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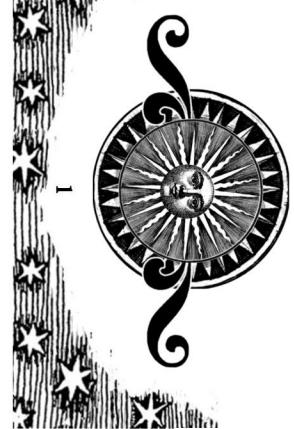
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Rewards

Reward players for good roleplaying and achieving goals by giving them FU points. You don't have to be the only one offering rewards. All players should reward something cool, funny or awesome. Be generous.

Recovery

Conditions are recovered at a time and/or rate appropriate to the story. Rule of thumb: One or more Conditions can be removed/recovered between scenes.



Introduction

This booklet is intended to be used as a quick reference for those already familiar with the excellent full version of the Free Universal RPG available at <http://nathanrussell.net/fu>. The full version contains a more robust discussion of the game mechanics, provides many useful examples, and introduces a number of optional rules, all in only 17 pages!

Parrator

Gear

Success & Failure

Yes and No are pretty straightforward, the and and but are qualifiers that modify the degree of success or failure. When you get a qualifier you make an extra statement about the action. This statement can add a Condition to the character or a Detail to the scene.

Conditions: These are physical, mental, or social effects that impact on the way a character behaves or attempts actions.

Details: Features of a scene that might change as a result of an action.



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All characters have the basic clothes and items associated with their Concept. Gear is the cool stuff a character carries. Each item of Gear is described by an adjective and noun and will modify 'beat the odds' rolls.

Characters begin with two items of Gear.

Examples: Designer Jeans, Worn Jacket, Rusting Sabre, Heavy Axe, Fake Revolver, Reliable AK-47, Faithful Horse, Beat-up Buick, Ancient Spell Book

Description

Describe the character's appearance and personality, past, goals, friends, enemies, and any other important detail.

Relationships

Choose at least one other character in the story and write a short statement about your relationship with them.

Drives

Every character has a purpose. Ask the following questions of your character:

What do you want?
What is stopping you?
What will you do to succeed?

Roll	Do you succeed?
6	Yes, and something else
4	Yes
2	Yes, but at a cost
5	No, but not a total loss
3	No
1	No, and things get worse

Instructions

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