

# The Uune SRD

*Basic rules for playing, First Edition*

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## Introduction

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Uune is a tabletop roleplaying base game meant to be adapted to many settings and genres. This system reference document serves as a central guideline for basic gameplay across modules and settings.

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## The Facilitator

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The Facilitator is a special player who acts as the eyes and ears of the rest of the table, narrating the story and events of the world as they unfold. It is the facilitator's job to act as referee for the group, keeping the game as grounded or as wild as is wished, and mediating the actions of the rest of the players accordingly.

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## Characters

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If you are not the facilitator, you will be playing a singular character, known as a player character or PC. This is one of the main characters of the game's story, the others being your fellow PCs.

Your player character will be kept track of on a form known as your character sheet. This can take many forms, such as a printed sheet of paper, notebook, or digital notes. Some examples are included with Uune.

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## Actions

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When your character takes a notable action, your facilitator will ask you to roll for it. This will check to see if your character succeeds, and what they needed to do to accomplish their task.

First, your facilitator will tell you how many hits (good dice rolls) are needed to complete the action. This should follow the following guide:

Difficulty	Description	Required Hits
No Roll	Doable with no conceivable failure	0
Very Easy	Doable with just your hands	1
Easy	Easy with tools or knowledge	2
Medium	Doable with tools and knowledge	3
Intermediate	Doable with training	4
Difficult	Difficult with training	5
Hard	Hard without help	6

Difficulty	Description	Required Hits
Arduous	Difficult without preparation	7
Painful	Requiring prep or compromise	8
Inconceivable	Beyond normal ability	9
Impossible	An impossible task	10

Second, you will gather applicable resources. A resource is any actionable object, structure, piece of information, or established character experience. Check your character sheet for any abilities that grant you additional resources, and your character's environment for anything they might use. Then, run them by your facilitator for approval.

Finally, grab 1d6, plus an additional d6 for every resource that your facilitator approves. Roll them all. Any dice which land on 5 or 6 are hits.

If you have enough hits to meet or beat the number your facilitator gave you, your character completes their action.

## What are Special Actions?

Special actions deviate from the normal rules around how actions are taken, usually to provide a thematic mechanic for the players.

When you take a special action, there will be rules around how it needs to be played and what the outcome means. These rules will be given in the description of the mechanic or feature that presented it, or given by the facilitator.

## What are Passive Actions?

Passive actions are a tool for facilitator's to determine whether a character can automatically (passively) do or observe something. Passive action's success is determined by the facilitator looking at a PC's generally available resources, and counting 1/3 of them as hits.

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## Luck Checks

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Luck determines when something is entirely decided by chance. Any 50/50 outcome is appropriate for a luck check, such as a coin flip or dice roll.

If you have advantage, try twice and take the better outcome. Similarly, if you disadvantage, try twice and take the worse outcome. If you have both, make the check as normal.

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## Experiences

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Experiences are past or ongoing developments in your character's life that give them knowledge they can draw from. Each experience should each serve to flesh out a different aspect of your character. Some examples are below.

- Membership in a military, guild, or organization
- Background in a trade, social status, or culture
- Training for an education, skillset, or interest

When you gain an experience, write down a rough idea of what it is in a sentence or two. Then, flesh it out as you play with additional information, people, and developments.

Your facilitator may give you additional experiences for completing story objectives.

When you take an action, you may add a resource for each experience which would help your character.

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## Items and Inventory

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You may write down up to 10 items on your character sheet. Money is always separate from your normal items. You may count each item as a resource.

### What are Special Items?

Special items deviate from the normal item rules. These will sometimes refrain from acting as a resource, provide bonuses, have special actions associated with them, or take differing amounts of inventory space. The rules given with the special item should be followed under normal circumstances.

### Value / Rarity Table

Value ↓ Rarity →	1 - Everyday	2 - Frequent	3 - Common	4 - Scarce	5 - Rare	6 - Exotic
1 - Worthless	1	5	10	25	50	100
2 - Cheap	5	10	25	50	100	500
3 - Affordable	10	25	50	100	500	1000
4 - Valuable	25	50	100	500	1000	10000
5 - Expensive	50	100	500	1000	10000	50000
6 - Luxury	100	500	1000	10000	50000	100000

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## Proficiency Points

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As your character grows and learns, they will gain experience that helps them along the way. This is represented by proficiency, points which you can use to gain additional resources from existing features on your character sheet.

When you gain a proficiency point, you may place it onto any existing resource your character has. This can include things like items, experiences, features, and abilities. Then, whenever you use that resource, you gain an additional resource from it.

You may not put proficiency points into your base action die.

### Retraining

Your character may take time to learn to use new equipment or features, and retrain themselves to shift the focus of their efforts. If your character spends 5 scenes training something, they may reallocate proficiency points to that resource.

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## Focus

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When a mechanic gives you a point of focus, mark it down on your character sheet. By default, you may have a maximum of 2 focus points.

You may always spend a point of focus to do one of the following things:

- You may spend a point of focus to force a resource to hit.
- You may spend a point of focus to reroll 2 resources, using the new results.

If you put a proficiency point into your focus, your focus maximum increases by 1.

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## Bonds

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A bond is something for your character to act on, a piece of who they are that keeps them grounded.

When you gain a bond, choose one of the following options and elaborate:

- **Motivation:** Something that pushes your character forward.
- **Objection:** Something that holds your character back.
- **Flaw:** A motivation or objection that your character doesn't like.

Once per scene, when your character acts on a bond, they gain a point of focus.

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## Shticks

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Shticks are your character's main abilities and training. They represent what your character is best at and most notable for.

When you gain a shtick point, you may either gain a new shtick or upgrade an existing one (level it up). Each shtick will have its own changes per level, so be sure to read its full description. You may have a maximum of 3 shticks.

Each game will have its own collection of shticks, but some general purpose ones are provided with Uune in a separate document.

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## Vitality

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Your character has 100 points of vitality, representing their health and energy. You may spend, gain, or lose vitality at various moments in the game. If your character has zero vitality, they become incapacitated and cannot take actions.

You may always spend vitality in the following ways:

- You may spend 5 vitality to reroll a die in your pool, using the new result.
- You may spend 10 vitality to bump a die, increasing its roll by 1.

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## Scopes and Scoped Mechanics

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Mechanics and effects in the game have scopes, meaning that they are applied within a certain portion of the game. Once that portion is over, that mechanic or effect is no longer applied.

The following scopes are used:

Scope	Description
Campaign	The entire rest of the story.
Arc	The rest of the current chapter of the story.
Quest	The rest of the PCs' current task.
Day	The rest of the in-game day, or until the following dawn, whichever is clearer.
Scene	The rest of the current environmental setup.
Round	After all players have taken an action.
Action	The active action currently being, or about to be performed.

## Campaign Rules

It is often a useful tool for facilitator's to write thematic rules for their campaigns at the start, helping to frame the game more appropriately and provide additional rules for players to have fun with. These will often be provided with game modules as well.

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## Wounds

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When your character takes substantial injury, they will take a wound.

Wounds come in 3 varieties:

- Lethal wounds reduce your max vitality by 100.
- Heavy wounds reduce your max vitality by 50.
- Light wounds reduce your max and current vitality by 10.

Lethal and heavy wounds will need to be stabilized by a medic or healer before they will mend. After a day and a successful downtime action, only your heaviest wound will heal, as follows:

- A lethal wound will turn into a heavy wound.
- A heavy wound will turn into 4 light wounds.
- A light wound will turn into no wound.

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## Stress

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When your character takes a substantial amount of mental or emotional strain, they will gain stress.

Stress comes in 3 varieties:

- Traumatic stress reduces your max and current vitality by 100.
- Heavy stress reduces your max and current vitality by 50.
- Light stress reduce your max and current vitality by 10.

After a successful downtime action, only your heaviest stress will heal as follows:

- A traumatic stress will turn into a heavy stress.
- A heavy stress will turn into 4 light stresses.
- A light stress will turn into no stress.

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## Conflict

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When there's a lot going on, the facilitator can slow down the game to give everyone a chance to get in on the action. We call this conflict.

Conflicts are broken up into rounds and turns. At the beginning of the round, each PC gets a turn, on which they can take one action. Once all the PCs have taken their turns, the facilitator will give the NPCs their turns. Then, a new round begins.

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## Leveling

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Whenever the player characters reach a story milestone, as determined by the facilitator, they will level up. Whenever you level up, increase your characters level on their sheet and add additional items as dictated by the table below.

Level	Shtick Points	Experiences	Proficiency Points	Bonds
1	2	2		2
2			1	
3	3			
4			2	
5	4			
6			3	
7	5			
8			4	
9	6	3		3
10			5	
11	7			
12			6	
13	8			
14			7	
15	9			
16			8	
17	10	4		4
18			9	
19	11			
20			10	
21	12			
22			11	
23	13			
24	14	5	12	5

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# Character Creation

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When you create a character, first ask your facilitator about the setting and type of game they intend to run. Then, you may first either build the backstory of the character, or choose the mechanics as a starting off point, then do the other.

## Level 1

Choose where to put your shtick points, then write two bonds and two experiences.

To determine starting income, roll 5d6 and multiply by one of the choices on the list below.

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

Your character may start with mundane items that they would reasonably have access to. Ask your facilitator for specifics applicable to their game.

## Backstory

Ask yourself the following questions about your character to outline their personality, appearance, and history.

- **What role do they play in the group?** Leadership, Support, Brains, Brawns, or Connections.
- **How do they hold themselves?** Polite, Stern, Sassy, Goofy, or Smart.
- **What is their build?** Thin, Heavy, Tall, Squat, Buff, or Lanky.
- **What do they wear?** Fancy, Plain, Tattered, Traditional, or Rebellious.
- **What do they like to do?** Career, Hobby, or Obsession.
- **How old are they?** Child, Teenager, Young Adult, Adult, Middle Aged, or Elderly.
- **What is their name?**
- **What was their upbringing like?** Nurturing, Reserved, Wealthy, Poor, Disfunctional, or Absent.
- **What is their extended family like?** Close, Distant, Nosey, or Judgemental.
- **What kind of work have they done?** Blue Collar, Academic, Military, Government, Exploration, Criminal, STEM, Office, or Religious.
- **Has your character been cast out from anywhere?** Home, Guild, City, or School.
- **Has your character left anyone behind?** Family, Love, Rival, Friend, or Partner.
- **How has your character gotten into their current situation?** Hard times, Wanderlust, Favor, Forced, or Interest.
- **What are some of your character's motivations?**
- **What is something that your character objects to?**

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## Special Actions

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## Help

If you wish to help another PC with their action, complete the following special action.

Roll your own resources as they apply to the action. You may add your hits to the other PC's, combining the total towards their action.

## Attack

When attacking an NPC, complete the following special action.

Your facilitator will tell you how many dice hits are needed to successfully attack your opponent. Roll your action as normal.

The outcome is as follows:

- If you succeed, the NPC takes a heavy wound.
- If you get double the required hits, the NPC takes a lethal wound.
- If you miss by 1 hit, the NPC takes a light wound.
- If you miss by more than 1 hit, you fail.

## Defend

When avoiding an NPC's attack, complete the following special action. This does not use your turn action while in conflict.

Your facilitator will tell you the difficulty of the attack. Then, roll your action as normal against the attack's difficulty.

The outcome is as follows:

- If you succeed, you dodge or parry the attack.
- If you fail by 1 hit, you take a light wound.
- If you fail by more than 1 hit, you take a heavy wound.
- If you roll no hits, you catastrophically fail and take a lethal wound.

## Move

Most movement is free, and does not require an action. However, movement which changes your narrative position does require an action (no roll).

This includes:

- Changing engagement with a group of opponents.
- Changing or drawing weapons while engaged.
- Moving to hide behind cover (this can count as a resource).
- Moving into or out of the current area or room.
- Changing movement types, such as from running to climbing.
- Navigating an obstacle (may add difficulty).

## Stealth

You may spend an action to attempt to increase your stealth level or maintain it through a difficult area. The difficulty of this action is equal to: the highest perceptiveness score in the room; and +0 for one person, +1 for a few, +2 for a group, or +3 for a crowd.

Stealth Level	Description	Resources
Observed	Actively perceived	0
Hidden	Your presence is known but not your position	+1
Undetected	Nobody knows you're here	+2

## Center

Your character may center themselves, focussing themselves and preparing for their next action. You may do this once per scene, or once per turn while in a conflict. To do so, complete the following special action.

Spend your action preparing to do something (no roll). When you do this, you gain your maximum focus.

## Downtime

Your character can recover vitality during downtime. To take downtime, complete the following special action.

First, your facilitator will tell you how many hits you need to restore your vitality.

Living Conditions	Hits
Luxurious	2
Comfortable	3
Sparse	4
Dire	5

Then, roll your resources as normal. On a success you restore 50 vitality.

## Insight

While interacting with someone, or while observing an interaction, you may complete the following special action to attempt to observe someone's true emotions.

Roll resources as normal. If the number of hits you get meet or exceed an NPC's social score, you catch their body language, such as a micro expression, and the facilitator will give you a rough emotion that they appear to be feeling in response to something: anger, contempt, disgust, enjoyment, fear, sadness, or surprise.

On a failure, you do not observe anything in particular.

## Observe

When looking, or passively noticing something, you can complete this special action to help guide that interaction.

Roll resources as normal. Depending on how many hits over the difficulty you get, you will notice something odd with one or more of your senses, as per the list below.

- Meet: One sense.
- 1 over: Two senses.
- 2 over: Three senses.

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## Effects

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When your character has an effect applied to them, write it down on your character sheet. This will have a mechanic and a scope. Apply the mechanic to your character as intended, and remove the effect from your character sheet after the game has moved beyond the current scope. Certain effects can stack, and their mechanics will apply multiple times if you have more than 1 level of that effect.

Some common effects are given below.

### **Effect: Grappled**

Default scope: Scene

You are grabbed and cannot move. You may attempt to make an attack to escape.

### **Effect: Stunned**

Default scope: Scene

You have been knocked out of your wits, and lose your next turn.

You lose consecutive actions if you have multiple levels of this effect.

### **Effect: Intoxicated**

Default scope: Scene

You have some kind of poison running through you, and must reroll all 6s.

### **Effect: Impaired**

Default scope: Scene

You have an impeded sense or faculty. All actions require +1 hits.

## **Effect: Bleeding**

Default scope: Scene

You take lose 10 vitality at the start of each round. If outside of a conflict, this happens every out of game minute.

You may spend an action (no roll) to staunch the wound, stopping the bleeding.

## **Effect: Stimulated**

Default scope: Scene

Your maximum focus increases by 1.

# **NPCs and Statblocks**

Opponents, enemies, and monster mechanics work differently than those for PCs. Opponents will almost never roll, instead they have scores which determine what the PCs need to roll for or against an ability.

## **General NPC Guidelines**

- NPCs don't take player actions.
- If an NPC does something which might not succeed and is not against a PC, roll luck and give them advantage or disadvantage as needed.
- Effects given to NPCs will apply the spirit of the mechanics to the NPC as the situation dictates.
- NPCs can spend vitality to force a PC to reroll a hit die, using the new roll.

Statblocks should have the following things:

## **Wellbeing**

- Current and max Vitality, for their total energy and health.
- Heavy and Light wounds.
- Heavy and Light stress.

## **Scores**

- Social, for how well they can mask their emotions and intentions.
- Perceptiveness, for how easily they notice things.
- Defensiveness, for how many hits an attack needs to succeed.

## **Actions**

- A list of attacks, each with:
  - Difficulty of the PC's defence
  - Whether it is melee or ranged
- Any special actions it can take, such as spells, items, or utility.

## Roleplay

- At least one incentive (something that motivates them)
- At least one objection (something that offends them)