

1.

Hello everyone, I'll be your GM for Ronin Time Bureaucrats today!



Ronin Time Bureaucrats uses Fate Core. This ruleset is a bit unusual: it's designed to encourage improv and keep the story moving, but it doesn't care about keeping things consistent. That's the job of everybody around the table.

You'll see.

Can I play some kind of Hunter of Space Monsters?



No problem. You're all deserters from an organisation called the Time Bureaucracy. A Hunter of Space Monsters will fit nicely.

4.

So, no Skills or Attributes?



Actually, you have Skills. The list is on the Continuum Sheet. They rank from Average (+1) to Great (+4).

SKILLS		Tactics	+4 Great
		Stealth	+3 Good
			+2 Fair
			+1 Average

You also have (unique) Stunts. They twist the rules to make your character awesome in specific situations!

Can I be awesome at ambushing?

Let's call you a Master of Ambush. Instead of Tactics, you'll use Tactics + 2 to prepare ambushes.

Soooo awesome!

Like Aspects, Skills and Stunts can be decided during play.

2.

So, Hunter of Space Monsters will be your High Concept. That's one of your Aspects.

Everything in Fate has Aspects: characters, places, situations... even the Continuum or your Indirection (that's your Time Machine).

ASPECTS (the Continuum)	
High Concept:	Someone has been stockpiling zombies!
Trouble:	The Continuum is fragile.
•	•
•	•
•	•

Since you have an Aspect Hunter of Space Monsters, we all know that you have the equipment, training, knowledge, trophies... that go with it.

Do I need to write that on the sheet?



You already did by writing Hunter of Space Monsters. Fate doesn't really care about details.

By the way, you don't need to put all Aspects right now. During play is fine, too.

3. At any moment, you can give me a Fate Point to twist the story by Invoking any Aspect.

Using Hunter of Space Monsters, can I have visited this spaceship in its future? Maybe a space monster will have escaped from the hold and slaughtered the crew!

ONE FATE POINT →



That's the spirit! I'll take that Fate Point.

Also, at any moment, the GM or another player can offer you a Compel: one Fate Point to use an Aspect against you. Generally, that's how you earn Fate Points.

Against me?

Yes, because you're a well-known Hunter of Space Monsters arriving at the Space Zoo, here's one Fate Point because they demand you land with nothing more dangerous than a teaspoon.



Not cool, man!

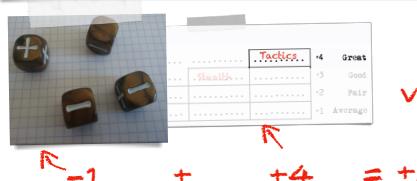
If you prefer, you can Reject this Compel and give me one Fate Point instead.

Nah, give me that Fate Point. I'll just have to show them just how dangerous I am with a teaspoon!

6.

What about rolling the dice?

Declare your intent. The GM will help you pick a Skill and Difficulty. Roll 4 dice, add the Skill, compare with the Difficulty.



+10 INHUMAN  
+9 MYTHIC  
+8 LEGENDARY  
+7 EPIC  
+6 FANTASTIC  
+5 SUPERB  
+4 GREAT  
+3 GOOD  
+2 FAIR  
+1 AVERAGE  
+0 MEDIOCRE  
-1 POOR  
-2 TERRIBLE

VS.



Here's the thing: this tells you whether the result is good for you, but not whether the action succeeded. You get to decide that!

In that case, I decide that I don't fall down that cliff I'm climbing down. I get down safely but... there's a tiger at the bottom!

Empty Spaceship Aspects:

- Cold, so cold.
- Empty spacesuits walking around.
- Leftovers of Chinese New Year celebration.

Wait, we can create new Aspects?



7.



Creating an Advantage is how you prepare for a journey, provide cover fire, give a friend a leg up, ... It's also how you win most Confrontations.

Can I shoot the pebbles in front of the tiger to catch his attention while Tina creeps up on him with the anaesthetic?

You can certainly try. Did you roll at least the Difficulty? You have just created a temporary Aspect. More than the Difficulty? You get a Free Invocation of that Aspect, - "Free" means that you can use it without spending a Fate Point. Succeed With Style? You get two.

Free Invocations

Tiger

Aspects

- Distracted by the flying pebbles.

If you roll under, though, you have created an Aspect against you or given a Free Invocation to the enemy.

All these Aspects disappear when they stop making sense.

Can I create or use multiple advantages for a single roll? Like preparing very, very carefully an ambush?

No problem. Also, you can give your Free Invocations to other characters, so you're really stronger with friends.

10.

Now, if you take Damage and you don't have enough Stress/Consequences to soak it, you're Taken Out.

So, we're... dead?

Well, Death is not part of the rules, either. The winner gets to tell what happens to you. Could be death, bankruptcy, nervous breakdown, being fired, the Continuum being torn to pieces, your children being brainwashed, ...

Much better to Concede the Confrontation, in which case you get to tell what happens to you.

Wait, I decide whether we're taken prisoners or we fall down the cliff and the enemy assumes we're dead even if they haven't found our bodies?

Exactly. As long as it makes sense in the story, go for it.

Also, each character who Concedes gets one Fate Point to help the story bounce back in their favour, plus one Fate Point per Consequence taken during the Confrontation.



Sweet! But how does the GM cope?

As a GM, I expect to improv a lot! You will, too.

8.

Confrontations? That's, like, fights, right?



A Confrontation is any situation in which you and your enemy are actively attempting to hurt each other. Could be a fight...

...or I could be trying to bankrupt them at poker!

...or a Paradox could be attempting to break the Continuum.

Grandfather Paradox

Skills:

- Breaking the Continuum: Good (+3)

Oh... Not cool.

Both Attacker & Defender roll as usual. If Defender scores higher, no Damage. In case of tie, the Attacker gets a one-time free Boost: either +2 or re-roll on the next roll. If Attacker scores higher, each level of difference is one Damage.



So, get hit, lose hit points. Just like pretty much every other RPG, right?

11.

So, if weapons and superpowers and death don't exist in the rules, I imagine that healing doesn't make sense, either.



Pretty much, yes. Once the Conflict is over, you recover Stress immediately. Consequences are recovered whenever it makes sense. This may require surgery, or therapy, or a new job, or fixing Paradoxes. So that's where healing goes: in the story, not in the rules.



While a Consequence is healing, it generally becomes a milder Aspect.

9.

Well, Fate doesn't have Hit Points. In fact, Damage tells you the impact on the flow of the story, but not on the character. You tick one Stress box if it doesn't hurt (yet). You pick Consequences once it does. But you still decide what happened, exactly.



So, if I understand correctly, when I'm hit by the Disintegration Ray for only one Minor Consequence... I twisted my ankle while trying to dodge?

If you wish. Or, if you prefer, your backpack got disintegrated, or you get a panic attack, etc. In any case, this Consequence is an Aspect and can be Compelled as usual.

What about weapons? Armours? Superpowers?

Remember how Fate is about the flow of storytelling, not consistency? All these things have no impact on that flow. You typically use weapons &c to describe what happened, but they don't exist in the rules.

If they are very important to your character, you can turn them into Stunts or Aspects, though.



12.

One last thing. This game is a lot about improv, so you might, at times, find yourself in need of quick ideas.

I have brought an improv deck called the Time Deck. Formulate a question, draw a card and see what's drawn or written on it gives you an idea.



I think we're ready to go and kick that Continuum!

Say hello to the Continuum for me. Also, here are your starting 3 Fate Points.

