

Homeworlders

Homeworlders make up five of the seven major [participants](#) in the War in Heaven. Albeit they are a minority in Faction Paradox and the Celestis are Homeworlders that have turned themselves into [conceptual](#).

They are somewhat difficult to kill unless you have a special weapon designed to kill beings that regenerate, or you have something that stops the regeneration process.

Attributes

Homeworlders are a fairly bland species. All your attributes must be between -1 and +2. You may only have two +2 attributes. You have 6 points to distribute.

Moves

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[setting](#), [homeworlder](#), [species](#)

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Last update: **2020/05/26 23:23**

