- Rich: 50 times

Item Upgrades

Many items can be upgraded, gaining additional functionality or improving their existing functions. While an item upgrade should make sense for the item, a little creative thinking can create an explanation for many odd pairings.

Item upgrades have a rarity, just like items, and can be purchased for prices within range for an item of that same rarity. Though unlike items, they always follow the average quality cost. You can also take the "Item Upgrade" perk to gain 2 upgrades at the cost of a leveled feature.

Item upgrades can and should be flavored according to the setting that your game takes place in.

Crafting

Characters can craft items be completing a crafting challenge in accordance with the guidelines below.

Needed Resources

In order to craft an item, you'll need resources capable of completing it:

- Needed materials
- Tools capable of working with said materials

If you do not have the needed materials but have reasonable access to shops that do, you can purchase them for half the cost of the intended item.

Item Rarity

The item's rarity determined the base difficulty:

Rarity	Difficulty
Everyday	15
Common	25
Scarce	35
Expensive	45
Luxury	60

Item Size

The item's size determine's an additional difficulty modifier:

Size	Modifier
A few inches	0
A foot	+5
A few feet	+10
Several feet	+15
Very large	+20

Item Quality

The item's resulting quality is determined by the challenge quality:

Success Quality	Item Quality
Average Success	Low
Flawless Success	Average
Fantastical Success	High

Attacks

1. The attacker will declare their intention to harm the defender to the GM.
2. If the defender is aware of the attack, they may roll resources to defend. This will set the difficulty level of the attacker's challenge.
3. The attacker then has a challenge to complete the attack:
   ◦ For an adequate success, it counts as a light attack and the defender gain a level of the strained condition.
   ◦ For a flawless success, it counts as a heavy attack and the defender gains a level of the gashed condition instead.
   ◦ For a fantastical success, it counts as a deadly attack and the defender gains the helpless condition. This doesn't necessarily mean that the defender dies (though the attacker may chose to have this be the case), rather it means that they are effectively out of the fight.

Crunch Time

Uune is a roleplay focussed RPG, aiming to make combat flow as a part of the general gameplay. As such, there is no hard initiative order or turn tracker. Instead, when the GM feels it is needed, they can start freeflow rounds known as crunch time.

Starting off, crunch time is always initiated with the actions of a character. Then, the other characters involved can each take their **turn**, completing 1 challenge, or using 1 ability on their turn. Once everyone has taken their turn, a new **round** begins and everyone can take take their turns again.

If a character wishes to take another turn within the same round, they may do so, but they will take a level of the strained condition as they push themselves to work faster.

Here is a selection of core perks that your characters can choose from. These are intended to be useful across *most* games, though they will not necessarily be applicable to every game. Be sure to talk to your GM about any that they are excluding from their game, as well as any additional ones that they might be including.

Fitness Perks

Well Built

Perk

Whenever you spend a point of stamina, you may roll with advantage.

Tough Guy

Perk

Whenever you take a level of the gashed condition, you may spend a stamina to shrug it off and ignore the effects of that level of the condition.

Hard Worker

Perk

You're no stranger to a hard day's work. Once per day, whenever you have less than half of your Stamina, you can take a 15 minute break to gain 2 points of it back.

Upgradable: For an additional level, you can use this ability twice per day.

Fighting Perks

Disarming Attacks

Perk

Whenever you successfully make an attack against another character, you may spend 1 stamina to also disarm them and force them to drop their currently held item.

Heavy Attack

Perk

Whenever you make a melee attack, you may choose to roll all your resources for it with disadvantage as you swing wildly with all your might. On a success, your attack counts as a success type higher than it would have normally.

Double Shot

Perk

Whenever you make an attack using a bow, may choose to string two arrows at once. When you do this, make all resource rolls for this attack with disadvantage. On a success, your attack counts as a success type higher than it would have normally.

Bloodlust

Perk

Whenever you successfully impose the helpless condition onto another character, you regain a point of stamina.

Team Perks

Director

Perk

Whenever your team makes a detailed plan to do something, you gain a resource for every person on your team. You may spend these at any time so long as you are following the plan.

Upgradable: For an additional level, you gain 2 additional resources from this ability.

Medic

Perk

If anyone on your team gains the gashed condition, you may spend an hour to patch them up. They'll heal 1 level of the condition, and you cannot heal them again using this until they have had a full night's rest.

Upgradable: For an additional level, you can heal someone 3 times per day using this ability.

Navigation Perks

Flawless Navigator

Perk

While present and aware at any location, you may make a mental note of it's location. While noted, you can always find your way back. You may only have 1 location noted with this ability at any given time.

Shortcut Guy

Perk

If you spend at least a few days in a new area, you can learn the ins and outs of it's streets like nobody else. You always know a shortcut, no matter what it is, you *always* know a shortcut.

Social Perks

Black Market

Perk

Because of your connections, you know people who can obtain certain illicit items and substances for you to purchase. You can do so discretely, and your GM may allow you to call in favors from NPCs you have history with instead of payment.

Court Jester

Perk

You can gain one resource when talking to someone by making up a legal loophole or useless law that backs you up somehow. They will believe you, though they may not like it.

Well Known

Perk

You can use your reputation to help get you out of sticky situations. If this is the first time you've fully interacted with an NPC, you may roll a Luck Check.

On a success, the person you are talking to recognizes you, and you gain a resource from this interaction.

Dramatic

Perk

You can gain one Resource by acting in a way that makes your words more convincing, without needing to take a risk for it.

Social Engineer

Perk

Whenever you pose as someone in a field of work you are familiar with, you are inconspicuous.

Keen Ear

Perk

Whenever you eavesdrop on a conversation, roll a luck check. On a success: you interpret an unspoken detail that most wouldn't have picked up on.

Power Perks

Innate Power

Perk

Chose 1 feature from the *power* reference. You gain access to this power, gaining a level of the strained condition per charge used.

Repeatable: You can take this perk multiple times, gaining an additional power each time.

Temperamental Power

Perk

Chose 1 feature from the *power* reference. You gain access to this power, with a dedicated charge pool of 6 charges.

Whenever you rest at least 1 hour, and whenever you use this power, roll 1d6. You regain that many charges.

Upgradable: For each additional level, you gain an additional power and 6 more charges.

Summoned Power

Perk

Chose 1 feature from the *power* reference. You gain access to this power, and must complete a challenge to spend charges. The difficulty starts at 5 for one charge, and doubles for each additional charge spent at a time.

The resources you can use will depend on the nature of your power. If it is a magical spell, you may need to use your faculties to complete it. If it is magic summoned from a patron, you might need to convince them to give you your power. If it is technological, you might need to hack into a system of some kind or use devices that can be chained together for the desired effect.

Repeatable: You can take this perk multiple times, gaining an additional power each time.

Meta Perks

Intuitive

Perk

If you are unsure about your situation, or a course of action, you can fish for an intuition, and choose to trust your gut. Make a Luck check, on a success the GM will give you a vague "assured", "uneasy", or similar feeling about your quandary. The answer will truthfully reflect the situation, but does not need to give further insight than that. On a failure, your intuition is neutral and gives no strong indication.

Good Luck

Perk

Whenever you roll a 1 for a resource, you may reroll that die. You must use the new result though, even if it is another 1.

Upgradable: For another level, you can reroll both 1s and 2s.

Jack of All Trades

Perk

A Jack of all trades, master of none, is often better than a master of one. Whenever you use a Resource with a Skill you don't have any Levels in, you may add +1 to the roll.

Risk Taker

Perk

Sometimes it's ok to cut corners, especially if you know what you're doing. Whenever your GM calls for a risk roll, you may roll it with advantage.

Upgraded Item

Perk

You gain 2 item upgrades that you can spend.

Repeatable: You can take this perk multiple times, gaining additional item upgrades each time.

Extra Items

Perk

You gain 2 additional items for free.

Here are some example items that should be applicable to most games. As always, your GM can take or leave the things here, so be sure to talk to them about any additions or adjustments for their setting.

The items are broken up into categories and time periods to better accommodate more games. Items from earlier time periods will be available in later ones, but the reverse is generally not true.

Time periods are labeled as follows (these are imperfect but simplified for the sake of the game):

- Early (Bronze Age and beyond)
- Middle (Medieval and Dark Ages)
- Late (Renaissance and The Age of Exploration)
- Industrial (Victorian and early 20th century)
- Modern (the late 20th and 21st century)
- Future (anything beyond our near future)

Containers

Time Period: Early

Name	Rarity	Properties	Description
Shoulder Bag	Common	Container: 5	A bag for your shoulder.
Sack	Everyday	Container: 2	A small cloth or leather pouch with a string.
Waist Bag (Fanny Pack)	Common	Container: 2	You may retrieve items from this bag without disadvantage on your resource roll.
Chest	Common	• Container: 15 • Large	A large wooden box that holds goods

Time Period: Modern

Name	Rarity	Properties	Description
Backpack	Common	Container: 12	You can only wear 1 backpack at a time.

General Supplies

Time Period: Early

Name	Rarity	Properties	Description
Bell	Common		It makes noise.
Blanket	Common		A warm sheet of cloth.

Name	Rarity	Properties	Description
Clay Lamp	Common	Fuel: 1 Oil for 1 hour	Produces light.
Grappling Hook	Common		A large hook that can be affixed to some rope.
Hammer	Common		A blunt weight on the end of a stick.
Rope	Common		A decent length of rope.

Time Period: Middle

Name	Rarity	Properties	Description
Candle	Everyday	Consumable	A cheap source of light, burns for a few hours.
Crowbar	Common		A sturdy metal rod with a flat tip. Also known as a prybar.
Lantern	Common		An oil lantern.

Time Period: Modern

Name	Rarity	Properties	Description
Flashlight	Common		Produces light.

Consumables

Time Period: Industrial

Name	Rarity	Properties	Description
Cigarettes	Common	Ammunition: 12	Tobacco cancer sticks.
Liquor	Scarce		Single container of mass market alcohol. Gives you a level of the strained condition when drank.
Moon Shine	Common		Cheap, but gives you 2 levels of the strained condition when drank.

Tool Sets

Time Period: Early

Name	Rarity	Properties	Description
Metalworker's Tools	Scarce		Heavy gloves, pliers, hammers, etc.

Name	Rarity	Properties	Description
Woodworker's Tools	Scarce		Wood chisels, saws, hammer, plain, etc.

Time Period: Middle

Name	Rarity	Properties	Description
Lockpick's Tools	Common		Picks, rakes, tension tools.

Time Period: Industrial

Name	Rarity	Properties	Description
Toolbox	Common	• Container: Special • Large	Holds all your other tools.
Mechanic's Tools	Scarce		Wrenches, screwdrivers, sockets, etc.

Electronics

Time Period: Modern

Name	Rarity	Properties	Description
Laptop	Expensive		Useful for all things technical.
Hard Drive	Scarce		Bulky but reliable..as long as you don't drop it.
Thumb Drive	Common		Small in storage, but easier to hide.
Wifi Router	Common		Useful for setting up a local network.
Bluetooth Speaker	Common		Wireless sound is a nifty thing, ain't it?
Webcam	Common		USB Camera that you can hook to a computer.
Microphone	Common		Cheap USB mic, it doesn't sound great, but it'll do.
Walky Talky	Scarce		Comes as a pair, these let you communicate over a short distance.

Pyrotechnics

Time Period: Middle

Name	Rarity	Properties	Description
Gunpowder Rocket	Scarce	Consumable	An unpredictable paper projectile, usually in the form of a firework.

Time Period: Industrial

Name	Rarity	Properties	Description
Match Box	Everyday	Ammunition: 20	Strike the match on the side of the box.
Blowtorch	Scarce		Like matches, but bigger, hotter, and brighter.

Time Period: Modern

Name	Rarity	Properties	Description
C-4	Expensive	Consumable	General purpose explosive, useful for blowing things up.
Breaching Charge	Expensive	Consumable	A small, self contained explosive which blasts open a door with a directional blast.

Weapons and Ammunition

Time Period: Early

Name	Rarity	Properties	Description
Sword	Expensive		A longer blade with a hilt and handle.
Dagger	Scarce		A shorter blade, better suited to close-quarters fighting.
Spear	Scarce		A wooden handle with a pointy tip, often metal.
Sling	Common	Ammunition	A couple straps with a place to put a stone or other small object.
Bow	Scarce	Ammunition	A piece of wood and string that lets you fire arrows.
Arrow	Everyday		A small stick with a pointy tip, but this one's made for flying.

Time Period: Late

Name	Rarity	Properties	Description
Flintlock Pistol	Scarce	• Ammunition • Hodge Podge	An early pistol. Fires lead balls.
Flintlock Musket	Scarce	• Ammunition • Hodge Podge	An early long-gun. Fires lead balls.
Lead Balls	Everyday		Ammo for firearms before bullets were invented.

Time Period: Industrial

Name	Rarity	Properties	Description
Pistol	Scarce	Ammunition: 7	A semi-automatic handgun.
Pistol Magazine	Common	Consumable	Holds 7 rounds.
Tommy Gun	Expensive	• Ammunition: 100 • Hodge Podge	A fully automatic assault rifle.
Drum Magazine	Scarce	Consumable	A round magazine unique to the tommy gun. Holds 100 rounds.

Armor

Modern

Name	Rarity	Properties	Description
Kevlar Vest	Luxury		A piece of ballistics armor.
Riot Shield	Luxury		A tall bulletproof shield.

Vehicles and Fuel

Time Period: Early

Name	Rarity	Properties	Description
Horse	Expensive	• Vehicle: 1 • Large	A domesticated horse.
Chariot	Expensive	• Vehicle: 2 • Container: 3 • Large	Useful for being able to stand and fire arrows while moving.

Name	Rarity	Properties	Description
Hand Cart	Common	• Container: 5 • Large	A hand pushed, or hand pulled cart.
Wagon	Scarce	• Vehicle: 5 OR Container: 10 • Large	An open, horse drawn wagon. No dedicated storage space, so people and items need to share seats.

Time Period: Middle

Name	Rarity	Properties	Description
Carriage	Expensive	• Vehicle: 5 • Container: 5 • Large	A covered, 4 wheeled wagon with a solid roof and dedicated seats.

Time Period: Late

Name	Rarity	Properties	Description
Coach	Expensive	• Vehicle: 6 • Container: 10 • Large	A carriage with a suspension. usually drawn by 2 horses instead of just 1.

Time Period: Industrial

Name	Rarity	Properties	Description
Car	Luxury	• Vehicle: 5 • Container: 15 • Large • Fuel: 1 Gas for 1 Session	A motorcar, sedan style.
Truck	Luxury	• Vehicle: 5 • Container: 20 • Large • Fuel: 2 Gas for 1 Session	A motorcar with a utility bed and a larger engine.
Gas	Common	Consumable	A unit of gasoline.

Time Period: Modern

Name	Rarity	Properties	Description
Electric Car	Luxury	• Vehicle: 5 • Container: 15 • Large • Fuel: 4 Energy for 1 Session • Energy: 10	An electric sedan. Charges 2 energy per hour plugged in to a normal power outlet.
Electric Truck	Luxury	• Vehicle: 5 • Container: 20 • Large • Fuel: 8 Energy for 1 Session • Energy: 20	An electric truck. Charges 2 energy per hour plugged in to a normal power outlet.

Honed

Item Upgrade, Scarce

This item gains the high quality property.

- **Upgrade 1:** For an additional level, you gain an extra resource whenever you use this item.
- **Upgrade 2:** For a second additional level, your bonus resource also gains advantage.

Camouflage

Item Upgrade, Scarce

When you install this upgrade, choose another item to combine it with. The main item resembles it, and can be concealed as it without looking suspicious.

Secret Compartment

Item Upgrade, Common, Requires: Container

This item has a secret compartment (such as a false bottom or hidden drawer). This hides an amount of it's inventory that you decide when you install this upgrade.

Energy Upgrades

These upgrades make use of an energy mechanic. You spend points of energy to use the abilities that these upgrades give you. You'll need an item with the energy property to make use of these.

Reserve Energy

Item Upgrade, Common

This item gains an additional point of energy storage. If this item does not have any, it gains the energy property with 1 charge.

Upgradable: For each additional upgrade level, it gains an additional point of energy.

Photosynthetic

Item Upgrade, Common

For every hour in the sun (or a similarly bright light) your item recharges 1 energy.

Upgradable: For each additional upgrade level, it recharges an extra energy per hour.

Rechargeable

Item Upgrade, Everyday

For every minute that your item spends plugged into a power source, it regains 1 energy.

Upgradable: For each additional upgrade level, it recharges an extra energy per minute.

Hemo-electric

Item Upgrade, Common

You can recharge your item by gaining a level of the strained condition for every point of energy you wish to recharge.

Energy Power

Item Upgrade, Scarce

You may choose 1 feature from the *powers* reference to add to your item. You may spend 1 energy per charge for this power.

This section contains powers that can be slotted into certain features (such as perks or item upgrades) to give abilities that are above and beyond the norm. These can be flavored as tech, magic, innate abilities, or alien and fantastical biology.

These make use of "charges" which are provided by the feature or upgrade giving you a power.

Heightened Defense

Power

You can spend 3 charges to absorb a level of the gashed condition when you gain it.

Sustenance

Power

You can spend 1 charge to heal yourself 1 level of the strained condition.

Projectile

Power

You can spend 1 charge to summon 4 projectiles, which can be thrown or fired, depending on the nature of your power.

Spray

Power

You can spend 2 charges to produce a stream or cone of liquid or gas. This can be harmful, but does not need to be. This effect lasts for up to 5 out-of-game minutes, and can be toggled on and off at will during this time.

Luminescence

Power

The source area of this power can glow softly for free at any time.

Additionally, you can summon bright light for 1 out-of-game hour for 1 charge.

Replicator

Power

For 4 charges, this item produces a small (no larger than 5in on each side) item that mimics the look and function of another object or creature.

Intelligence

Power

You have a small intelligence (whether AI, magical, etc) that can communicate with you and help you.

- For 1 charge, it can recall a piece of information for you from it's memory.
- For 1 charge, it can trigger the use of an item on your command.
- For 3 charges, it can assume control of an item or faculty for 10 out-of-game minutes.

Transmitter

Power

This item allows for limited peer-to-peer transmission of signals and messages: * Within 1000ft: free * Within a mile: 1 charge * Within 10 miles: 2 charges * Within 100 miles: 3 charges * Receiving is free * Wire tapping requires a difficulty 15 challenge and 1 charge

Flight

Power

For 3 charges, you can grant yourself or another character the ability to fly for 5 out-of-game minutes.

Hidden Visage

Power

For 1 charge, you can make yourself or the source of this power invisible for 1 out-of-game minute.

For an additional charge, you can do this for 5 total minutes.

For 2 additional charges, you can include another creature in your invisibility.

Twisted Fate

Power

For 1 charge, you may automatically succeed on a risk roll, even if you have already rolled it.

For 3 charges, you may cause another character to succeed on their risk roll instead.

Projectile Redirection

Power

For 2 charges, you may snatch a projectile that would have otherwise hit you.

For 2 more charges, you can make an attack with it against another character.

Nonhuman PCs

If you have a player who wishes to play a character with some of these (such as in a fantasy game with magical creatures) then the GM should feel free to start them at a slightly higher level to accommodate that.

Level differences in Uune are not as substantial as in other TTRPGs due to the lack of hitpoints, i.e. characters are not immediately more likely to die because of a level difference.

However, the GM may also feel free to start everyone at a slightly higher level, giving the human characters some added flexibility with their features.

Sensory Perks

Night Vision

Perk

You have excellent vision in the dark and can see more clearly than most. You do not gain disadvantage on your sight rolls when in a dark environment.

Acute Sense

Perk

Pick one of your five senses when you take this perk. You gain advantage on all resource rolls with this sense.

Animal Perks

Clawed

Perk

You are equipped with dangerous claws, capable of both hunting and defending. This counts as a resource for you when applicable.

Pack Animal

Perk

You are at home on a team. Whenever you aid somebody else's challenge, that roll gains advantage.

Play Dead

Perk

At will, you may put yourself into a temporary death-like state. While like this, you are limp and do not react to external stimulus. After 1d6 minutes, you regain your normal composure.

Construct Perks

Electric Sheep

Perk

You do not require sleep of any form. You heal and regain stamina by doing light repairs on yourself, this takes half the time that a normal creature would need to rest.

Special Power Perks

This section is a stub, you can improve it by writing the damn thing.

Setting Difficulty

You can use the following tables to help determine an appropriate difficulty for most challenges:

Complexity

Tier	Description	Difficulty Modifier	Examples
Straightforward	A goal with little in the way of complexity or hiccups	+0	
Hindered	A goal with some obstacles	+10	
Elaborate	A goal with significant complexity to it or potential obstacles	+20	

Area of Influence

Size	Modifier	Example
Tiny	+0	A single item
Small	+2	A desk
Medium	+4	A room
Large	+8	A floor
Huge	+16	A house
Gigantic	+32	A neighborhood

Abnormality

Tier	Description	Difficulty Modifier	Examples
Everyday	Fairly mundane	+0	• Lighting a fire • Creating motes of light • Hacking into a door

Tier	Description	Difficulty Modifier	Examples
Implausible	Unlikely but technically possible	+10	• Summoning a billow of flames • Creating an illusory visage • Reprogramming a purpose built device
Miraculous	Firmly bending the rules of reality	+20	• Instantly healing a wound or sickness • Controlling the elements • Brain interfacing
Absurd	Powerfully breaking the rules of reality	+30	• Restarting the sun • Bending spacetime • Creating artificial life
Maddening	So far beyond the norm that it threatens the very minds of those around it	+40	• Summoning knowledge from beyond the realm • Resurrection • Navigating an extra-dimensional place

Changing Circumstance

You can adjust the difficulty of a challenge if your player changes their goal slightly. For example, your player might decide that in addition to scoping out a spot for them to hide, they also want to plant some tools for them to use later now that they've found somewhere to put them.

When is it an Attack?

Generally speaking if an ability can be defended against, it's an attack and should use the attack rules. The main exceptions to this rule are when there is no active attacker (such as a trap, or when you don't have an actively played NPC as part of the challenge), in which case you can set a static difficulty and treat it like a normal challenge.

Persuasion Challenges (Rework Me)

Another kind of challenge that you'll often encounter are persuasion challenges, and there are a few rules of thumb to keep in mind with these:

- NPCs should never roll to persuade players
- Players should roll normal challenges, not attacks, when persuading an NPC
- The difficulty should be adjusted based on the following questions, with +/- 10 for major effectors, and +/- 5 for minor ones:
    - How believable is the story the PC is trying to tell?
    - How suspicious do the PCs seem?
    - How generally trusting is the NPC?
    - Has the NPC been spooked by something?
- Things like having a good report with the NPC, status, etc, should count as resources for the PCs and should not be used to affect the difficulty

Travel

Travel Events System

Credit for this travel system goes to [Pointy Hat on YouTube](#).

If you want to run cinematic travel, the Travel Events System gives a flexible way to avoid the gruel of day-to-day survival travel. The gist is this: when the party travels, the GM chooses a number of events depending on the relative length of the travel.

Distance	Number of Events
Close	1
Far	2
Very Far	3

With a few types of events to choose from, or mix between:

- Combat
    - Some kind of a hostile encounter, could be monsters, could be bandits, could be rival adventurers.
- Exploration
    - Some kind of environmental obstacle or significant area.
- Roleplay
    - An interaction with other characters

You can adust the exact number of events as needed, more or less depending on how much time you want to spend on travel. Events can also shift based on circumstance and action, such as a roleplay event turning into a combat event if things go south.

Travel Challenges

If travel in your game is difficult, you can have your players work towards their travel with a collective travel challenge. Remember that everyone in the group will likely be contributing to the dice pool, so the difficulty will need to be decently high to matter.

Distance	Difficulty
Close	20
Far	40
Very Far	60

For the duration of the travel, your players won't be able to mechanically sleep until they reach their destination, representing them burning through their resources and energy on the journey.

If your players will be unable to reach their destination, they may need to alter course and stop at a closer destination to rest and resupply. This can be a town or city, or it could be a camping sight. This will cost them some extra time, how much depends on how long they spend at the stop.

Combining the Two Systems

You can run both of these at once as well, having your players both have an overall challenge as well as more zoomed in story moments. The travel events can also cause the travel challenge to require more resources, as it may take further away from the player's resources and force them to reroute and resupply.

Level Flexibility

Forced Level Ups

There will be times in the story when PCs will gain a new feature for story purposes that they would normally need to level up to have (or even level up multiple times), and you might wonder how to handle that.

My official recommendation is just to level them up. A character's level represents their power level, so if they gain a new ability or mechanical advantage then they should be at a higher level. Whether you also add to their total XP up for this (so that they continue to level as normal), or let it lag behind (so that the other players have a chance to catch up) is up to you and your group, however.

Forced Level Downs

Less common is the level down. A good example of this would be if your character has an animal companion and it dies, the effectively lose the features that it had. This is where you'll want to discuss with your player to find a solution. That could be training a new animal to regain those features, or reworking the character build to have new features now that the companion features are nullified.

You can temporarily consider the character a lower level in situations like this, not that it usually matters. Generally speaking though, I don't recommend ever subtracting from the characters total XP, as that can leave the player feeling unfairly punished.

WIP: Story tips, lists, and tables

City Building: GUARDS Method

I don't remember where this system came from, but a good rule of thumb for the types of things every town or city needs can be summarized as follows:

- Government Building
- Underworld Activities
- Alters
- Resources
- Defenses
- Social Hubs

Villain Archetypes

- The Monster
    - No motivation, no goals, no backstory
    - Just aims to kill and destroy
    - Examples: King Kong, Godzilla, Jaws
- The Mastermind
    - All brains
    - Secretly pulling the strings so as to accomplish their goals, achievements, etc
    - Can be local level all the way to global and beyond
    - Often master manipulators
- The Fanatic
    - Extreme views that lead them to their actions
    - Real world examples are mainly terrorists
    - E.g. believes that magic use is destructive and thus wants to destroy all magic users
    - Easy to give sympathetic motivations to
    - Examples: Thanos, sometimes magneto
- The Shadow/The Mirror
    - What if the protagonist(s) were evil?
    - Used to show a darker path that the main characters could take
    - Can be a close mirror, or a looser shadow (like a fallen hero that the party looks up to)
    - Examples: Gandalf & Saruman, Tchalla & Killmonger, Luke & Darth Vader
- The Villain Group
    - Just a group of bad people
    - Should be kept small enough that it feels meaningful to defeat each one (less than 10 people)
    - Can have a heiarchy, or be flatter in structure
    - Can work really well as a rising difficulty with each member being stronger than the last
    - Examples: The Injustice League, The Sinister Six
- The Authority
    - Major, Mob Boss, King, etc
- The Unhinged
    - A madman, chaotic and unpredictable
    - Undependable and often unknowable
    - Example: The Joker, Jinx, sometimes Harley Quinn
- The Corrupted
    - Someone who used to be good, but has fallen to evil means
    - Can be someone that is already known as good, but then something happens that pushed them over the edge
    - Examples: Harvey Dent/Two Face
- The Cursed
    - Like the corrupted, but cursed instead of personally changed
    - Good for a temporary villain
    - Examples: Gollumn
- The Vigilante
    - Live by their own code
    - Can be an anti-hero or an anti-villain, but if acting as an antagonist should go darker than the party as a comparison
    - Should have a point that makes sense
    - Can align with the party, but the means might not
    - Examples: Batman, Robin Hood, Venom
- The Chaser
    - Follows and tracks down the protagonists anywhere and everywhere

- ◦ Revenge plot villain?
- ◦ Examples: Terminator, Zuko and Azula from avatar
- The Fighter
  - ◦ Just lusts for battle
  - ◦ Wants to fight the next strongest challenge
  - ◦ Not good, not evil persay, just wants a fight
- The Selfish Schemer
  - ◦ They plot for their own interests
  - ◦ Will align with whoever helps them acheive that
  - ◦ Can and will backstab
  - ◦ Examples: Loki

Mechanic Design Guidelines

- Numerical bonuses should be kept to as few sources as possible
  - Skills as the main source
  - Conditions as a lesser source
  - Perks as a rare source, preferably never from perks for most characters
  - Bonuses should apply to resources, not challenges
    - Extra resources are a straightforward way to help with challenges directly
    - **Never** reduce the difficulty of a challenge directly