

Retirement

There are a number of reasons why your character may become retired:

- Too much [Harm](#)
- Checking your last [Completion](#)
- Having more than 4 [Trauma](#)
- You get bored of your character or it becomes important to the fiction that you retire
- You are unable to continue playing the the campaign and want closure

Suggestions on how to retire your character (discuss this with the Grandfather)-

- **Very high Malevolence**

The War-time Powers have finally decided to do something about you.

- **Incarceration:** The Great Houses put you on trial and lock you up¹⁾
- **An Entropic Death:** It can be something simple like a fatal wound in your next combat, or something complicated and improbable akin to a Rube Goldberg series of accidents. Your character dies. Gain a Story Point.
- **Celestis Recruitment:** Moments before your death you are offered a deal you cannot refuse. You become a slave of the Gods of Mictlan. Your character becomes an antagonist NPC. Gain a Story Point.
- **Faction Machinations:** The Faction has a convoluted (and unlikely to succeed) plot for you to do. Your character becomes an NPC. Gain a Story Point.

- **Mediocre Malevolence**

Something the Faction does goes wrong.

- **Consumed in a Ritual:** Your fictional or conceptional nature is too similar to energy sources of Faction rituals or transdimensional mechanics being used nearby. Your character dies. Gain a Story Point.
- **Faction Machinations:** The Faction has a convoluted (and unlikely to succeed) plot for you to do. Your character becomes an NPC. Gain a Story Point.

- **Very low Malevolence**

The Spirits have finally decided to do something about you.

- **Ritual Sacrifice:** You are compelled to create a paradox of killing yourself at an early moment in your personal timeline. The flux of this resonance pleases the Spirits. Your character dies. Gain a Story Point.
- **Martyrdom:** You valiantly sacrifice yourself so whatever plan another player character has (or even an NPC) succeed. Your character dies.
- **Faction Machinations:** The Faction has a convoluted (and unlikely to succeed) plot for you to do. Your character becomes an NPC. Gain a Story Point.

Story Points

In nearly all cases retiring a character earns you a Story Point. You can spend these for any of your next characters to have them automatically succeed at something. Try not to use them frivolously, but for climaxes and epic confrontations.

If you chose a **Faction Machinations** ending for your character then at some point in the future your old character will turn up. They are controlled by the Grandfather however and may choose not to

help.

[rules](#), [retirement](#), [story points](#)

¹⁾

in Shada

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