

# Faction Roleplaying

- This page is for my **Amber** rules on how to include the Faction
- For updated rules for **Lords of Gossamer and Shadow** [see here](#)
- **Doctor Who: Adventures in Time and Space** rules (DWAITAS) - see the [blurb here](#) (was going to be a convention game) or the [notes here](#)

## Synopsis of the Book of the War

- [http://www.drwhoguide.com/paradox\\_n00.htm](http://www.drwhoguide.com/paradox_n00.htm)

## Character Creation

- [Joining the Faction](#)
  - [Joining the Remote](#)
- [Character Statistics](#)
- [Races](#)
- [Powers](#)

## The Faction

- [Rituals of the Faction](#)
- [Relics of the Faction](#)

## The Eleven Day Empire

- [Useful maps](#)

## Outside the Faction

- [The Laws of Time](#) - As laid down by the Great Houses
- [Punishment](#) - As meted out by the Great Houses
- [The Great Houses](#)
- [NPCs](#)
- [The Multiverse](#)

## Conversion Table

Faction Paradox	Doctor Who
Breeding Engines	Looms

Caldera	Eye of Harmony
Casts	N-Forms and/or Shaydes
Eremites	Followers of the Pythia??
Evil Renegade	The Doctor
Great Houses	Time Lords
Hall of Addresses	Panopticon??
HEM	Skin of <a href="#">the Cold</a>
Homeworld	Gallifrey (or Gallifrey VIII)
Interventionists	CIA
Imperator Presidency	Morbius
Mal+»-+-+akh	Vampires
Matter Altering Equations	Block Transfer Equations
Archemathics	Block Transfer Mathematics
Prison Planet	Shada
Protocols of the Great Houses	Laws of Time
Ruling Houses	High Council
Timeship	TARDIS
War King	The Master
War Queen	<del>President Romana</del> Lolita
Yssgaroth War	Vampire War / Eternal War
#-Form Timeship	Type # TARDIS

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