

02 Players

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Agenda and Principles

Players and the Grandfather have agendas and principles to follow. They help enable this game to played in the manner it is intended and improve the play experience for everyone.

Agenda

- Embrace the renegade's life
- Use your stress
- Imagine dangerous and exciting times and places
- Act now, plan later

Embrace the renegade's life

You are a freedom fighter, there's no doubt about it. You fight for the freedom to use time as anyone sees fit. The powers that have authority over the web of time that keep it linear and without paradox are both cruel and petty. They are above any laws that anyone cares to think of, even breaking their own in the course of their xenophobia.

In the Spiral Politic - the vast expanse of this galaxy, this universe and even their incursions into the multiverses themselves, the oppressors must be resisted. The imposed theocracy of linear time and the brutal retro-genocides of entire species must be fought. The only reason you aren't fighting for the Enemy is because they are even more fanatically driven and prone to excesses than the Great Houses you also oppose.

You are caught between the oppressors that want linear time and the Enemy that just wants to destroy them utterly, trying to have some freedom, some time plurality. You want secular time, free of the fanatic theocrats and their anti-theists and all their brutal ways. No matter the [malevolence](#) you personally incur, a renegade to the old ways is what you'll always strive for.

Use your stress

Your ability to [use stress](#) puts you ahead of any antagonist you're likely to come across in the Spiral Politic. Don't be afraid to use it whenever possible, only be wary when it approaches levels where you may incur some trauma. With stress you can cheat causality and retroactively solve problems. You will need to exploit that edge in order to hold your own in a vast and dangerous universe.

If you can no longer afford to [Push with your stress](#), remember you can always [Invoke the Spirits](#).

Imagine dangerous and exciting times and places

Be curious about the times and places you find yourself in. Everyone has a story to tell and their own agendas. A medieval peasant with a knife can kill you as easily as a time travelling Dalek if you're not careful. Respect the danger of your surroundings and your place in it.

Act now, plan later

Planning is the one aspect of the game you need never do in actual play in real time. Not only are your characters gung-ho and impetuous, often leaping first without looking, but they're also competent and will have foreseen circumstances you may not have as a player. [flashbacks](#) cover this as does various other planning moves such as getting [gear retrospectively](#), [communing with the spirits](#) or even having to resort to the untethered flashback.

Don't sit down with other players and work out exactly what you're going to do - you never need to. Work out roughly what you are going to do, then do it. Patch up the plot holes if you need to retrospectively. It's why you have [stress](#) after all.

Principles

- Go into danger, fall in love with trouble
- Don't be a Logopolitan
- Take responsibility
- Don't talk yourself out of fun
- Volunteer when needed, listen when others do
- You are a family

Go into danger, fall in love with trouble

You are an anti-establishment, anti-authoritarian renegade existing in a life's worth of time in the eternity of infinity. You are not a cage-farmed chicken or a cubicle worker on minimum wage. You are daring, bold, ambitious and willing to take on the monstrous powers because you actually know they're made of fallible members that really aren't much more impressive than you - individually, often less so. There are reasons why members of Faction Paradox are feared and respected - and it's not just because you can't predict their behaviour.

Don't be a Logopolitan

Everything does not come down to numbers and [block transfer calculations](#). Don't play your character around the numbers that comprise them. You can choose any [approach](#) to use with any [move](#) but you should always choose the one that matches what your character is doing.

- Don't choose the approach with the highest number because you want to succeed
- Don't choose the approach with the lowest number because you want to fail and get XP
- **Always** choose the approach that best suits what the character wants to do with the move

Take responsibility

You are as vital a component of the co-operative story you all all creating together as any other player, including the Grandfather. Likewise you have responsibilities for what occurs within the collective fiction. If you want something about your character to appear in the game, you must

actively pursue and agenda to have it appear. Your characters strengths and their weaknesses are all worthless unless they interact with the game you are playing and become more than just a note on your playbook.

You are also responsible for your behaviour and the enjoyment of the game by every other player as well. This means your participation effects the tone of the game, the style of play and what themes may occur. When you say something, know what you are saying, and mean what you say.

Don't talk yourself out of fun

When committing to a plan, or a series of actions, go for what you think is fun. Trust in your character's competence to get things done no matter what you decide they do: there are multiple game mechanics to patch over any potential problems that occur. Not only that - you need to know that the Grandfather is a fan your characters, they're the main protagonists, so of course the script is on their side.

Volunteer when needed, listen when others do

When the spotlight shifts in your direction, when the Grandfather or other players look to you expectantly, go for it. Do something cool or something flawed. Try or fail. Show something about your character, something new or something the other players have seen before. Do something that makes sense to you as you get involved in the game.

When attention passes on to others, give them space to shine. Don't rush in with advice and hints, or your ideas on how their actions may fit into your plans. Let them have their moment. Wait until attention is given back to you, or if you are asked by the other players.

You are a family

For this game, you and your fellow players are a family and need to look after each other. Everyone needs to know they are a safe place so they can roleplay with enough freedom. When you start playing, discuss how you want safety tools to be used to make your gaming experience comfortable and listen to everyone else's contributions. Don't be afraid to revisit the tools every so often. Use them as often as you need to.

Safety Tools

- **Lines & Veils** - These are used to setup the tone of the game you want to play and how willing everyone is to come close to taboo subjects. You discuss these at the start of the game, before you begin playing - but as with all tools it helps to revisit them every so often.
 - Lines are things in the game that won't be crossed into. You draw the line at these subjects. These are things that won't appear in the game at any time, they don't happen off-screen and are never alluded to or inferred. They aren't mentioned at all.
 - Veils are things that can happen off-screen and be alluded to - but will never be explicitly described or roleplayed. A veil is drawn over the scene and you skip to the next bit.
- **The X-Card** - This is used throughout the game, for every "nope!" you have.

- If it looks like a veil might be getting close to a line - X-Card it.
- If someone comes up with something in the game that no one thought of at the beginning to be a line or a veil - X-Card it.
- You should always explain why you're using the X-Card, it immediately takes effect and as much of the scene will be redone and reworded as is necessary or fade to black and skip to the next scene.

[rules](#), [agenda](#), [principles](#), [players](#)

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Approaches

Approaches are used to quantify which methods of solving problems you are good at and which you tend to cause complications and trouble.

[moves](#) do not specify an approach to be used with them, you must choose which approach and justify it in the fiction with the Grandfather.

The Nine Approaches

Attributes grouped with **Insight**:

INSIGHT	
- ○ ○ ● ● ○ ○ ○ ○ +	HUNT
- ○ ○ ○ ● ● ○ ○ ○ ○ +	DISCERNMENT
- ○ ○ ○ ○ ● ● ○ ○ ○ ○ +	HACK
PROWESS	
- ○ ○ ○ ● ● ○ ○ ○ ○ +	AGILITY
- ○ ○ ○ ○ ● ● ○ ○ ○ ○ +	SKIRMISH
- ○ ○ ○ ○ ○ ● ● ○ ○ ○ +	SKULK
RESOLVE	
- ○ ○ ○ ○ ○ ● ● ○ ○ ○ +	ALTER
- ○ ○ ○ ○ ○ ○ ● ● ○ ○ +	COMMAND
- ○ ○ ○ ○ ○ ○ ○ ● ● ○ +	POLITIC

- **Hunt**¹⁾ - When you Hunt, you carefully track or stalk a target. You might follow a person or discover their location. You might arrange an ambush. You might attack with precision shooting from a distance. You could try to bring your guns to bear in a melee (but Skirmish might be better).
- **Discernment**²⁾ - When you use Discernment, you scrutinise details, interpret evidence, observe the situation and anticipate outcomes. You might gather information, spot telltale signs of trouble before it happens. You might uncover opportunities or weaknesses. You might closely analyze a person to detect lies or true feelings. You could try to spot a good ambush point (but Hunting might be better).
- **Hack**³⁾ - When you Hack, you fiddle with devices and mechanisms. You might create a new gadget or alter an existing one. You might pick a lock, crack a safe, breach the security systems of computers or override their controls. You might disable an alarm or trap or scramble a drone’s control systems to keep it from firing on you.

Attributes grouped with **Prowess**:

- **Agility**⁴⁾ - When you use your Agility, you employ dextrous manipulation. You might pick someone’s pocket. You might handle the controls of a vehicle, diving through a canyon to escape a chasing ship or even direct a mount. You might formally duel an opponent with graceful fighting arts. You could try to employ those arts in a chaotic melee (but Skirmishing might be better).
- **Skirmish**⁵⁾ - When you Skirmish, engage in pitched combat with the intent to harm or neutralize your opposition. You might brawl or wrestle with them. You might hack and slash. You might seize or hold a position in battle. You might storm a barricade or hold a position in battle. You might lay down blaster fire.
- **Skulk**⁶⁾ - When you Skulk, you move stealthily or without being noticed. You might sneak past security or hide in the shadows. You might lift a cred-stick off a mark. You might sneak up behind someone to attack them by surprise (but Skirmishing might be better).

Attributes grouped with **Resolve**:

- **Alter**⁷⁾ - When you use Alter-time, Alter-technologies, magic or rituals, you open your mind to the Spirits flowing throughout existence. You might communicate with a non-sentient species or robot. You could safely handle flux artifacts or remnants of the War that tap directly into alter-time. You might sense unseen danger, or killing intent (though discernment might be better).
- **Command**⁸⁾ - When you Command, you compel obedience with your force of personality. You might intimidate or threaten to get what you want. You may lead an action with NPCs. You might order people to do what you want (though politic might be better).
- **Politic**⁹⁾ - When you Politic, you socialize with friends and contacts or influence someone with guile, charm, or argument. You might gain access to resources, information, people, or places. You might make a good impression or win someone over with your charm and style. You might lie convincingly. You might make new friends or connect with the local time natives. You might persuade someone to do what you want. You might argue a case that leaves no clear rebuttal. You could try to trick people into affection or obedience (but command might be better).

Starting Values

The starting value of your attributes is based on your [species](#) and will range between +3 and -3. Occasionally you may get a Move that allows an attribute to move outside that range.

Also note - some species have much better attributes than others.

Here's a table to give you some idea when designing your characters, especially if it's a unique transhuman branch, as to how a rating compares to a modern human so you can justify your choices in fiction.

Rating	Equivalent	On your Character Playbook
-3	Requires regular assistance/devices	- ● ● ● ± ○ ○ ○ +
-2	Debilitating	- ○ ● ● ± ○ ○ ○ +
-1	Below standard	- ○ ○ ● ± ○ ○ ○ +
0	Human average	- ○ ○ ○ ± ○ ○ ○ +
+1	Athletic Human	- ○ ○ ○ ± ● ○ ○ +
+2	Highest natural level	- ○ ○ ○ ± ● ● ○ +
+3	Augmented with technology	- ○ ○ ○ ± ● ● ● +

Resistance Attributes

These three attributes are the sum of any +1 or -1 you have in its subgroup of approaches. They are exclusively used for the [resist](#) Move.

1)

BitD Hunt

2)

BitD Study & Survey, S&V Study

3)

BitD Tinker, S&V Hack & Rig

4)

BitD Finesse, S&V Helm & Scramble

5)

BitD Skirmish, S&V Scrap

6)

BitD Prowl, S&V Skulk

7)

BitD Attune, S&V Attune

8)

BitD Command, S&V Command

9)

BitD Consort & Sway, S&V Consort & Sway

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Character Backgrounds

The characters played by everyone other the Grandfather all come from one of the backgrounds which set up the time before they were Faction Paradox members. It's okay for multiple players to choose the same background

- [alternate](#)
- [collateral](#)
- [disaffected](#)
- [ex](#)
- [infected](#)
- [witchblood](#)

[rules](#), [backgrounds](#)

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The Alternate

This isn't [your timeline](#) or possibly not even your universe or dimension. Perhaps you were sent back in time to stop the Daleks conquering the Earth. Possibly you were even cloned to be a human sacrifice in a bottle universe, and escaped.

- Examples: Shura ¹⁰⁾, Christine Summerfield ¹¹⁾, Rachel Cooper ¹²⁾, Adric ¹³⁾

Background Options

Choose one:

- **War Torn:** You've been through it, you've seen what it can be like out there and hope it never gets like that here.
 - Whenever you tell an anecdote about your alternate timeline/universe you get +1 Forward if you then act on it.
- **New Life:** You should be dead or shouldn't even exist, but somehow you're here. You have your whole alternate life ahead of you.
 - Once per session you may re-roll to avoid taking [Harm](#), [Stress](#), [Malevolence](#) or [Completion](#) when you otherwise would.

[character](#), [background](#), [alternate](#)

¹⁰⁾

[The Day of the Daleks](#) TV episode

¹¹⁾

[Dead Romance](#) novel

¹²⁾

[The Architects of History](#) audio drama

¹³⁾

[Full Circle](#) TV episode

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The Collateral

Time active agents (or the Renegade) have swept through your life or had a major impact on it forever changing your destiny. From investigating old houses with statues, to being part of an ELO appreciating fanclub.

- Examples: Sally Sparrow¹⁴⁾, Elton Pope¹⁵⁾, Flip Jackson¹⁶⁾

Background Options

Choose one:

- **Touched:** The event profoundly changed you and you wish to emulate these fantastical beings that blessed you with their intervention
 - Whenever you use a device of higher Tier than you, you have Advantage
- **Terrific:** The event was terrifying and it should never happen to anyone else ever again
 - Whenever you have social interactions with people you don't trust, you have Advantage

[character, background, collateral](#)

¹⁴⁾

[Blink TV episode](#)

¹⁵⁾

[Love & Monsters TV episode](#)

¹⁶⁾

[The Crimes of Thomas Brewster audio drama](#)

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The Disaffected

You used to work for one of the other major powers, but have had a change of heart(s).

- Examples: The Old Man¹⁷⁾, Grandfather Paradox¹⁸⁾, Fitz Kreiner¹⁹⁾

Background Options

Choose one:

- **Great House Ally:** The Great Houses are just far too [insert description here]
 - Whenever using a Move against The Great Houses directly, you have Advantage
- **Proletariat:** Fighting the Great Houses has just gotten too [insert description here]
 - Whenever using a Move against The Enemy directly, you have Advantage

[character, background, disaffected](#)

¹⁷⁾

[Warlords of Utopia](#) novel

¹⁸⁾

[Christmas on a Rational Planet](#) novel

¹⁹⁾

[The Taint](#) novel

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The Ex

Either you've got a hole in the head, had your memories expunged, spent 40 years in exile and made non-existent through time travel, or were a forgotten plastic android when the universe was rebooted - but something happened that stopped you hanging about with the Doctor, permanently.

- Examples: Adam Mitchell²⁰⁾, Donna Noble²¹⁾, Zoe Heriot²²⁾, Jamie McCrimmon²³⁾, Amelia Pond²⁴⁾, Rory Williams²⁵⁾

Background Options

Choose one:

- **Traumatised:** When I was left behind I was devastated
 - You've worked through your issues and have moved on. Ignore the first time your Stress would give you a Trauma and just reset your Stress instead.
- **Tabula Rasa:** Something happened, there's years of my life missing but I don't know why
 - At some unique event/encounter tell an anecdote. This has triggered your memory return. You are incapacitated for this scene but come back with a new Move.
- **Idealist:** Enough skipping out on the consequences - I want to make a difference!
 - Mark XP whenever you save someone else from Harm by taking the Harm yourself.

[character, background, ex](#)

²⁰⁾

[Dalek TV episode](#)

²¹⁾

[Doomsday TV episode](#)

²²⁾

[The Wheel in Space TV episode](#)

²³⁾

[The Highlanders TV episode](#)

²⁴⁾

[The Eleventh Hour TV episode](#)

²⁵⁾

[The Eleventh Hour TV episode](#)

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The Infected

At some point your [biodata](#) was infected with the [Faction Paradox virus](#) created by Godfather Morlock. Your history was usurped to have always been a member of Faction Paradox.

- Examples: [Cousin Pinocchio](#)²⁶⁾, [The 3rd Doctor](#)²⁷⁾

Background Options

Choose one:

- **True Neutral:** I'd never heard of the Faction before - and now I am one?
 - Your [malevolence](#) always starts at zero, rather than 1 like everyone else.
- **Hatred:** I was an enemy of the Faction. They did me/my kind/my cause wrong, and now I am one?
 - Choose a [Participant](#) as your former affiliation. Whenever acting against them, you have Advantage

[character, background, infected](#)

²⁶⁾

[The Book of the War](#) novel

²⁷⁾

[Spearhead from Space](#) TV episode

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The Witchblood

Your ancestors gifted you with extra senses or extra ways to manipulate or bypass how everyone interacts with the laws of physics. Also known as Time Sensitivity or Time Awareness.

- Examples: Tharils²⁸⁾, Justine McManus²⁹⁾, Marielle Duquesne³⁰⁾, Octavia Sutherland³¹⁾

Background Options

Choose one:

- **Cursed:** All my life I've been cursed with the Sight
 - You default to paranoia when using your special senses. You have Advantage when you [discern](#) in combat
- **Blessed:** All my life I've been blessed with the Sight
 - When calmly investigating or studying a situation outside of combat you have Advantage with [discern](#)
- **Exploited:** All my life I've been exploited because of my abilities
 - Whenever you act on a result from [discern](#) you take +2 Forward

[character](#), [background](#), [witchblood](#)

²⁸⁾

[Warrior's Gate](#) TV episode

²⁹⁾

[Alien Bodies](#) novel

³⁰⁾

[Christmas on a Rational Planet](#) novel

³¹⁾

[The Book of the War](#) novel

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Character Playbooks

Playbooks are short (usually 2 page) character sheets that are archetypes specific to the setting and genre. Usually every player must choose a unique one from the other players and they then have ownership over that archetype and anything relevant to it. This means they may add to the fiction being created by everyone (players and the Grandfather) with authority about things relevant to their playbook. In Powered by the Paradox more than one player may choose **The Fighter** playbook as it is the typical Faction Member encountered and is not specialised like the others.

Each playbook usually has all the rules needed by a player for playing the game without resorting to using a rulebook.

Digital Playbooks

WIP

- [Text CSS playbook](#) WIP
- [svg](#) - wiki based SVG playbook WIP
- [Character Keeper](#) WIP

Playbook Descriptions

Potential Recruit	2020/06/28 16:58
The Chosen One	2020/06/02 02:05
The Citizen	2020/06/02 02:27
The Diplomat	2020/06/02 01:46
The Fighter	2020/06/02 02:28
The Homeworlder	2020/06/02 02:28
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The Leader	2020/06/01 20:19

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The Chosen One

Background

Choose one-

[The Alternate](#) 2020/05/27 05:30

[The Collateral](#) 2020/05/27 05:31

[The Witchblood](#) 2020/06/06 06:49



Signature Move

You start with these Moves.

Touched by the Spirits	2020/05/27 05:33
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Basic Moves

Your first five advancements may come from this list.

Blood Trail	2020/06/13 01:19
Disciplined	2020/06/02 02:04
Driven	2020/06/02 02:04
Evasion	2020/06/13 01:19
Hardened Survivalist	2020/06/13 01:15
No Good to me Dead	2020/06/13 01:16
Questing Nature	2020/06/13 01:18

Advanced Moves

If you have at least five advancements you may choose from this list.

Holy Protection	2020/06/13 01:23
Medium	2020/06/13 01:22
Perfect Scion	2020/06/13 01:21
Scrying	2020/06/02 02:04
Smite	2020/06/13 01:22
Staunch Defender	2020/06/13 01:21

Faction Rank

Choose which membership level you wish to be

- [little Sibling](#)
- [Cousin](#)

[character](#), [playbook](#), [chosen](#)

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The Citizen

You are human and you're dead. You've come from the City of the Saved (effectively the human afterlife) on a mission back into the universe.

- Examples: Laura Tobin³²⁾, every human that has ever or will ever live

Species

- You are [Human](#) - Describe what kind of human you are.

Background

Choose one:



- **On a Mission:** The City's authorities have sent you to do something. Once you complete your mission you will be recalled.
- **Escaped:** You found a way out but if you return, you'll never leave again
- **Rump Politician:** You were a Faction member in the City before you left it. You're on a mission for the Faction in the City and are free to do what you want when it's done.

Signature Move

You start with this Move based on which background option chosen:

- On a Mission

[Your Whole Life Behind You](#) 2020/05/27 05:37

- Escaped

[Ad Vitem](#) 2020/05/27 05:42

- Rump Politician

[Savvy](#) 2020/05/27 05:45

Basic Moves

Your first five advancements may come from this list.

Blend Right In	2020/06/13 01:59
I Wouldn't Do That	2020/06/13 01:58
The Hunter	2020/06/13 01:59

Advanced Moves

If you have at least five advancements you may choose from this list.

Faction Rank

Choose which membership level you wish to be

- On a Mission, Escaped or Rump Politician
 - [Little Sibling](#)
 - [Cousin](#)
- Rump Politician
 - [Parent](#)
 - [GodParent](#)

[character](#), [playbook](#), [citizen](#)

³²⁾

[Of the City of the Saved](#) novel

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The Diplomat

Background

Choose one-



- [The Alternate](#) 2020/05/27 05:30
- [The Collateral](#) 2020/05/27 05:31
- [The Disaffected](#) 2020/05/27 05:31
- [The Ex](#) 2020/05/27 05:30
- [The Infected](#) 2020/06/28 17:06
- [The Witchblood](#) 2020/06/06 06:49

Signature Move

You start with these Moves.

Silver Tongued	2020/06/02 01:49
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Basic Moves

Your first five advancements may come from this list.

Paranoid Attention	2020/06/02 01:51
People Person	2020/06/02 01:50
Skilled Interrogator	2020/06/13 02:04
Steely Glare	2020/06/02 01:57
Stone-Faced	2020/06/13 02:05

The Best There Is	2020/06/13 02:05
There is no Passion, There is Serenity	2020/06/13 02:05

Advanced Moves

If you have at least five advancements you may choose from this list.

Clever Clever	2020/06/02 01:55
Deft Negotiator	2020/06/13 02:04
Gift of Gab	2020/06/13 02:03
Reputation	2020/06/02 01:48

Faction Rank

Choose which membership level you wish to be

- [Little Sibling](#)
- [Cousin](#)

[character](#), [playbook](#), [diplomat](#)

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Last update: **2020/06/02 01:46**



The Fighter

Background

Choose one-



- [The Alternate](#) 2020/05/27 05:30
- [The Collateral](#) 2020/05/27 05:31
- [The Disaffected](#) 2020/05/27 05:31
- [The Ex](#) 2020/05/27 05:30
- [The Infected](#) 2020/06/28 17:06
- [The Witchblood](#) 2020/06/06 06:49

Signature Move

You start with this Move.

Tough as nails	2020/05/27 05:46
--------------------------------	------------------

Basic Moves

Your first five advancements may come from this list.

Defender of the House	2020/06/13 02:11
Enhanced Agility	2020/06/13 02:19
Jump First, Think Second	2020/06/13 02:20
Martyr	2020/06/13 02:10
Stand your Ground	2020/06/13 02:19

Advanced Moves

If you have at least five advancements you may choose from this list.

Plea to the Spirits	2020/06/13 02:18
The Ground is Solid	2020/06/13 02:20

Faction Rank

You are a

- [Cousin](#)

~~PAGEIMAGE:factionpbta:players:characters:fighter2.png~~

[character](#), [playbook](#), [fighter](#)

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Last update: **2020/06/02 02:28**



The Homeworlder

Background

Choose one-



- [The Alternate](#) 2020/05/27 05:30
- [The Disaffected](#) 2020/05/27 05:31
- [The Ex](#) 2020/05/27 05:30
- [The Infected](#) 2020/06/28 17:06

Signature Moves

As a Homeworlder you start with three signature moves

Regeneration	2020/05/26 19:07
That's Lord to you	2020/05/26 19:07
Two Hearts	2020/06/13 00:35

Basic Moves

Your first five advancements may come from this list.

Battle Insight	2020/06/13 00:37
Decades of Experience	2020/06/13 00:38
Jury-Rig	2020/06/13 00:37
Reader of Lesser Species	2020/06/13 00:39
The Skasis Paradigm	2020/06/13 00:37
Time Sense	2020/06/13 00:38
Tutored Education	2020/06/13 00:39

Advanced Moves

If you have at least five advancements you may choose from this list.

Faction Rank

Choose which membership level you wish to be

- [Little Sibling](#)
- [Cousin](#)

[character](#), [playbook](#), [homeworlder](#)

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Last update: **2020/06/02 02:28**

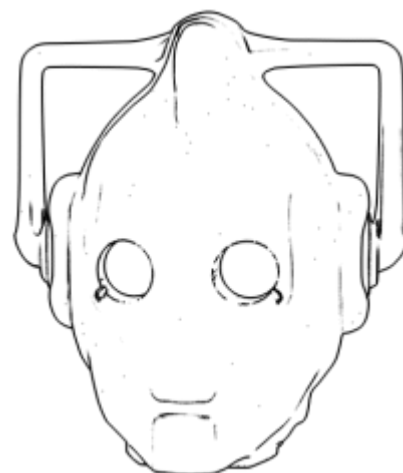


The Killer

Either you're from a species known for its warmongering (Daleks, Cybermen, Sontarans etc) - or you're an assassin, hit-person or psychopath.

Background

Choose one-



- [The Alternate](#) 2020/05/27 05:30
- [The Collateral](#) 2020/05/27 05:31
- [The Disaffected](#) 2020/05/27 05:31
- [The Infected](#) 2020/06/28 17:06

Signature Move

You start with these Moves.

Oncoming Storm	2020/06/01 22:08
--------------------------------	------------------

Basic Moves

Your first five advancements may come from this list.

Army of One	2020/06/01 22:05
Beautiful Flaws	2020/06/01 22:55
Brash	2020/06/01 22:55
Fury Unleashed	2020/06/01 22:56
Hacking & Cracking	2020/06/01 22:57
Jammer	2020/06/01 22:57
Unstoppable	2020/06/13 00:24

Advanced Moves

If you have at least five advancements you may choose from this list.

Avowed	2020/06/13 15:18
Death Blossom	2020/06/01 22:58
Lethal Strike	2020/06/01 22:58
Nightmare Weapon	2020/06/01 22:59
Shoot First	2020/06/13 00:22
Use Strength to Destroy	2020/06/13 15:19
Vow	2020/06/13 00:21

Faction Rank

Choose which membership level you wish to be

- [Little Sibling](#)
- [Cousin](#)

[character](#), [playbook](#), [killer](#)

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Last update: **2020/06/01 22:05**



The Leader

Background

Choose one-



- [The Alternate](#) 2020/05/27 05:30
- [The Collateral](#) 2020/05/27 05:31
- [The Disaffected](#) 2020/05/27 05:31
- [The Ex](#) 2020/05/27 05:30
- [The Infected](#) 2020/06/28 17:06
- [The Witchblood](#) 2020/06/06 06:49

Signature Move

You start with these Moves.

Change Tactics	2020/05/29 21:48
Tactics	2020/05/29 21:49

Basic Moves

Your first five advancements may come from this list.

Battle of Wits	2020/06/01 20:21
Block and Strike	2020/06/01 20:21

Combat Sight	2020/06/01 20:22
Experienced	2020/06/01 20:24
Intelligent Defense	2020/06/01 20:23
Phase 2	2020/06/01 20:23
Reckless Aggression	2020/06/01 20:22

Advanced Moves

If you have at least five advancements you may choose from this list.

Command Ally	2020/06/01 20:29
Desperation	2020/06/01 20:29
Methodical	2020/06/13 00:14
Quick Assessment	2020/06/01 20:24
Self Defense Training	2020/06/01 20:25

Faction Rank

You are a

- [Parent](#)

~~PAGEIMAGE:factionpbta:players:characters:mastermind.png~~

[character](#), [playbook](#), [leader](#)

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Last update: **2020/06/01 20:19**



Potential Recruit

The first session (or possibly more) of the game proper (after session zero and any housekeeping) will be primarily concerned with your recruitment. You have a temporary playbook that will be swapped for one of the others when you join. Possible playbook choices later would be -



- [chosen](#)
- [fighter](#)
- [diplomat](#)
- [killer](#)

However if you choose to be a Gallifreyan (discuss this with the Grandfather) you can also choose

- [Homeworlder](#)
- [leader](#)

Background

Choose one-

- [The Alternate](#) 2020/05/27 05:30
- [The Collateral](#) 2020/05/27 05:31
- [The Disaffected](#) 2020/05/27 05:31
- [The Ex](#) 2020/05/27 05:30
- [The Witchblood](#) 2020/06/06 06:49

Signature Move

You start with these Moves.

[RUN!](#) 2020/06/02 02:22

Basic Moves

Your first five advancements may come from this list.

A Little Help	2020/06/02 02:22
What Does This Do?	2020/06/02 02:20

Advanced Moves

If you have at least five advancements you may choose from this list.

Induction	2020/06/02 02:24
---------------------------	------------------

Faction Rank

Choose which membership level you wish to be

- None - you have no standing within House Paradox

~~PAGEIMAGE:~~

[character](#), [playbook](#), [recruit](#)

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Last update: **2020/06/28 16:58**



SVG Playbook

```
<a2s> #-----#-----#-----# [[title]Powered by the  
Paradox|[moves]Potential Recruit|[approaches] | #-----#-----#-----#  
[title]: {"a2s:delref":true} [moves]: {"a2s:delref":true} [approaches]: {"a2s:delref":true} </a2s>
```

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Last update: **2020/06/13 15:54**



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.

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



Faction Embassy

A normal place in linear time.

- Activities: Politics, public relations and marketing. Often longterm projects to influence the course of history, and swift emergency retreats when bigger fish realise what you are up to

Moves

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Last update: **2020/05/26 20:04**



A Minute in London

Your group has a home within a particular minute of the 11 Day Empire. Choose any time between the 3rd and 13th of September 1752.

- Activities: Troubleshooting - Finding trouble and shooting it for the most part. ³³⁾

Moves

³³⁾

Similar to missions for [Night Witches](#)

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Last update: **2020/05/26 20:09**



Faction Shrine

Works similar to a Timeship, but more liquids are involved (often blood). Time/space travel with a [messy tag](#)

- Activities: Espionage. Frontline efforts to get a piece of the power being fought over in the War in Heaven

Description



... it wasn't a room. It was a shrine ... A great domed area, like the inside of a cathedral, with black girders forming black arches across a black ceiling. The decor was appalling, no other word for it. The walls were inset with circular indentations, dozens and dozens of them, roundels covering every available surface. Set into each of the circles was a skull. Frozen into the walls with their jaws locked open. The way the shrine was designed, they looked almost like organic elements, like they'd grown out of the architecture. The floor was paved with metal slabs, the colour of decay, each one covered in swirls of dirt and lines of rust... In the centre of the dome was a dais, a section of flooring raised a couple of centimetres above the rest of the room. A perfect circle, about a metre from side to side. The lines and scratches were more intense there. Several layers of the rust-substance coated the dais, each set of squiggles covering up the last.

.... There, planted between the gaping roundels, was a vertical strip that looked a lot like a neon tube. There were a lot of them around the shrine, filling the air with a queasy blue-tinted light. ... The Faction's ship was a lot like the TARDIS, but more "open plan". The TARDIS was designed as a vehicle, with all the rooms and corridors stuffed into one handy little box; but the shrine was more like a set of rooms, capable of sliding into other people's architecture as it saw fit, a location rather than an object. The passage ahead was lined with blue lighting strips and dark ionic columns, the floor coated with muddy scratches and swirls ... The darker lines looked like dried blood, but if it was real human bean-juice, a hell of a lot had been spilled here. Maybe the ship ran on the stuff, like in the stories the Doctor had told her about the Great Vampires. Maybe the skulls

were the remains of the people the shrine had consumed. - Alien Bodies

Moves

Architectural Usurpation	2020/05/26 20:20
Bigger on the Inside	2020/05/26 20:20
Blood rites	2020/05/26 20:19
Protection of the Spirits	2020/05/26 20:18

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Last update: **2020/05/26 20:24**



Stolen Timeship

Often custom shapes - typically not able to be effectively used by anyone except their official owner.

- Activities: Exploration and problem solving. Often this is escaping the destruction done to the Faction by the bigger powers, but can also be the seeking and rebuilding of the Faction

Moves

Bigger on the Inside	2020/05/26 20:20
Isomorphic Controls	2020/05/26 20:21
Shapeshifting	2020/05/26 20:22
State of Grace	2020/05/26 20:21

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Last update: **2020/05/26 20:04**



Social Details

Filling in the Details

- Chains & Heat (from Rust Hulks)
- Contacts (from Scum & Villainy)

CHAINS & HEAT

As members of a coterie live and work together, they will form bonds and connections.

These relationships formed among coterie members are called chains.

Chains have two values: tightness and heat.

- Tightness is the general feelings of the relationship
- Heat is the intensity of those feelings.

Tightness

Tightness comes in three levels: slack, taut, and choking.

- A slack chain is a good chain; it's a friendly, caring relationship: friends or lovers or family.
- A taut chain is a good chain with issues; it's a once-friendly relationship souring: friends with qualms, lovers on the rocks, family with grudges.
- A choking chain is a bad relationship; one that may have been good (or not) but now has gone very bad: harsh rivals, despised enemies, or staunch antagonists.

Chains will move from slack to taut to choking and back again. Usually chains only move one level at a time.

- Loosening a chain means to move taut to slack, or choking to taut; it

means make it one better.

- Tightening a chain means the opposite: slack moves to taut, or taut moves to choking; it means make it one worse.

Heat

Heat is measured numerically from +0 to +3

- A chain with +0 heat is a relationship with no strong feelings *Casual, very relaxed, very uncaring*. * No matter what the tightness of the chain is, the intensity is always low: casual acquaintances at best and mild nuisances at worst. * A chain with +3 heat is all strong feelings Passionate, fiery, and full of emotion.
 - A slack chain with +3 heat is closest family, dearest friends, and profound love. Flip that

over, and a choking chain with +3 heat is the most hated rivals, the most loathed detractors, and the most bitter of broken hearts.

Like tightness, the heat of a chain will go up and down as the relationship heats and cools; coterie members that once were close might drift apart or become closer.

- Heating a chain modifies heat by +1
- Cooling a chain modifies heat by -1

Heat and tightness may change independently of each other. It's entirely possible that a chain with +3 heat will go all the way from slack to choking with no change in heat; likewise, a taut chain can go from +0 heat up to +3 heat with no change in how tight the chain is.

It's easier for lovers to turn to rivals, just as it's unlikely faint annoyances become deepest friends instantly. The feelings of the relationship and the intensity of the relationship move independent of each other, and that should be embraced.

Chains and their heat are the main source of mechanical interplay between player characters. On long, boring waits between missions, chains will still be heating and cooling and tightening and loosening, and that will spark drama.

It will often get messy and uncomfortable and you should embrace that messiness.

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The Faction and You

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Gear

When you want access to a particular piece of gear, say what it is and write it on a slot in the gear section. There are 3 types of slots, each requires a different amount of time:

- **Ready:** You already have it in hand.
- **Slung:** It takes a couple of breaths and a bit of fumbling, but you can get it.
- **Packed:** It takes nearly a minute and both hands to get into your pack and retrieve it.

Depending on which slot you use to declare a piece of gear the Grandfather may tick a clock or impose other consequences.

If the item is part of your playbook, or is something common it costs nothing. Otherwise it may require an [acquire](#) roll or a [flashback](#). The Grandfather will ask who supplied it for you, and it will affect their resources.

[acquire](#) is a [Downtime Move](#) and as it's not a normal move, you can't do a [flashback](#) to get it which ideally should have been made before you required the gear. You can instead accrue **Paradox** for your coterie and use your next available downtime action to organise to have this gear supplied retroactively. Mark the **Paradox** box on your [coterie playbook](#) and hope no one else needs to use paradox. Clear the box when you use the **Acquire Asset** move in your next **Downtime**

Armour

Armour you must choose to wear before you start a scenario, it's one of the rare exceptions to "when you need it, you decide to have it". Armour causes reactions in all that see it - especially Faction Paradox Armour - and you cannot retroactively say you were wearing it. Armour takes up a **Packed** gear slot.

The Shadow that Cuts

If you have a [shadow](#) - it always counts as readied and never takes up a gear slot.

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Last update: **2020/05/29 20:57**



Faction Paradox Armour

start

Now, observe this armour. As new members of our family, this is the uniform you'll be expected to wear on ceremonial occasions, or, heaven forbid, if you ever have to go into real-life combat. It's the best protection you're ever likely to possess, and I should know, because I designed most of it. I'm sure you'll all have noticed the hardwired biokinetic system and the airtight layer of artificial membrane, while the more observant among you might also have spotted that the armour's framework looks a lot like bone. There's a reason for that, of course. It's because the whole suit's made out of a skeleton. You don't need to know what it was the skeleton of, but let's just say that if you run into something that's six foot three and covered in chitinous plating then you might want to think about leaving the room before it notices you're wearing one of its ancestors. It's enough to know that these are the bones of one of the toughest humanoid species known to the family, and if sympathetic magic's what it used to be then some of that strength should rub off on you.

Of course, now you'll be asking yourselves the obvious question. If these things are so tough, then how did we manage to kill them for their skeletons in the first place? Not that I want to reduce your confidence in your armour. — Godfather Morlock

The most famous and obvious “fetish” of Faction Paradox, the Faction's ceremonial armour (occasionally worn in battle, but always worn at any diplomatic conventions to which the Faction might be invited) is part weapon, part carnival costume, and as a result it's never been quite clear how effective it is in combat or to what extent it's designed for show. Certainly the Faction's agents seem to believe that the power of the armour is mostly totemic, although many would argue that it's principally designed to irritate the Great Houses.

The most obvious point about the average suit of armour is that it appears to be made out of a skeleton, and this is indeed the case, though the question of what skeleton is a difficult one. The bones' “donors” would seem to have been around two metres tall, apparently hominid in shape and yet (judging by their bloated, almost bat-like skulls) somehow bestial or even mutated. The Faction's own claim is that the suits are made from the bones of Great House agents, but Great House agents contaminated by the mutagenic biomass of the [Yssgaroth](#). As very few House agents are thought to have come into direct contact with the Yssgaroth during the first great War in Heaven, the implication is obvious. These bones were taken from another timeline, one in which the Houses lost their war and the Yssgaroth engulfed their species. Thus, the Faction's ceremonial dress is an insult not only to the Homeworld but to causality itself. The armour simply doesn't belong in this universe.

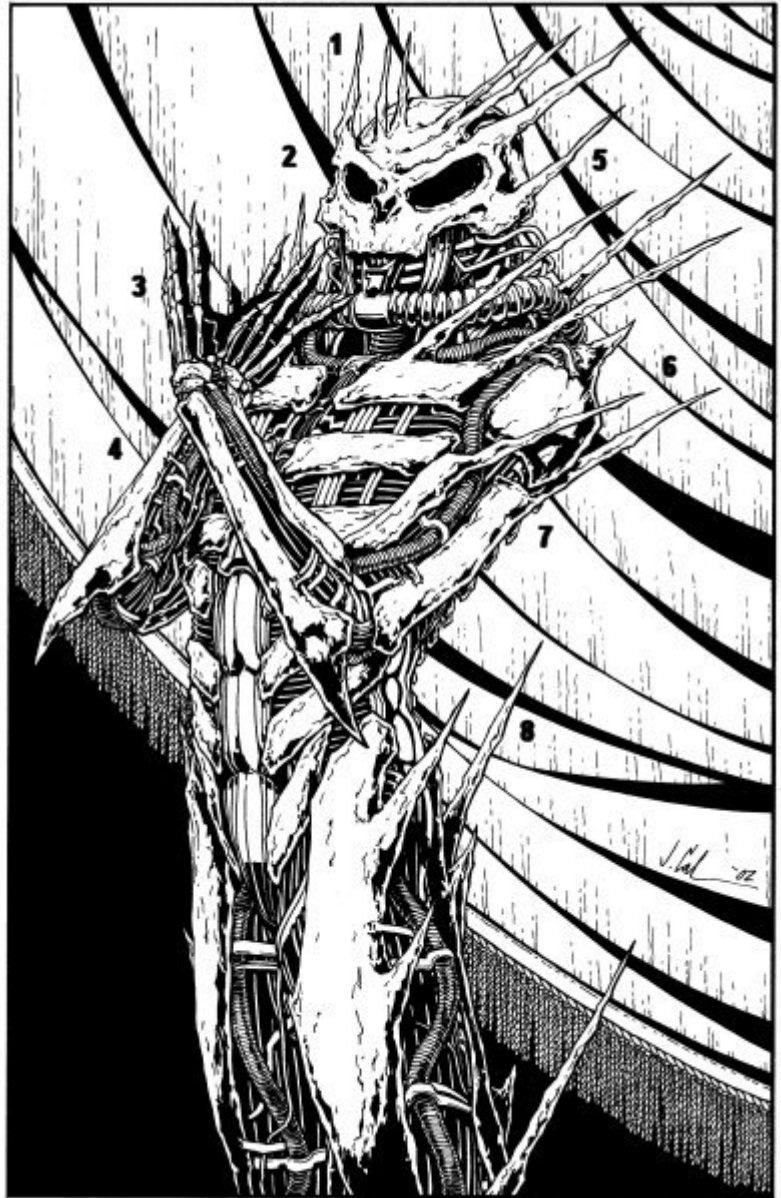
The armour isn't purely made up of bone, of course. The giant ribcage may surround the torso, but it's typically secured by black protective sealant. The skull is not simply hollowed out but divided into sections, the front section being a detachable faceplate. So powerful is the skull image that even those Cousins not issued with full armour carry a ceremonial mask for important occasions (such as, say, any entry into the Parliament of the Eleven-Day Empire), and it's possible that not all these masks are taken from the same species of giant: Cousin Belial's headpiece, for example, famously incorporated features which were almost mammoth-like. Cousins of the Military Wing stationed within the Eleven-Day Empire wear a stripped-down, lighter version of the armour which seems to be based on the remains of an altogether smaller creature (perhaps a second-generation Mal'akh?), presumably with the same totemic connections but leaving their faces free.

The very first of the armour suits is thought to have been worn by the Grandfather, and first seen during the Grandfather's second Audience of the ruling Houses. Faction lore depicts this original suit

as being the ancestor of them all, incredibly stylised and with its enormous cranium entirely obscuring the Grandfather's face. Even the four original lieutenants of Faction Paradox are depicted in elaborate, oversized suits, each one with the features of a subtly different species.

Some Design Notes

Though the armour of Faction Paradox is variable in form - inevitable, given that it can't exactly be mass-produced - all the suits have key features in common, with significant variations being found between coteries (or cliques or cabals) rather than between individuals: most personal customisations of the armour are purely aesthetic. The suit seen here may not exactly be average, but it contains most of the usual fixtures. Note also that different models of armour are worn under different conditions. For diplomatic (and purely ritual) occasions Faction agents wear no real armour apart from their ceremonial headpieces, while in open warfare they tend to favour lighter, more flexible, less elaborate protection. The suit seen here might be described as the armour of "standard bearers", worn on the battlefield - if the War can be said to have any real battlefields - but designed to make a specific impression. Typically the Cousin-protéges would wear this model of armour, allowing them to act as go-betweens for the Mothers and Fathers while under fire. As a result, this suit can best be described as part armour and part carnival construction, and its heavy use of skull-and-spines imagery may be more than a little tongue-in-cheek.



1. **Headpiece.** Far more elaborate than the standard ceremonial masks [see the Book of the War cover illustration]. The Military Wing tends to bring out the Faction's more exhibitionist tendencies, understandable considering that among its members ritual's far more common than actual battle.
2. **Faceplate.** The features of the armour-suits have an animalistic quality simply because of the parts used in their manufacture. Though bat-like cranial structures are most common, the wearers' habit of personalising the faceplates often make the original breed difficult to identify.
3. **Handling Gloves.** The heavier versions of the armour include gauntlets specifically designed to handle the dead-time/ deep-time resources of the Houses. Both Faction Paradox and the Remote employ heavy-duty handling gloves when collecting time-engineered or entropic materials.
4. **Ribcage.** Various kinetic dampers are set into the fabric of the suit beneath the original skeleton, suggesting that the bone itself offers very little real protection. The entire torso section is jointed at the sides of the body (allowing it to be opened and removed as a single unit).
5. **Enhancements.** In many cases sensory reinforcements will be set into the headpiece, although this practice is increasingly uncommon: in step with the newer methods of the Houses, these enhancements are now more often coded into the biodata of the Faction's recruits.
6. **Quills.** Not universal, and purely decorative. Though in general quills are only seen at the larger

ceremonial events, every full-sized suit of armour is likely to feature at least one item of personal significance to its owner, usually welded into the suit's basal structure. Feathers aren't unknown.

7. **Armpieces.** As with the ribcage, the protection offered by the bone is apparently minimal. Here the original skeletal structure is held together by at least one layer of forced-matter sealant, which not only insulates the wearer but frequently irritates enemy monitoring techniques.
8. **Spurs.** Theoretically, in close-quarter combat the sharpened edges of the larger bones can be used as weapons. Realistically, in a War of this nature close-quarter combat is almost unknown and in the field the suits are chiefly used while putting their occupants into the right positions. Most time-active battle is about placement above all else.

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Last update: **2020/05/26 19:43**



Drugs

Drugs, especially hallucinogens and psychoactive drugs can be used in place of extra sensory powers or abilities including time sensitivity/witchblood. They often have ritual purposes. However there are always side effects.

- Aralen Phosphate. Used to treat malaria. However if you have a high fever, no sleep and a body already poisoned with heavy drug use you may end up in a fuse state that leaves you susceptible to possession³⁴⁾.
- Yagé. Banisteriopsis Caapi is a plant found in South America. Highly toxic and may cause cardiovascular problems. Hallucinations and may increase time sensitivity³⁵⁾.

[gear, drugs](#)

³⁴⁾ ³⁵⁾

The Ugly Spirit by Phillip Marsh in The Book of the Peace

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Last update: **2020/06/01 23:14**



Nightmare Weapons

- **Hellbore** (+area +discharge +hi-tech +far)

This monstrosity resembles a shoulder-mounted missile. It fires a massive bolt of energy, which erupts into an expanding sphere of superheated death on impact. Once fired, it takes about 30 seconds for the reaction chamber to refill. It makes a distinctive whine during refilling and firing.

- **Swarm Projector** (+AP +loud +area +far)

A two-meter-long metal tube wrapped in thick black straps of unidentifiable material. There are no visible mechanisms integrated into it at all. When fired, a cloud of black mite-like particles rushes out of the end, enveloping the target(s). The mites chew away everything inside the cloud, leaving only bloody scraps. The mites are indiscriminate; if you get caught in the cloud, they will eat you too.

- **Psychic Drill** (+stun +loud)

A glassy sphere about the size of a large marble with a long, curved metal spike growing out of the side. When pointed at a sentient being, a lance of psychic energy bores into the victim's brain, destroying tissue and portions of the mind alike. Whole sections of the victim's memories and personality are removed. In NPCs, this effect is permanent; in PCs, it slowly returns after the damage is healed. Even though this weapon is +stun, it is still deadly.

[gear](#), [weapons](#), [nightmare](#)

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Relics

Sombras Que Corta

- **The Grandfather's Knife** — The strongest relic. An ordinary knife that was used by the Grandfather to cut off his own arm, removing the prisoner tattoo given him by the Great Houses. The knife includes The Grandfather's shadow. It can only be bonded to a witch who has no shadow. — The Grandfather's Shadow has an infinity of weapons in its arsenal. The Cousin need merely drop what their shadow is holding and they can summon a new weapon appropriate to the battle (even if they don't know what the weapon is. In that case they can work it out very quickly).
 - Addenda: There may be more than one Knife, or multiple subjective timeline versions of itself can exist at the same time (both Cousin Shuncucker and Cousin Justine have bonded with the Knife).
- **Spectacles of Morlock** — Godfather Morlock's shadow spectacles greatly enhance the senses of the wearer. He can peruse the timeline of an animal from its autopsy, listen to the decay rate of the trigger isotope in a fusion bomb or even evaluate the DNA of people he sees.

Biodata

- **The Doctor's Body** — A body which contains unique biodata codes, possibly lost secrets which could tip the balance of power and help any [participant](#) win the war.
- **The Pompil Vault** — A thorough collection of Faction biodata codices, biomass chambers and remembrance tanks. Corrupted by Sutekh to imprison Osiris.
- **Morlock's Virus** — A biodata virus engineered by Godfather Morlock. After infection, the biodata of the victim is changed to make them a member of Faction Paradox (ie their own personal history is rewritten). This virus only affects the time sensitive when they are at a vulnerable stage. For Time Lords - this only occurs when their defences are down during a regeneration.

Misc

- **The Book of the Peace** - A detailed history book on the War in Heaven and its conclusion, written by a [participant](#). This book warps time around it such that it is deadly for any time sensitive or [participant](#) to approach it.

Great House Relics

The majority of these are from the Dark Times

- **The Coronet of Rassilon** - This golden circlet was encrusted with large stones that focused and amplified the Artron energy of the bearer, effectively doubling their Determination score. It also allowed them to project their will and dominate the minds of other beings up to a number of individuals equal to their Determination simultaneously.

- **The Black Scrolls of Rassilon** - These scrolls were made of a special black material that could hold and display vast amounts of information and yet still be rolled up and placed in a small ornate box. There were a number of these scrolls, each one devoted to a particular subject, including historical accounts, lost knowledge, forbidden technological secrets and the personal diaries of Rassilon himself.
- **The Death Zone Control Room** - The room used by Rassilon during their years as President of Gallifrey. The controls in this room allowed a person to control every aspect of the Death Zone, from weather to the type and positioning of the landscape. Creatures could be completely removed from their time-streams and placed anywhere in the zone and then transmatted about as the controller desired. The only fixed and unchangeable aspect of The Zone was the central Tower of Rassilon, over which the controller had no control. Once players entered the Tower, they faced Rassilon himself.
- **The Demat Gun** - When fired the Demat Gun completely and totally removes a single target from time and space. The target never existed and never will exist for all intents and purposes. Even if someone attempted to go back and ensure the target did, in fact, come into being, they would find the Blinovitch Limitation Field surrounding the intervention attempt to be so strong that all their efforts would be practically doomed to failure from the outset. The temporal shockwave from the weapon is so intense that it typically causes unconsciousness and memory loss for everyone in the vicinity of the target, including the bearer of the weapon itself if they are within range. Note - the Demat Gun has no effect on someone who has undergone [hunt](#) ritual

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Membership

Belonging to the Faction - sooner or later - is the mandatory requirement of this game. However, you may be a volunteer or you may have been forced to join. There are also ways out of the Faction, but it would make it difficult to continue adventuring with others.

Although it's well-known that Faction Paradox is organised as a family, there's some debate about why this might be the case. All the Great Houses are to some degree over-extended families (even if they don't generally reproduce through natural childbirth), but the Faction attaches far more importance to family titles than any of the other bloodlines. It's been noted that in this respect it's got something else in common with the voodoo-cults of the Caribbean, and as both voodoo and the Eleven-Day Empire have their roots on eighteenth-century Earth this might not be a coincidence. The way the vodoun describe the loa -spirits is remarkably similar to the way the Faction describes entities like the Grandfather of House Paradox, and indeed, for the vodoun the loa are often perceived as the founders of a spiritual "family".

However, as with many of the voodoo-cults, Faction Paradox is a political organisation above all else. A cynic might point out that for all its ritual and technology, at heart the Faction's no different from any other cult- and the best way for a cult to ensure the loyalty of its members is to forge family ties between them. Furthermore, Faction Paradox is a House that's constantly preparing for war: the military wing might be relatively small, but it's notable that when a new member is indoctrinated into the "family" he or she is equipped with a weapon as part of the initiation process. So although the titles given to Faction agents might suggest family relationships, in practice they're closer to being positions in an army.

Hierarchy

- [Recruit](#)
This is a fairly blank Playbook - The Faction has become aware of you or come across your existence while on other business. They've marked you as someone with potential to join.
- [Little Sibling](#)
Most noted for doing the grunt work, menial tasks and things associated with interns
 - This includes Sister, Brother and Sibling
- [Cousin](#)
The main agent/military force of the Faction. It's at this stage you are given a [shadow](#)
- [Parent](#)
The members of parliament are all Parent. They democratically decide on the overall responses and directions for the Faction to move in
 - This includes Mother, Father and Parent
- [Godparent](#)
These members have specialty fields and are often invested with more defences against possible attack by the other major powers. They rarely leave the 11 Day Empire
 - This includes Godmother, Godfather and Godparent

Moves

Each membership type in the Faction has one or more moves associated with it. When you choose that rank, you get the Starting Moves. You can also choose to instead replace the moves with ones from an earlier type (ie a Godparent could choose a [shadow](#)). Additional Moves are relevant to that rank and not a specific character playbook - when your character advances you may choose an Additional Move from your membership rank instead of a move in your character playbook.

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Cousin

The majority of the Faction's agents are designated Cousins. When the Great Houses abandoned natural childbirth in favour of the artificial breeding programme, the word "Cousin" was taken to mean "anyone of the same House", but the term's an archaic one and for the most part only Faction Paradox still uses it." The Cousins are the rank-and-file of the family. Every Cousin has a rudimentary training in the Faction's techniques, and most have had their weapons bound to them as part of the initiation process. The majority of Cousins are to be found outside the Eleven-Day Empire itself, and run (or at least inhabit) the Faction's various interests and colonies in the outside universe.

Few Cousins are actually children of the Great Houses: most are recruits from the lesser species, trained and equipped for whatever tasks the elder members of the Faction deem necessary. Should the day finally come when Faction Paradox begins its long-anticipated crusade against the other Houses, then the Cousins are expected to make up the bulk of the army, although even in the military individual strengths can still be encouraged. Within the Eleven-Day Empire itself, a Godfather or Godmother will often have a small clique of Cousins in his or her employ, to act as assistants and in some cases even proteges. No official distinction exists between "ordinary" Cousins and "sponsored" Cousins, but it's generally accepted that those taken under the wing of an elder patron have a much greater chance of entering the Parliament...

Starting Moves

[Sombras Que Corta](#) | 2020/06/01 19:58

Additional Moves

[Technical Savant](#) | 2020/06/13 00:11

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Godparent

Faction Paradox, like any political organisation, is divided into chapters: there are departments, or wings, to deal with specific areas of concern. For example, there's a military wing, entirely devoted to the training of Cousins under battle conditions, a bio-research wing, currently dedicated to the development and application of biodata viruses (bio-weapons which re-write the biology of a victim retroactively, thus having a mutagenic effect from the day that victim was born) while the section which handles the initiation rites of new Cousins, and oversees the binding of weaponry, is very nearly a cult in itself. The title of Godfather or Godmother is granted to the head of any such department.

Unlike the Fathers and Mothers, the Godfathers and Godmothers seldom leave the Eleven-Day Empire. Within the city there are any number of buried facilities and testing-grounds, and those Cousins trained by the military wing are among the few who permanently reside in the Eleven-Day Empire itself. Traditionally, one of the Godfathers or Godmothers will also perform the duty of Acting Speaker in the Parliament: the Speaker's Chair itself remains vacant, as it has done ever since the Parliament was founded, awaiting the return of the Grandfather. Not, of course, that anybody expects this to happen in the near future.

Starting Moves

[The Wild Hunt](#) 2020/06/01 20:03

Additional Moves

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Little Sibling

The lowest rank in the organisation. A purely transitory title, new initiates become Little Brothers or Little Sisters as soon as they're recruited, at which point their training begins. Though these junior members may be given rudimentary weaponry, they're not encouraged to use the Faction's techniques/ rituals, although they are shown the basic principles by older family members (usually elder Cousins rather than the Fathers and Mothers). This stage is essentially a kind of apprenticeship, during which the Faction has the opportunity to prepare the recruit before his or her real indoctrination. However well he or she does during this period, the Little Brother or Little Sister will always be granted the provisional title of Cousin before embarking on a period of initiation: if the initiation is successful, then the new Cousin will be given the title permanently and go through the armament ritual. If the initiate's performance is disappointing, however, then all links to the family will be severed.

Contrary to popular rumour, Faction Paradox does not execute those who fail the initiation, although as the initiation itself is usually performed while under fire it's not unusual for new Cousins to be killed during the process. Those who survive but fail are simply returned to their own place and time of origin... and if their knowledge of the Faction's methods damages local causality there, then that's no concern of the Faction's.

Starting Moves

Dissociate	2020/06/01 19:57
Reverse the Polarity	2020/06/01 19:57

Additional Moves

Better Lucky than Good	2020/06/13 00:06
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Parent

There are 630 seats in the Parliament of the Eleven-Day Empire, the vast majority of them taken up by the Fathers and Mothers. These are the true rulers of the organisation, although as there are so many of them it's rare for a single individual to wield a great deal of power. (It's a mistake to think of the Eleven-Day Empire as a democracy, as it's quite definitely a one-party "state", and no Mother or Father would have entered Parliament in the first place if they hadn't followed the family line.) Although every Father and Mother has a right to a seat in the Parliament, many are found outside the Eleven-Day Empire altogether: wherever the Faction has a powerbase in the outside universe, or wherever its agents are working to subvert local causality for their own ends, a Mother or Father will usually be present to oversee operations. Only very small or very well-established Faction outposts are left entirely in the hands of the Cousins.

Many of those who sit in the Parliament are children of the Great Houses rather than members of the lesser species, lured away from their own bloodlines by hook or by crook (the Faction being the only House which steals offspring rather than breeding its own- many have questioned whether it counts as a true bloodline at all, although the Faction makes so many biological changes to its recruits that there is still a genuine blood-bond between members). Recruits from the Houses have a tendency to be automatically granted the title of Mother or Father rather than having to rise through the ranks, and although it's been argued that this is a form of class prejudice it's true to say that members of the Houses do have a definite genetic advantage, certainly when it comes to the techniques of time-control.

Of course, seats in the Parliament don't become vacant often. Thanks to surgical and chemical enhancement, Fathers and Mothers have a tendency to live for centuries, even those recruited from the lesser species. But of course, there are always accidents.

Starting Moves

[Gambit](#) 2020/06/01 20:02

Additional Moves

All Part of the Plan	2020/06/01 20:16
Lethal Gambit	2020/06/01 20:15
Misdirection	2020/06/01 20:14
Motivation	2020/06/01 20:14
Playing the Long Game	2020/06/01 20:15
Risky Gambit	2020/06/01 20:14

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