

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**.

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

One **Fate Point**

That's the spirit! You don't need all **Aspects** right now, by the way.

You can just pick them during the game.

At any moment, the GM or another player can offer you one **Fate Point** to **Compel** one of your **Aspects** 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.

Oh, great!

If you prefer, 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 twist the rules to 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 just **Tactic**).

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

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)
+ + + + -
= Great (+4) vs. Good (+3)

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**?

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?

Roll 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.

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.



Damage? I don't see hit points.

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.

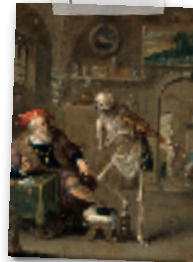
Let me guess: weapons don't alter the flow of the story, so they have an impact on narration, but not on the rules.

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

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.



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!

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.

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.

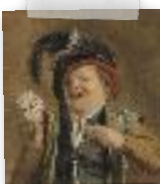
Like a friendly poker match!

...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**.



Oh, joy!