

Hi, I'll be your GM for Ronin Time Bureaucrats today.



Ronin Time Bureaucrat uses Fate Core. This ruleset is a bit unusual because it simulates stories, rather than the setting itself.

In this game, you play a Crew of time-traveling deserters from one or more time-traveling organisations of your choice.

Why "Time Bureaucrats"?

Because all these organisations are branches of the Time Bureaucracy. Also, they're locked in a cold time war against each other.

I'll play a hunter of space monsters!



Sounds good. Write that as your **High Concept Aspect**. Everything has Aspects: characters, time machines, situations, paradoxes, even the Continuum... As a **Hunter of Space Monsters**, you have equipment, training... Also, you can twist the story by paying one **Fate Point**.

So, I have visited this spaceship in its future, because a space monster will have slaughtered the crew!

That's the spirit!

ASPECTS (the Continuum)
High. Concept: <i>Somehow has been stockpiling zombies!</i>
Trouble: <i>The white whale has studied me for 20 years.</i>
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The GM or another player can offer you one **Fate Point** to **Compel** one of your **Aspects** against you.

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.



Oh, great!

Or you can reject this **Compel** and give me one **Fate Point** instead.

Nah, I'll just show them how dangerous I am with a teaspoon!



So, no skills or attributes?

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

You also have (unique) **Stunts**. They make your character awesome in specific situations!

Like, I'm a **Master of Ambush**? So I can roll Tactic + 2 to prepare an ambush (instead of Tactic).

SKILLS				
.....	Tactics	4 Great
.....	Stealth	3 Good
.....	Shoot	2 Fair
.....	1 Average

Like **Aspects**, you can pick your **Skills** and **Stunts** after character creation.

What about rolling the dice?

Tell the GM your intent and you'll pick together a **Skill**, a **Difficulty** between **Terrible (-2)** and **Inhuman (+10)**. Roll the dice and compare the result to the **Difficulty**.

Shoot (+3) + **[+]** **[+]** **[]** **[-]** = +4 vs. Good (+3)

Here's the thing: you get to decide whether the action succeeded. But if you rolled under the **Difficulty**, something bad happened.

So I don't fall down the cliff, but there's a tiger at the bottom!

Also, if you rolled at least 3 higher than the **Difficulty**, you **Succeeded with Style**. That's always good for you.



After rolling dice, if you don't like the result, you can also use **Aspects**. For one **Fate Point**, narrate how the **Aspect** helps you and re-roll or add +2. Each **Aspect** may be only used once per roll.

In fact, it doesn't need to be your **Aspect**. It can be an **Aspect** of the situation, the Continuum, something you have just created...

Empty Spaceship

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

Wait, we can create **Aspects**?



Narrate how you're going to **Create an Advantage**, pick **Skill** and **Difficulty** with the GM, then roll. That's generally how you win **Confrontations**, by the way. Actually hitting is overrated.

So I shoot at the pebbles in front of the tiger to **distract him** while Bob is sneaking with the anaesthetic patch?

Rolled at least the **Difficulty**? You have just created a temporary **Aspect**. More than the **Difficulty**? You get a **Free Invocation** of the **Aspect**, no **Fate Point** needed. **Succeed With Style**? You get two.

If you roll under, you have created an **Aspect** against you or given a free invoke to the enemy.

Tiger

- Distracted by the flying pebbles.



How do you fight, by the way?

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 attempt to destroy the Continuum.

Grandfather Paradox

- Breaking the Continuum: **Good** (+2)

Oh!

Roll as usual to **Attack** and **Defend**. If Defender rolled higher, they weren't hurt. In case of Tie, Attacker gets a one-time **Boost**: +2 or a re-roll at next roll, if they want. If Attacker rolled higher, each level of difference turns into one **Damage**.

I don't see hit points?

There aren't any. You tick one **Stress Box** per **Damage** if it doesn't hurt (yet). You pick **Consequences** once it does. And you get to narrate what happened exactly.



So if I was targeted by the Disintegration Ray and got one **Minor Consequence**... I twisted my ankle while dodging?

...or your backpack got disintegrated, or you're growing scared of the Disintegration Ray. In either case, this **Consequence** is an **Aspect**, which may be **Compelled** as usual.

CONSEQUENCES
Soaks 2 Damage!

STRESS

Minor: Lopped off my eyebrows.

If you have no **Stress/Consequences** left to take a **Damage**, you're **Taken Out**. That's bad.

We're dead?

The enemy decides. You could be dead, brainwashed... Better to **Concede** before that and narrate yourself what happens.



ASPECTS Brainwashed
High Concept: Hunter of Space Monsters.
Trouble: The white whale has eluded me for 20 years.

So, we can run away, or play dead, or get captured.

Also, all PCs who **Concede** get one **Fate Point**.



Once the **Conflict** is over, you recover **Stress** immediately.

Consequences are recovered when it makes sense, which may require time, a hospital, a new job, or fixing Paradoxes.

CONSEQUENCES

Soaks 2 Damage!

2 Minor: Lost my eyebrows.

4 Moderate: Whacked my knee because I spent time serving people time Community work.

Soaks 4 Damage!

STRESS

Now, if the two parties are not attempting to hurt each other, it's a **Contest**. **Attack** and **Defend** but nobody gets **Damage**. The first to score 3 victories wins.

Like a friendly poker match!

...yes, or a race, or coming up with an **Explanation** to convince the Continuum that a Paradox will heal by itself.



While a **Consequence** is **Healing** but not fully recovered, it make soak **Damage** again.

I believe that we're ready to play!

I believe so. Don't forget to fill the sheets for the Continuum and your Time Machine!

Also, you start each session with 3 **Fate Points**.