

# Coterie Playbooks

These are used as a collective playbook accessible by all players, and often able to supply replacement characters. The kind of coterie playbook chosen also determines the kind of campaign you will be playing.

## Breakdown of a Playbook

- **Mission Types** - The kinds of missions best suited for this playbook
- **metatime** - Your current stats for its use which include:
  - Width
  - Length
  - Lag
- **Paradox** - a flag to remind everyone in the coterie that they have an unfinished paradox usually created with an **untethered flashback**. If the untethered flashback is resolved, clear this flag. If a second one is made while this flag is checked - everyone in the coterie receives a mark of **completion** and then the flag is cleared.
  - While Paradox is checked - you have no access to **metatime** which means everyone must be in the same time period.
- **Moves** - Every playbook starts with the moves
  - Base - the signature advantage of using this as a base
  - Travel - how you travel in time and space
  - Recruitment - how you get replacement characters
- **Advances** - Flux earned through completing scenarios can be spent to improve this playbook

## Playbooks

- **Timeship** - Missions are mostly be related to who they stole it from and the reasons why you did it
- **Shrine** - the official most often used method of travel/base. It's there for specific espionage missions with an end goal in mind.
- **Embassy** - Unlike the first two this is usually stationary. This is for more diplomatic and clandestine missions with lower profiles, often in civilisations of lower Tier.
- **Minute** - this is inside the main Faction base. Again stationary, but with a lot more access to resources - and the missions are more dangerous and often involving the destiny of the Faction itself.

From:  
<https://curufea.com/> - **Curufea's Homepage**

Permanent link:  
<https://curufea.com/doku.php?id=factionpbta:players:coterie:start>

Last update: **2020/06/02 20:57**

