

# Scenario Creation

The PCs in general will be given missions to do by their bosses. What those missions are depends on which Coterie Playbook they have. Much like ships in Impulse Drive and Scum&Villainy, the Coterie Playbooks have different flavours. Currently there's 4 -

- Stolen Timeship (aka TARDIS) which will mostly be related to who they stole it from and the reasons why they did it
- Faction Shrine - the official most often used method of travel/base. It's there for specific espionage missions
- Faction Embassy - unlike the first two this is stationary. This is for more diplomatic and clandestine missions with lower profiles
- A Minute in London - this is inside the main Faction base. Again stationary, but with a lot more access to resources - and the missions are more dangerous

Missions can range from "make sure person A is in this location at this time" up to "assassinate the agent of the Time Lords, track down all their devices and blow up their base" etc. Similar to most missions in Blades but with a scifi twist. It is less about acquiring wealth however, and more about data and significance - changing who invented something or where it was invented can be as important as changing the wording in a book. Certainly if that book is a sacred text, for example.

There are multiple ways to create scenarios in which to put your players-

- [Random Generators](#)
- [The result of player actions in other scenarios](#)
- [Fixing](#)
- [Modifying scenarios for other games](#)
- [Source](#)

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