

## 06 The Grandfather

The premise of the Faction and its founding is the [Grandfather Paradox](#) - so named for the time travel paradox of killing your own Grandfather before you were born. Many of the rituals of the Faction involve praying to, or invoking the idea/concept of the Grandfather. These rules will refer to the person running the game as [Grandfather](#) rather than GM/MC or DM.

That said though, feel free to also use "The Spirits" or if you prefer a gender "God Mother" or "God Father"

[rules](#), [basics](#), [grandfather](#)

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