

Sample

player section

*The only person you are
destined to be is the
person you decide to be.*

.ralph waldo emerson

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The Player Section includes all the information you'll need to play at your best and create an epic character with the few rules of UGIS.

Everything that follows has been thought and designed to leave the story and fantasy at the center of the scene, without setting too many limits and, on the contrary, encouraging maximum diversity.

The section is divided into several chapters, designed to give you a step-by-step understanding of the system:

character creation

All you need to create an alter ego worthy of remembrance, starting from its characteristics, its individual skills, its history, its quirks and everything else that makes it as true as any

other individual. Live it.

rules of the game

The large and complex set of rules of this game (in my text file there are 5 pages) that you will need to outclass your GM and make him regret having hindered you. Other than that, they are for cinematic actions that you will pass on to your grandchildren. Oh yes, it also includes rules for Descriptive Combat, a new concept that doesn't divide combat from any other game memento. Say it with me: the Initiative it's a pain!

powers and magic

A section divided from character creation for one simple reason: not all environments and



stories have magic or otherworldly powers. UGIS is a universal game and takes these needs into account. The section has additional rules and two separate systems for the use of these abilities: one based on the action difficulty and one more regulated but still freeform. The choice is yours. And don't make a bald wizard dressed in red, those are like the Initiative above.

wealth and equipment

With UGIS, a character's wealth is calculated based on their purchasing power and not on how much money they actually have. This makes the game smoother with less bookkeeping

why did I split the section like this?

I know it might seem that the division of chapters in the section doesn't make any sense and normally I would agree with you.

But I swear it makes sense.

The first chapter brings you to the basics of creating a character, what it is made of and how to make it unique.

The second leads you to materialize what you've learned and translate it into dice, into mechanics you can use to play and do all the epic things I've told you about.

The third section is optional, i. e., not all games could use it, so it's put aside because you might not like having wizards or mutated characters who can do "things".

The fourth section talks about how to equip the character: I could have put it before the mechanics, but since you already know a lot of things and how to use them in-game, it will be easier to understand the meaning of the "numbers" of the items.

The last one teaches you how to mix everything you've learned, it's not necessary, but it might help you out, even if you're already an experienced player. Read it!

in general. Weapons and Armors also have some pretty big differences with other games you may have played before. This section also features some small tricks to create items of any kind with various levels of impact in the game.

player advices

The last part of this section, a series of tips to avoid being a bad player and to help you enjoy your time at the table. I know, I know, you don't need advice, but read it anyway, just in case.

character creation

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In any RPG, and incredibly also in Ugis, the character is your alter-ego, that is to say, the one whose shoes you'll take: you'll have to describe what he says, does and in a certain way think like him to react to the situations that will come up.

Each character is "composed" of a series of attributes that define all the traits, and the main characteristics that distinguish him:

- **Stats:** to measure how high the awesomeness of your character is, from a physical-mental point of view.
- **Archetypes:** to be able to understand not only what he can and cannot do and his skill set but also to get a general idea of how he thinks and his story so far.
- **Personality and useful Details:** to complete the picture by giving it goals, values, and a whole host of characteristics that cannot be measured by numbers.

Based on these three cornerstones for the construction and customization of your character, you'll not only get a unique alter-ego that perfectly matches the idea you have in your head, but you'll have the incredible opportunity to characterize it to the fullest and get to fully know its way of thinking. You're basically about to have one of the best roleplay experiences of your life. And I'm trying to be modest here.

.stats

What would a barbarian be without incredible strength? Or a ninja without his legendary agility? And what about a mad scientist without his astonishing intelligence? They would be nothing: without their key Stats, they could not be what they are and represent.

But then what exactly are Stats and why are they so important?

As you may have guessed by now, the Stats are the expression of how much strong, fast, smart, charismatic, intelligent, perceptive, and whatever you can imagine, your character is: they represent, in practice, the innate or developed abilities he possesses, organized into logical "areas".

They're like little bricks that help you, piece by piece, bring your character's physical and mental abilities to life, each one with a deep intrinsic meaning; believe it or not, entire characters are built only starting from a single Stat, maximum expression of their being: do you remember the barbarian at the beginning of this paragraph? If he had great intelligence instead of incredible strength, would it have been the same? No, absolutely not, we would have had a completely different idea of him, imagining him more as a shaman, right? And think that I never even said he was a combatant before, you imagined him on your own, thinking of his key Stat and picturing him with an axe plundering villages; and this brief

example only considers one Stat, imagine what you can achieve by combining all five!

The impact Stats have on the game is big, and choosing them carefully is at least as crucial as interpreting them right - because yes, they also indicate the direction in which to role your character.

Now that you have some understanding of what I'm talking about, let's take a closer look at everything.

There are 5 Stats, each representing a specific sphere, or area, of being:

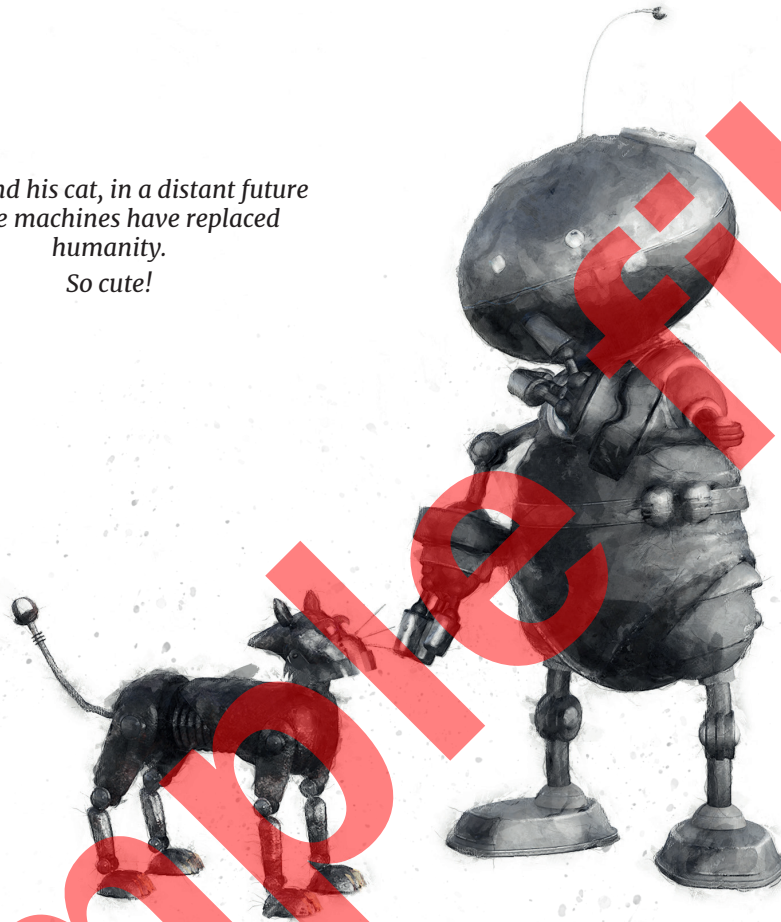
- **Body:** this represents the strength, agility, stamina, and dexterity of your character, but also the reflexes and how dangerous he becomes when he gets angry. Everything about the body and how it works falls here.
- **Mind:** the sum of knowledge and acumen the character possesses, but even the mental strength to resist shocks or similar things. As you can easily imagine, everything about the brain and its incredible capabilities falls into this Stat.
- **Soul:** how much the character can interact with people, the charisma, and the presence it has. This denotes the ability to lie, to intimidate, and such things, i.e. it corresponds to all of your character's social skills and no, it has nothing to do with Karma or the demon bargaining chip.
- **Perception:** the ability to see the hidden, notice strange or suspicious behavior, small details, tracks, impending dangers, and the like. Basically, the ability to observe the character's surroundings. Someone (my players) also says this is used with ranged weapons.
- **Heart:** the representation of your character's overall health, how resistant he or she is to toxins, poisons, and pathogens. But it's not limited to that, in fact, it also represents the adrenaline, determination, lucidity, or ardor that drives your character during a fight. Simply put, don't overlook it.

Okay, we've said what they are, but why should you care? Besides the fact that they help you

why these stats?

I wanted to use these characteristics because for me they correspond synthetically to everything that is a living being. It might seem strange that Perception is divided by Mind, but we all have that friend who is not really the first in the class, but notices anything and knows how to do things that we (geniuses) don't know how to do, right?

*A boy and his cat, in a distant future
where machines have replaced
humanity.
So cute!*



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score	meaning
0D	Very Low, the character is entirely incapable. He is paralyzed, in a coma or the like. It is unplayable in the majority of games
1D	Low, the character is feckless. Usually indicative of some sort of impediment
2D	Below Average, the character is not a good example of what the stat represents
3D	Average, the character is normal, mediocre as the majority of other rungs
4D	Above Average, the character is more talented compared to other people
5D	High, the character is well above the normal people
6D	Human limit, only a few can achieve this level.
7D	Monster, probably an experiment with some complications, a freak
8D	Super Human, this level is achieved only by superpowers, magic or cybernetics
9D	Far above the human level. Probably an alien from a destroyed planet
10D	Godlike stat, nothing human can achieve

understand if your character has characteristics to be proud of, they are also one of the main components of the Dice Pool – the set of dice that you roll whenever you have to make him overcome difficulties. I'll link to this talk, which you can explore further in the rules section, to say that the higher the Stat score (expressed in d6, which we simply call **D**), the better the character is at it. Each value can have different meanings and generally, even a change of one die can mean a lot.

See the table on the left to dispel all doubts.

Now you know the great power of Stats. But there's more, of course. Five values don't make a character, details, and distinction do.

I need to warn you: there's still time to close the manual to let it go. If you continue you will go so deep down the White Rabbit hole that you will never be able to get out. He is a big fan of RPGs and Ugis in particular. He won't let you get away. And it's also a play-tester.

talents

We talked about Stats and how their function is to create the "structure" on which you can build your entire character, but their descriptive possibilities are limited since they contain many aspects all together.

If we wanted to create two characters with the same score in a Stat, we wouldn't be able to distinguish them properly, they would be for all intents and purposes two individuals with the same abilities, at least in one of them. It would be a very boring world, what do you think? And this is where I insert the concept of Talents, the solution – you were looking for – to make your character different from your friend's or the one you made last time (and the one before). But what am I talking about?

Talents are a specification, a way of defining what a character is good at, and can do well, within the spectrum covered by a Stat. By this I mean that within all the abilities that a single Stat can incorporate, Talents give you the opportunity to choose what the character is best at, even in a somewhat inventive way, as long as it makes sense to you. You look a little doubtful. Ok think about the easiest Stat,

Body: this one locks up brute strength, speed, endurance, flexibility and many other things your character could have. With Talents you can choose what, among these, your character excels in, whether he is more gifted, trained, predisposed or just...better. Do you want him to be as agile as a cat? Or strong like a bull? Done.

This trick, besides guaranteeing you a very high level of customization, also offers the opportunity to create exactly the character you have in mind, giving him the abilities you thought of from the beginning.

No system made of premade lists will ever give you the same freedom as this one. And on that I'm sure.

Okay, you may be thinking, but how do they work in practice?

I don't want to pre-empt anything to the rules chapter, but let's say that a Talent is added to the Stat it refers to during the action, but this is only possible if he is suitable or usable for that one. That is, you can't always use Talents unless they are appropriate for the scene or the character's action; this doesn't prohibit you, however, from describing actions in such a way that you can use them. In this way, they help you roleplay better, setting up strategies and moves based on your character's traits and abilities, which in my opinion, from a

ugis positive thinking

Initially, I had planned negative Talents, to give more possibilities for customization, but it always sounded bad. Why? Because you don't need negative things in your character, focus on the things he's good at. Thinking only about the good ones about him helps you visualize where and how special he is, not where he isn't.

There are always Flaws, in case you just couldn't do without something nasty for him.



talent examples

body: strong, fast, agile, coordinated, flexible, gigantic, tough, resistant, jack of all trades

mind: intelligent, wise, tactician, fast reading, multitasking, occult knowledge, from the streets, criminal mindset

soul: poker face, gambler, charismatic, linguist, emphatic, liar, seducer, cute, honest, negotiator, intimidating

perception: sixth sense, good eyes, reading lips, detect lies, awareness, motionless (to avoid penalties in stressful situations), fine hearing

heart (must be approved by GM): fire resistant, spider venom resistant, falling resistant, cut resistant, disease resistant, immunity to blunt damage

roleplaying perspective, is a very very good thing.

Before you can get too excited, I have to advise you that every Stat can only have a Talent that specifies a single predisposition. It would not be fair, indeed, to be brought for all.

That said, remember that:

- **only one** Talent can be used at a time (since an action involves only one Stat), if applicable and usable in action.
- each character starts with one Talent per Stat, except Heart which must be approved by the GM.
- their maximum score (D) is equal to half the Dice of the Stat they refer to (1/2 reference Stat).

Sometimes choosing Talents ahead of time is difficult, but you can easily pick them during the game when you know more about your character and the world around him. You may find that your character is more agile than strong, or more charismatic than good-looking, a good liar or a great gambler, and who knows how many other things!

You decide who he is.

With these options you should have enough room to maneuver before moving on to the next section: the Archetypes, the heart of Ugis.

.archetypes

The Archetypes are the main part of a character, the most important and the one that gives more information about him: they tell us, in fact, not only what he can do or not - the set of his skills - but also what kind of role he plays, how he is considered by society, what is his past and also, in a certain way, how he is led to think. You're probably thinking that's too many things for one thing and that I'm talking nonsense, and normally you'd be right, but not in this case. This is the heart of Ugis, from where the whole game originated: the Archetypes are the

*A survivor in a post-apocalyptic
Mad Max style setting.
How are we doing on gasoline
reserves?*

absolute best system ever created to define a character, exactly the way you conceived it, without any kind of restrictions. Forget about combining various classes and subclasses with fancy races and backgrounds to have a character that could be what you want, but never is. They are the answer you've been looking for, and they do not only tell you who your character is, but also who he has been and maybe even who will become, with all the knowledge and information you can glean from them. And all that power is in your hands.

I know, it's a little abstract right now, but trust me. Think of a **Knight**: he knows how to use the sword, the shield, riding a horse and all those things, but he's also an etiquette expert, he knows how to dance, he's a nobleman, he has trained for most of his life, studied war tactics and all those medieval things, is likely a rich with a wealthy family, has possessions and money to spend, state-of-the-art equipment, likes to protect damsels and slay dragons. And I'm sure you're thinking of a lot of other things he can do, or he is. But knowing this also lets you know what he can't do, right? He can't cook, has no idea how to sew, has never seen a hoe in his life, can't survive outside the castle walls, and certainly doesn't have the skills of a carpenter, monk or engineer. All those things in only one word: "**Knight**". Amazing, isn't it? Now you have an idea of what an Archetype is and you're ready to dig a little deeper.

Archetypes can be many things, let's try to understand better what they are exactly: in many RPGs, they are often called "classes", "jobs", "clans" and many other less fancy ways, but all these terms are too much simplistic and are not able to describe exactly what an Archetype is, in fact, we can say that it is any distinguishable role – or a concept – with a set of definable skills, and a concept at the base (and that make sense). Something like:

- a **Profession**: Politician, Pilot, Cook, Corporate Manager, Spy...
- a **Status**: Rich, Noblemen, Poor, Street Guy, Famous actor, Renowned Cop...
- a **Race**: Dwarf, Elf, Desert Human, Uluk'alalai...
- a **Cultural background**: Snow Barbarian, Desert "Ktu'las" Warlock, Woodland Elf,

value	competency
1D	Novice
2D	Beginner
3D	Beginner +
4D	Average
5D	Average +
6D	Expert
7D	Expert +
8D	Legend
9D	Legend +
10D	Master
11D +	Grand Master and above

Survivor, Ex-Slave...

- a **Group Affiliation**: Sixth Commando Rifle Man, Thieves Swordsman, Strong Vampires Clan...
- a **Set of Skills**: Wizard, Archer, Swordsman, Climber, Guitarist...
- and naturally, anything else you can think of that reflects this concept a little bit. As long as it makes sense to you and the GM, that's fine.

I'm sure as you were reading the examples above you already started thinking about what they can and can't do, who they are, and what their past might have been, right? And that's exactly the point: to say a lot with a little.

It's quite easy to know that a **Wizard** will be good at firing spells, but not at fighting with a double-handed sword, or that he can read every book in a library in no time while he simply can't forge a sword or brew beer for his friends. And you already have this information by simply thinking of a role that is consistent with the setting: a classic high fantasy wizard like the one described just now is definitely different from an urban wizard with magic guns and holy knuckle-draggers to banish demons.

To recap, you should have figured out that:

- a **Merchant** has completely different skills and knowledge than a **Pilot**, and their



A 20's investigator.
Occult hunting has never been so
cool

personality and way of behaving are also different. The mood of the character in general, is not the same. The same goes for each Archetype, which plays a fairly specific role that suggests to us a whole set of shades of what the character might be like.

- a **Vampire** has completely different traditions, beliefs, customs, and experiences than a **Werewolf**. This affects not only what kind of things he knows and can do, but also how he acts. And without ever forgetting the past they have lived and that is easily inferred from their role. This of course applies to all Archetypes, each one is different and full of information on how to play it.
- each Archetype makes sense within a setting or a genre, and as it changes its role changes, and with it all its abilities and everything that identifies it.
- a **Renowned Cop** brings the respect of colleagues, but the hatred of thugs, and the same is applicable more or less to all Archetypes, at different levels of course. Considering these factors also give you a way to better interpret the character. Always remember all facets of a role, they all have boons and banes that should not be underestimated.
- As the last point, I emphasize that an Archetype doesn't have to be the main role, but it can also represent a set of complementary skills, which we could define as the character's hobby or passions, that help to reinforce the idea, the picture, you have of him/her. See this one (and ponder):
 - **Desert "Ktu'las" Warlock (4D!)**
 - **Scorpions cook (3D)**
 - **Wine specialist (1D)**
 - **Monsterwatcher (1D)**

Obviously, the last three Archetypes are not particularly useful in a fantasy setting, but they complete the concept of the character, telling us that besides being a powerful sorcerer, he knows how to cook excellent scorpions, recommend a good wine to accompany them, and has the passion of observing, together with his girlfriend, the monsters that graze in the

dunes of the desert. See how much information we have now? And how much more follows these in a chain reaction? Damn, that's an interesting character!

Anyway, after this brief example, it will seem clear to you that a character can have more than one Archetype. Indeed, I'm going to go out on a limb and say that it's almost mandatory!

But first of all, we have to distinguish them into two categories:

- **Main:** the core set of skills your character has that are relevant in the story (**Fighter**, **Druid** or **Mage** for a fantasy style adventure, **Politician** in a realistic government management story, etc.), or that you want to be relevant for your character (you can freely be a **Hairdresser** in a sci-fi game!). These will be the more used Archetypes, the core of the character, the backbone on which everything else stands.
- **Secondary:** the less important and task-related ones, you will use them for adding interesting information on your character and make him more 360°, like to be a **Climber** if your main Archetype is **Alchemist**: this makes everyone know that your character has the climbing passion and has skills to do it. It could be a **Guitarist** – that tell us he can play an instrument – or something like **Gardener** – that will tell us that he knows the plants in a specific region. Basically, these Archetypes give

where archetypes come from

Archetype is not an original idea, but rather a personal interpretation and expansion of what is a *cliché* in the fantastic **Risus the Anything Rpg**. A very very good game that can be considered the father of Ugis. The mother is another gem: **Microlite d20**, from where comes the combination with Stats.

archetype examples

Barbarian: gets angry, uses a huge axe to fight till death, screams, plunders villages, is ignorant. But he also has flaws.

Monk: knows martial arts and meditation, is a wild acrobat and knows how to say the right saying at the right time.

Hairdresser: cuts hair, uses hairspray as a flamethrower, can talk for hours without getting tired, can sell shampoos and lotions to anyone. High charisma.

High-tech soldier: has a night vision, a futuristic machine gun, and probably some body parts have been replaced by enhanced versions. He can really do a lot, but talking is not his strong suit.

Netrunner: "ethical" hacking, downloads illegal upgrades from dark net, knows good math and is probably a keyboard fighter

Weaponmaster: has dedicated his life to a single weapon that he masters to perfection and can do anything with. And I mean anything. He's probably a pretty good warrior, too.

Librarian: knows everything, shuts everyone up when they talk, studies a book in minutes. He's not athletic. Can't shoot. But with his head, he's a monster.

Cyborg: can be repaired, downloads information it learns with a jack, has a tinny voice and can basically do everything

Pilot: he can drive airplanes and helicopters, but he does pretty well with anything with an engine. He can also fix them.

Ranger: walks in the woods without stumbling, knows how to follow tracks, build traps, safeguard animals and live by hunting. In the city he sits in a corner.

Detective: can ask questions, shoot, ask more questions, and infer. Then he asks other questions. Understands people and body language.

Spy: knows how to get around inconspicuously, knows many languages, art of seduction and decodes secret messages. Some can even shoot.

Zombie survivor: kills zombies, builds traps, reinforces vehicles, uses weapons salvaged from supermarkets, builds monster-proof shelters. He is an expert in running.

Pirate: can walk with a wooden leg, can shoot, use a sword, and drink amounts of rum that would knock out an elephant. And he can swear.

Kick-fu fighter: can kick, spin kick, bottle opener kick, cooking kick, kicks that smashes tables and doors. He basically doesn't need his arms.

Vampire hunter: vampires always find him/her, can use stakes with his eyes closed, can read ancient tomes and he has occult knowledge.

Techie: repairs things, uses salvaged parts to build gizmos, knows every landfill in town and "ancient" technology.

Assassin: can move in the shadows and go unnoticed. He can kill in many many ways with any kind of item. Good knowledge of poisons and drugs.

Archer: steals from the rich to give to the poor, with the bow can hit a fly, knows how to live in the woods and has friends and questionable contacts.

Mad scientist: creates drugs and poisons using unknown and very rare materials, enhances himself by drinking them, does not make sensible reasoning. Has a frightening laugh, especially when he gets 10 feet tall and very muscular.

Explorer: survives ancient traps, eats snakes, knows how to make camps and fight cultists in every place he travels to. Knows languages.

- your character that something extra. And that extra can be knowledge, style, mood, skills or anything else... you know, nothing you haven't already figured out.

Quick note: I recommend using well-defined descriptions for Archetypes instead of general and broad ones. For example, Swordsman is better than Fighter – because the second it's too wide in interpretation, Necromancer instead of Sorcerer, or SWAT Agent rather than Soldier. I'm sure you agree with me, this helps you visualize it better and get your character's specialization in mind quickly, in a word or two. If, on the other hand, the setting allows for generic terms without impacting too much on the story, well that's fine. Don't make things harder than they are.

As a final note, but at this point I'm not going to tell you anything new, just like Stat,

Archetypes are better as their score increases, i.e., the character's abilities are better and better performing. There's a chart somewhere that gives you an idea of how the character's abilities might be interpreted, from the level of a pure Novice to that of a Grand Master, or even above.

And be careful not to use similar Archetypes hoping to combine them somehow: this is not the style of the game.

Enjoy the story, not the numbers.

.specialties

We've seen how it's possible to differentiate two characters with the same Stat thanks to Talents, but how could we differentiate them if they specialized in different areas, albeit with the same role, job, or concept? And so, as the last surprise, I introduce the Specialties, the

[optional rule] more scaled archetypes

Some Archetypes need an extra mechanical boost: everything can be handled in the classic way, but it's easier to remember what you can do by writing it down.

#D	Defense	Battle
1	1	1
2	1	1
3	2	2
4	2	2
5	3	3
6	3	3
7	4	4
8	4	5
9	5	6
10	5	7

So we could have, for example, a Monk who refuses to wear armours and use weapons: his body is the ultimate weapon.

So we need a "scaled" Archetype.

From the table you can understand that at certain numbers of Archetype dice the monk's "mystical" abilities improve. In this case writing it is useful for the simple fact that once agreed with the GM how the character will evolve no one will have to think about it anymore and there will be no embarrassing questions like "my monk has 7D, how much damage does he do and how much defense does he have?"

This method can be used for all those Archetypes that have numerical variables

important for the game to take into account. But be careful, if you only think about damage you don't understand the spirit of the game: it's the *roleplay*.

A pirate from the
"Skulls" crew.
Adventure plying the
seas or the Skylands?