

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



Ronin Time Bureaucrats uses Fate Core. This ruleset is a bit unusual because it simulates story-logic, rather than setting-logic.

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. Incidentally, these branches are 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.

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! You don't need all Aspects right now, by the way.

You can just pick them during the game.

ASPECTS (the Continuum)
High Concept: Sorceress has been stalked by zombies
Trouble: The Continuum is fragile

ASPECTS (mine)
High Concept: Hunter of Trouble, The white whale

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!

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

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

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

What about rolling the dice?

Intent is critical. Tell your GM what you intend to do and you'll pick together a Skill and Difficulty between Terrible (-2) and Inhuman (+10). Roll the dice and compare the result to 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

Shoot (+3)

+ + + -

vs. Good (+3)

= Great (+4)

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

In that case, I don't fall climbing 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?



<Draft. Not officially released yet. Please let me check all copyrights involved.>

Narrate how your action will **Create an Advantage**, pick **Skill** and **Difficulty** with the GM, then roll.

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 that Aspect, no **Fate Point** needed. **Succeed With Style**? You get two.

Tiger

- Distracted by the flying pebbles.

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

Creating Advantages is how teams and individual win **Confrontations**, by the way. Hitting a random adversary is overrated.

Indeed, there aren't any. As usual, **Damage** tells you the impact on the flow of the story, not on the character itself. 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 a 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, etc. In either case, this **Consequence** is an **Aspect**, which may be **Compelled** as usual.

CONSEQUENCES
Soaks 2 Damage!
2 Minor: I won't go home!

STRESS

Let me guess: weapons don't alter the flow of the story, so they have an impact on narration, but not on the rules.

Exactly. If they are useful, they can be **Aspects** or **Stunts**, though.



Once the **Conflict** is over, you recover **Stress** immediately. **Consequences** are recovered when it makes sense. This may require surgery, or therapy, or a new job, or fixing Paradoxes.

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

CONSEQUENCES
Soaks 2 Damage!
2 Minor: I won't go home!

STRESS

4 Moderate: Wanted: Location: Across Space-Time. Serving SpaceTime community work
Soaks 4 Damage!

Oh, joy!

Which reminds me: how do we fight in this game?

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 destroy the **Continuum**.

Grandfather Paradox

Skills:

- **Breaking the Continuum: Good (+3)**

Oh!

Roll as usual to **Attack** and **Defend**. If Attacker rolled higher, each level of difference turns into one **Damage**. In case of Tie, Attacker gets a one-time **Boost**: +2 or a re-roll at next roll, if they want. Otherwise, nothing happens.



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

We're dead?

Well, your enemy gets to decide. You could as well be enslaved, brainwashed, bankrupted, fired from your job, the universe could be destroyed... depending on the story. Better to **Concede** before that and narrate yourself what happens.



ASPECTS Brainwashed
High Concept: Number of Space Monsters
Trouble: The whole world has studied me for 20 years.

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

Exactly. Also, all PCs who **Concede** get one **Fate Point**, to help them back on their feet.



Sweet!

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.

I believe that we're ready to play!

I believe so. Don't forget to fill the sheets for the **Continuum** and your **Continuum Indirection** (that's your Time Machine)!



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

