





Roll&Keep Quick Start


Remember those books where the teenage wizards struggle against the Dark Lord of Evil? That movie where the dwarves fight to recapture their mountain home from a dragon? That animated TV show about mystical knights and their army of clones righting wrongs across the galaxy? Aren't those awesome? Here's your chance to put yourself in the heroes' shoes in stories like those.

This is a tabletop roleplaying game, where you and your friends gather around and tell stories full of danger, excitement, and adventure. You might have played games similar to this before—Dungeons & Dragons is a very popular one—but don't worry if you haven't; this quick start will guide you through the core of the system.

Create Your Character

First, decide on your character's **distinction** trait (e.g. "DILLETANTE DABBLER IN THE DIABOLICAL"), a single phrase or sentence that neatly sums up your character. Write it down and assign it . *Characters usually have three distinctions; this quick start has only one.*

Prioritise PHYSICAL, MENTAL, and SOCIAL attributes, rating them , , and . This is the character's attributes **trait set**. *Other games will have different trait sets (such as values, skills, or power sets), and more (usually at least two).*

You start the game with 1 **plot point** .











Give your character a name and description, and you are ready to go.

Taking Action, Rolling the Dice

You control the actions of the character you created, contributing to the story you are all telling together.

To act, follow the principle of fiction first: say what your character is trying to do, then figure out how you'll do that in the system.


Often, your character will simply succeed, because the action isn't hard and nobody's trying to stop you. But in difficult or unpredictable situations, you'll break out the dice to find out what happens.

- The gamemaster (GM) decides the difficulty:
 - Easy is  
 - Challenging is  
 - Hard is  
- The GM rolls and totals their two dice.
- The player choose their **attribute** that fits the task and grabs two dice of that type. *Usually each trait set only adds one die to the pool, but as this quick start only has one trait set it is being doubled.*
- If your **distinction** is relevant, add  to the pool.
- Spend a  to add a  **asset** to the pool.
- Roll your dice pool.
- If you roll any ones, then these are called **hitches** and don't count in your total, but instead earn a .
- Add together the best two dice.
 - If you exceed the GMs total describe how you succeed.
 - If you get less or equal you fail. Discuss what happens instead.

Sample character:


Dakota DeFalt

Distinction:

DILLETANTE DABBLER IN
THE DIABOLICAL 

Attributes:

























PHYSICAL 

MENTAL 

SOCIAL 

Plot points: 1 

Dice symbol reference:

Type	Symbol	Sample Results
4-sided		  
6-sided		   
8-sided		   
10-sided		   
12-sided		   



© Sly Gryphon, version 2023.01.03. This work is licensed under a [Creative Commons Attribution 4.0 International License](https://creativecommons.org/licenses/by/4.0/).

This work is based on Fate Core System, Fate Condensed Edition, and Fate Accelerated Edition (found at <http://www.faterpg.com/>), products of Evil Hat Productions, LLC, developed, authored, and edited by Leonard Balsera, Brian Engard, Jeremy Keller, Ryan Macklin, Mike Olson, Clark Valentine, Amanda Valentine, Fred Hicks, Rob Donoghue, PK Sullivan, Lara Turner, Richard Bellingham, Robert Hanz, and Sophie Lagacé, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>).

Example Situations

The Safe

Dakota isn't an adept safe-cracker, and yet they're in a sinister cult's guarded secret headquarters, with a steel door between them and the book they desperately need. Can they get in?

The GM decides that the cult has not invested in security and that picking the lock will be easy, and roll **6 6**.

GM's Roll	Player's Roll
5 3	

Dakota's player decides this uses manual dexterity and is a **PHYSICAL** test.

They also argue that picking locks is exactly what a **DILLETANTE** will know, so they roll **6 6 8**.

GM's Roll	Player's Roll
5 3	3 4 6

Dakota's player rolled a total of 10, which beats the GM's total of 8, so they succeed!

Dakota is able to crack the safe and finds the book contains scribbled notes about a secret facility.

The Facility

Dakota has made their way to an Antarctic research facility. The buildings have been wrecked, and the occupants are missing. They wants to search the wreckage for clues.

The GM decides it is a challenging task to notices some important additional details and rolls **8 8**.

GM's Roll	Player's Roll
3 6	

Dakota's player decides search in a **MENTAL** test, and argues a dabbler would also be good at searching.

The GM does not agree, so the player only rolls **8 8**.

GM's Roll	Player's Roll
3 6	1 7

Dakota's total does not beat the GM, so they fail, but because they rolled a **hitch** they gain 1 **PP**.

The GM describes finding the clues they were looking for, but they fail to notice the footprints in the snow, made by creatures walking on many thin, inhuman legs.

The Creature

Dakota is face-to-something with a shoggoth, a massive and tireless fleshy beast, and decides their best bet is to distract it: "I'd like to make a Molotov cocktail and set this thing on fire!".

The GM decides that quickly finding and weaponize something flammable is a hard test so rolls **10 10**.

GM's Roll	Player's Roll
9 2	

Scrambling through the wreckage to find the need items is a **PHYSICAL** test, but Dakota's player argues that their skill in the **DIABOLICAL** allows them to know exactly what will work, and they also spend a **PP** to find a stock of supplies.

Their final dice pool is **6 6 8 6**.

GM's Roll	Player's Roll
9 2	4 5 7 3

Dakota's result manages to just beat the GMs, so they succeed.

Dakota cobbles together the Molotov and tosses it at the beast. The shoggoth is now on fire and distracted enough to let Dakota get away.