



## Rules At-A-Glance

The following document is a 1-page, portable snapshot of all of the basic rules for -U-. Make a copy of this page, cut along the solid lines, and fold along the dotted lines to make the page card-size for gaming on the go.



### the Game of Stories RULES AT-A-GLANCE

#### Character Creation

1. Choose a name for the character.
2. Write a brief description of the character.
3. Mark 5 Wound Threshold for the character.
4. Place a dot next to Action, Thought, and X. Place 1 extra dot next to one of the three Attributes.
5. Spend 20 Player Points to purchase Studies, Items, and Abilities (if applicable).
6. If allowed, spend previously earned Player Points to purchase extra Studies, Items, Abilities, Wound Threshold, and dots in any existing attribute or trait.

#### Story Creation

1. Create a beginning, including a complication to be resolved during the story.
2. Write down the motivations and goals for any of the important characters or groups of characters in the story.
3. Note any important background facts that may impact the characters in the story.
4. Come up with a plausible ending or resolution for the conflict introduced in the beginning of the story.

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#### Character Checks

**1. Determine the Attribute (SR)**  
Is it an Action, Thought, or X Check?

**2. Determine the Chances**  
Each dot that a character has in the determined attribute, plus any bonus dots of a Study or Item equals 1 chance at success.

**3. Roll the Dice**  
Roll 3 six-sided dice for each chance  
- Doubles = Success.  
- 3 of a Kind = Critical Success.  
- 0 matching numbers of 3 = Failure.

#### Spending Player Points

What to Buy	Cost
New Study or +1 dot	5
New Item or +1 dot	5
New Ability or +1 dot	Varies
+1 Wound Threshold	5
+1 dot in an Attribute	15

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#### Wound Threshold

At default, characters can take up to 5 Wounds unless noted otherwise. If Wounds > Wound Threshold, the character is out of the story.

#### Common Wound Amounts

- 1 Wound – Hand-to-hand
- 2 Wounds – The use of a strength-powered weapon
- 3 Wounds – Ranged weapons and heavy trauma

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#### Rewarding Player Points

At the end of the game, each player gets Player Points for playing. Use the following guidelines to determine how many are rewarded.

- The Story Referee gets 3 Player Points, no more, no less.
- Each Main Character player that played in the game gets 1 Player Point for participating.
- Each Main Character player that made it to the end of the story gets 1 Player Point.
- Each Main Character player that had an impressive bit of acting or a critical success at a key moment in the story gets 1 or 2 Player Points (Story Referee's discretion).

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