

## Playing FU solo or GMless

v. 05/29/12

- 1) Choose a setting
- 2) Chose a starting situation
- 3) Make up one or more characters that work with the situation using the regular FU rules
- 4) Come up with an opening scene
- 5) Roll to see if you need to change the scene

When proposing a new scene, roll 1d6.

1 = alter the scene you initially thought of

2-5 = play out the scene you initially thought of

6 = interrupt the scene you initially thought of with an unrelated scene

- 6) Play out the scene using the FU rules. If you need to come up with a random event, use the procedure below also see **Fate Tables** below).
- 7) Once you have played out the scene, come up with a new scene based on the outcome of the last scene.
- 8) Repeat steps 5-7 as needed.

## Fate Tables

Ask a yes or no question.

Determine whether the odds are even (50/50) of a yes or no answer, or if one answer (yes or no) is more likely than the other.

Check for Chaos – roll 1d6, 1 = add a penalty die, 2-5 = no change, 6 = add a bonus die to the next roll. If Chaos gives you a bonus or penalty, add it to the dice shown in the table below. If you end up with any bonus dice, take a positive result, if any penalty dice, a negative result.

| Situation      | Bonus/Penalty       | Result   |
|----------------|---------------------|--|
| Almost Certain | +3 bonus dice       | Take best, most favorable, or most positive result |
| Very Likely    | +2 bonus dice       |  |
| Likely         | +1 bonus die        |  |
| 50/50          | No bonus or penalty | Take result from die roll                          |
| Unlikely       | +1 penalty die      | Take worst, most unfavorable, or negative result   |
| Very Unlikely  | +2 penalty dice     |  |
| No Way!        | +3 penalty dice     |  |

## Random Events

If you need some random inspiration, roll once for a focus, action, and subject on the tables below, then interpret the results in light of the current context of the adventure.

### Focus Table 1 (roll 2d6)

| Roll | Focus                   |
|------|-------------------------|
| 2    | Resolve a PC Goal       |
| 3    | Color                   |
| 4    | Remote Event            |
| 5    | Advance a PC Goal       |
| 6    | Introduce a New NPC     |
| 7    | NPC Takes Action        |
| 8    | Hinder a PC Goal        |
| 9    | Affect a PC Positively  |
| 10   | Affect an PC Negatively |
| 11   | Affect a NPC Positively |
| 12   | Affect a NPC Negatively |

## Action tables

Roll 3d6 of different colors. Designate 1 as the “table” die, 1 as the 10’s digit, and 1 as the 1’s digit.

Table die – 1-2 = roll on table 1, 3-4 = roll on table 2, 5-6 = roll on table 3

### Action Table 1

| Roll | Action     | Roll | Action        |
|------|------------|------|---------------|
| 11   | Abandon    | 41   | Break         |
| 12   | Abuse      | 42   | Care for      |
| 13   | Activate   | 43   | Carry         |
| 14   | Adjourn    | 44   | Cause to fail |
| 15   | Adopt      | 45   | Celebrate     |
| 16   | Agree      | 46   | Change        |
| 21   | Ambush     | 51   | Communicate   |
| 22   | Antagonize | 52   | Control       |
| 23   | Arrive     | 53   | Create        |
| 24   | Assist     | 54   | Debase        |
| 25   | Attach     | 55   | Deceive       |
| 26   | Attain     | 56   | Decrease      |
| 31   | Attract    | 61   | Delay         |
| 32   | Avoid      | 62   | Desert        |
| 33   | Befriend   | 63   | Develop       |
| 34   | Bestow     | 64   | Dislike       |
| 35   | Betray     | 65   | Dispute       |
| 36   | Block      | 66   | Disrupt       |

### Action Table 2

| Roll | Action    | Roll | Action             |
|------|-----------|------|--------------------|
| 11   | Divide    | 41   | Imprison           |
| 12   | Dominate  | 42   | Increase           |
| 13   | Embellish | 43   | Inform             |
| 14   | Examine   | 44   | Inquire            |
| 15   | Excite    | 45   | Inspect            |
| 16   | Expose    | 46   | Judge              |
| 21   | Express   | 51   | Kill               |
| 22   | Fight     | 52   | Lack tolerance for |
| 23   | Frustrate | 53   | Lie                |
| 24   | Gratify   | 54   | Lose               |
| 25   | Guide     | 55   | Love               |
| 26   | Haggle    | 56   | Mistrust           |
| 31   | Harm      | 61   | Move               |
| 32   | Heal      | 62   | Neglect            |
| 33   | Help      | 63   | Open               |
| 34   | Hinder    | 64   | Oppose             |
| 35   | Ignore    | 65   | Oppress            |
| 36   | Imitate   | 66   | Overindulge        |

**Action Table 3**

| <b>Roll</b> | <b>Action</b> | <b>Roll</b> | <b>Action</b>  |
|-------------|---------------|-------------|----------------|
| 11          | Overthrow     | 41          | Separate       |
| 12          | Persecute     | 42          | Spy            |
| 13          | Postpone      | 43          | Start          |
| 14          | Praise        | 44          | Stop           |
| 15          | Proceed       | 45          | Struggle       |
| 16          | Procrastinate | 46          | Take           |
| 21          | Propose       | 51          | Take vengeance |
| 22          | Punish        | 52          | Transform      |
| 23          | Pursue        | 53          | Travel         |
| 24          | Recruit       | 54          | Trick          |
| 25          | Refuse        | 55          | Triumph        |
| 26          | Reject        | 56          | Truce          |
| 31          | Release       | 61          | Trust          |
| 32          | Return        | 62          | Undermine      |
| 33          | Reveal        | 63          | Usurp          |
| 34          | Revise        | 64          | Violate        |
| 35          | Ruin          | 65          | Waste          |
| 36          | Save          | 66          | Work           |

## Subject Tables

Roll 3d6 of different colors. Designate 1 as the “table” die, 1 as the 10’s digit, and 1 as the 1’s digit.

Table die – 1-2 = roll on table 1, 3-4 = roll on table 2, 5-6 = roll on table 3

### Subject Table 1

| Roll | Subject          | Roll | Subject          |
|------|------------------|------|------------------|
| 11   | A Burden         | 41   | Business         |
| 12   | A Path           | 42   | Competition      |
| 13   | A Plot           | 43   | Danger           |
| 14   | A Project        | 44   | Death            |
| 15   | A Relationship   | 45   | Dispute          |
| 16   | A Representative | 46   | Disruption       |
| 21   | A Surprise       | 51   | Dreams           |
| 22   | Adversities      | 52   | Elements         |
| 23   | Advice           | 53   | Emotions         |
| 24   | Allies           | 54   | Enemies          |
| 25   | Ambush           | 55   | Energy           |
| 26   | Anger            | 56   | Environment      |
| 31   | Animals          | 61   | Equality         |
| 32   | Art              | 62   | Evil             |
| 33   | Attention        | 63   | Expectations     |
| 34   | Balance          | 64   | Exterior Factors |
| 35   | Benefits         | 65   | Extravagance     |
| 36   | Bureaucracy      | 66   | Failure          |

### Subject Table 2

| Roll | Subject     | Roll | Subject        |
|------|-------------|------|----------------|
| 11   | Fame        | 41   | Leadership     |
| 12   | Fears       | 42   | Legal Matters  |
| 13   | Food        | 43   | Liberty        |
| 14   | Friendship  | 44   | Lies           |
| 15   | Goals       | 45   | Love           |
| 16   | Good        | 46   | Magic          |
| 21   | History     | 51   | Masses         |
| 22   | Home        | 52   | Messages       |
| 23   | Hope        | 53   | Military       |
| 24   | Illness     | 54   | Misfortune     |
| 25   | Illusions   | 55   | Misinformation |
| 26   | Information | 56   | Nature         |
| 31   | Inside      | 61   | New Ideas      |
| 32   | Intrigues   | 62   | News           |
| 33   | Investment  | 63   | Opposition     |
| 34   | Jealousy    | 64   | Opulence       |
| 35   | Joy         | 65   | Outside        |
| 36   | Knowledge   | 66   | Pain           |

**Subject Table 3**

| <b>Roll</b> | <b>Subject</b> | <b>Roll</b> | <b>Subject</b>   |
|-------------|----------------|-------------|------------------|
| 11          | Peace          | 41          | Tension          |
| 12          | Plans          | 42          | The Innocent     |
| 13          | Pleasures      | 43          | The Intellectual |
| 14          | Politics       | 44          | The Mundane      |
| 15          | Portals        | 45          | The Physical     |
| 16          | Possessions    | 46          | The Public       |
| 21          | Power          | 51          | The Spiritual    |
| 22          | Prison         | 52          | Tools            |
| 23          | Randomness     | 53          | Travel           |
| 24          | Reality        | 54          | Trials           |
| 25          | Riches         | 55          | Vehicle          |
| 26          | Rumor          | 56          | Victory          |
| 31          | Stalemate      | 61          | War              |
| 32          | Status Quo     | 62          | Weapons          |
| 33          | Success        | 63          | Weather          |
| 34          | Suffering      | 64          | Wisdom           |
| 35          | Tactics        | 65          | Wishes           |
| 36          | Technology     | 66          | Wounds           |