

G.U.S.

(Universal Experimental Rpg)

v. 2.03

Light Rule

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CHARACTER'S CREATION

The first step in order to create your character is to describe him. Write on a piece of paper who is him, his profession, how he looks and his abilities. This description can help you to better individualize your character's features.

Traits

In GUS every character (pc) is described by a list of traits; these traits include features, qualities and abilities. It's up to you, in accordance with your Narrator, decide what traits your character has got.

Every trait belongs to one of these categories:

- **basic traits:** they refer to those characteristics, qualities or abilities that everyone has without training or studying.

These features have values that range from 6 to infinity.

- **training traits:** they refer to those characteristics, qualities or abilities that need a training or a study to be used. They have values that range from 0 to infinity.

This distinction can be useful when your character has to use a trait which hasn't been given him in the creation phase.

For example if you didn't choose the run trait for your pc, this doesn't mean that he can't use this trait: everybody can run.

Your pc can utilize this trait with value of 6 (in fact running is a basic trait).

On the other hand with the astronomy trait you must already have it because it is a training trait.

For traits improvement you can look at **"Experience and Improvement"**.

Some examples of traits: Strength, Agility, Use of swords, Use of pistols, Running, Intelligent, Martial arts, Climbing, Dodging, Parrying with sword, Making weapons, etc.

Descriptive values of traits

To help players in better interpreting their own character, look at the chart below in which we reported descriptive values associated to every value of trait.

Very bad \approx 2	Sublime \approx 11
Inferior \approx 3 - 4	Superior \approx 12
Lacking \approx 5	Extraordinary \approx 13 - 16
Poor \approx 6	Superhuman \approx 17 - 20

Fair \approx 7	Heroic \approx 21 - 30
Good \approx 8	Mythical \approx 31 - 40
Very good \approx 9	Divine \approx 41 or more
Excellent \approx 10	

Choice of trait

With the help of the description you have written, choose **10 traits** as indicated below:

- ?? write on your paper a trait with value of 10
- ?? write on your paper 2 traits with value of 9
- ?? write on your paper 3 traits with value of 8
- ?? write on your paper 4 traits with value of 7

NOTE: among these traits is advisable for you to choose one that is linked to vital energy. Some examples can be: Resistance to pain, Strength, Constitution, Will-power etc.

Vital energy

Multiply the trait associated to vital energy by 2. If you don't have chosen any trait of this group, your vital energy score will be 12 ($6 \times 2 = 12$). Every time that your character has been wounded, he'll lose vital energy; at zero or less score he'll faint or he'll be dying. If the character gets to -10 is dead.

USE OF TRAITS

When you want to use a trait, you have to cast 2d6 and to add up figures. Then add the value of trait you have used to this result.

The use of the trait will be successful if the final result ($2d6 + \text{trait value}$) will be higher, or the same, than the level of difficulty established by the Narrator.

In order to help the Narrator we suggest the chart below about difficulties. If we have abilities in comparison (as in fighting), it is possible to give a malus:

Difficulty	value	malus
Easy	12	+2
Normal	14	0
Difficult	16	-2
Hard	18	-4
Impossible	20	-6

Multiple or combined use of traits

It can happen that in your turn you want to use two or more traits together, or the same trait more times.

If the Narrator says that you can do it, you 'll get a malus equal to the number of trait you are using for every challenge on these traits.

For example if you want to jump and shoot at the same time, you'll get a malus of -2 to the casts of jumping and shooting.

Excellent or bad use of traits

When in using a trait you get a double 6 it means that you have used the trait in a excellent way and so you have passed the situation for every level of difficult it has. When you obtain a double 1, on the contrary, it means that you have used the trait in a bad way and so you have failed the situation although it has been of an easy level. In each of these cases write on your sheet 1 point of experience (see at "Experience & Improvement").

FIGHTING

When a fighting takes place, every pc states what trait he wants to use; who has the trait with the most high value begins first. If two or more competitors have the same value, they have to cast 1d6 to establish who has to begin first.

Who attacks has to choose one of his own traits of attack, who has to defend oneself chooses a trait of defence. Who obtains the best result wins; if the winner is who attacks, we have the difference (or disparity) between his throw (2d6+trait value) and that one of the defending pc, and we add it to the damage caused by the weapon (see the chapter "Arms").

If the defending pc owns an armour, he has to subtract the value of the armour from the total damages; this last value represents the suffered wound-points, which have to be subtracted from the vital energy. If a single attack causes more than half of wound-points, you have to cast on the trait linked to the physical energy not to faint.

Aim strokes (optional rule)

In GUS we consider that every stroke is straight to the trunk, but is also possible, on the discretion of the Narrator, to aim at other parts of the body. To hit arms, head, or legs you have to cast on a trait of fight with difficult difficulty (-2), to hit secondary parts like hands, forearms, feet etc, you have to cast with hard difficulty (-4). Finally in order to hit body details like fingers, eyes etc, it needs a throw with impossible difficulty (-6).

When somebody hits your head or you hit somebody's head, subtract the value of the eventual armour (e.g. helmet) and double the damages that remain.

For limbs (legs and arms) you have to halve the damages that perforate the armour.

When somebody hurts your arms is always necessary to cast on a trait linked to resistance or to strenght not to let fall the eventual arm that you have.

When somebody hits your legs, you have to do the same cast not to fall to the ground.

NOTE: the Narrator should not abuse this rule against players' characters; as it happens in movies, usually enemies rarely take sight.

Weapons

Here we have some examples of weapons. The range of weapons is expressed in metres and it is considered as average; for every 50% of range increment, you have a malus of -1 in the use of the trait.

Hand-to-hand

-naked hands attack: disparity+1

-martial arts: (disparity x 2)+1

Sidearms

-daggers, sticks, hatchets: 1d6 (+2 to traits of attack)

-swords, axes, clubs, iron bars, lances: 2d6

-broadswords, big axes, hammers: 4d6 (-2 to traits of attack), with two hands

Throw-weapons

-sling: 1d6+2, range 30

-bow, crossbow: 2d6, with two hands, range 50

Fire-arms

-pistols: 2d6+2, from 5 to 12 shots, range 50

-guns: 2d6, with two hands, from 4 to 20 shots, range 100, (+1 to traits of attack)

-shotgun: 2d6, with two hands, from 6 to 8 shots, range 25, (+2 to traits of attack)

-double-barrelled gun: 2d6+2d6, 2 shots, range 25 (+2 to traits of attack)

-assault rifle: 3d6, two hands, 30 shots, range 100

-bazooka: 6d6, two hands, single shot, reloading 4 turns, range 500, (+1 to traits of attack)

Armours

-no armour: 0 (+1 to traits of defence)

-very light armour: 1d3

-light armour: 1d6 (-1 to traits of defence)

-normal armour: 2d6 (-2 to traits of defence)

-heavy armour: 3d6 (-3 to traits of defence)

-little shield: 1

-normal shield: 3 (-1 to traits of defence)

-big shield: 5 (-2 to traits of defence)

EXPERIENCE & IMPROVEMENT

You can improve the value of your traits adding experience-points.

You gain an experience-point every time that you obtain a double 1 or a double 6 in using traits.

Other experience-points will be awarded to you by your Narrator at the end of every adventure in base of your game qualities (it is advisable a minimum of 1 and a maximum of 6 points).

To increase a trait of 1 point you have to use a total of experience-points equal to the value of that trait.

NOTE: in the complete rules of GUS (GUS plus) you can find other methods of experience-points assignation.



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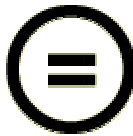
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