

Character Quiz

The purpose of this quiz is to help you develop how your character views challenges and different situations. This will be kept private. It is a tool to help you, though I admit I will enjoy reading what you put down. Don't feel you must stay with these responses, in gameplay your character, and how you roleplay them, will evolve. Answer as many of the questions as you wish. If there are questions from the Core Rules you want to add in, please feel free to do so.

- Everyone has some sort of cultural biases they grow up with, and even cosmopolitan, jaded Wardens have some preconceptions that linger. What biases does your character have about gender roles, class and social structure, politics, dress and mannerisms, or other biases?
 - *Women tend to have more sorcery than men - Witchblood is a notable trait within the Faction and a sought after recruitment choice.*
 - *Very pro-meritocracy. So much that other forms of government/corporate structure are viewed as painfully primitive and clunky. Inherited almost works - if Looming/genetic engineering is involved. Classes may work to a small extent, but lean far too close to Great House typical modus operandi, and therefore shunned.*
 - *There are formal occasions needing formal dress. Respect should be shown when earned - when not, it is to be ridiculed.*
 - *Other people's rituals and traditions are more important than practical or logical choices. Ritual above all*
 - *Life is not cheap as it affects the timeline. The trick is to effect lives in such a way as to cause few ripples, but have the greatest outcome.*
 - *He distrusts androids and artificial intelligences, based on his pre-Faction days of the Orion Wars. The intent and ulterior motives of the programmer is always suspect - especially if the programmer was itself programmed.*
- Your character has a business card. What does it say (if anything) to indicate career?
 - *Cousin Curufea of House Paradox*
 - *{They generally don't let others know what they specialise in, other than their membership to the House. It was one of the Great Houses in the early days, and it rubs folks noses in it. Specialty skills depend on their background mostly before the Faction, which they never go into detail about - and is less relevant if he has amnesia}*
- If your character could pick one work of art from anywhere in the Gossamer worlds to display in his or her study, living room, hall, library, etc... what would it be?

- *The most artistic creations made from his skeleton (or variants thereof). Either neighbouring dimensions or timeline variants of him, or saved bones from his own body*
- What is the one mistaken impression others always have about your character? Why does that keep happening? Does your character care about it?
 - *All serious and no fun - mostly because of the momento mori often about or the serious business that a Faction member is usually on when out of the Empire. He doesn't care, but generally he's bon vivant, devil-may-care in attitude and likes to have (albeit dangerous) fun.*
- Your character is having a wonderful evening with a desirable partner, and is somehow slighted or insulted randomly by a total stranger (or group of strangers). The insult is significant enough to cause anger, but dealing with it may spoil the rest of the evening. What does your character do?
 - *Note for the future, that when time is available and he's bored, to then make sure the person's parents never meet before they are born. Side note on paradoxes - the Faction have rituals that generally stop the repercussions of their actions affecting them. It does however, gradually turn them into conceptual beings (this is implied in the books but not spelled out) - immortal, unaging, not damaged by time based weaponry - but unstable and having difficulty manifesting physically.*
- Does (or did) your character have a pet? What was it? How did your character come to own it? What was its name? What happened to it?
 - *No. Although in "Newton's Sleep" book the group of cultists there included Faction Cat - it wasn't really a pet. Pets in general are too much a reminder of how the Great Houses view the rest of the universe.*
- Has your character ever been on the wrong side of the law? Why? Was it deserved?
 - *Always - it's a rebel group, rebelling against unjust laws. But usually only the laws of time, and the laws of the Great Houses. The Faction always stays within the letter of local laws and honours their contracts. They're very Mephistopheles/Faustian that way.*
- What would it take to provoke your character to kill someone?
 - *If it was necessary for the mission and they had little impact on the timeline*
 - *If they were a warrior race, or a soldier, or if it was in war - and on the other side*

- *Self defence, defence of the House and its members, defence of a friend or potential ally*
 - *A time active agent that gains knowledge of his past and could therefore change it*
- If your character needed a lot of money in a hurry, who would he or she call? Why? Now imagine that your character needs to dispose of a body. Who would he or she call, and why?
 - *Other Faction members. Usually the Father or Mother who sent him out on the mission (there are about 600 of them), or the Godfather or Godmother if it's a more important mission. If it's a historically significant body - Godmother Quelch, for re-using the parts, or Godfather Morlock to dissect its timeline for information.*
 - *As a contact note - probably Cousin Pinocchio, who was a member of the invading force that wiped out his colony. It's renowned for its logical and mathematical ability, especially when it comes to hacking computers.*
- If your character were forced to hide out from enemies on a Gossamer world of choice, what type of world would he or she pick?
 - *Ideally the Eleven Day Empire - a shadow of London negotiated from the King when the calendar changed to Gregorian and they lost 11 days - https://en.wikipedia.org/wiki/Faction_Paradox#Overview*
 - *Second to that, Earth-like or near equivalent. He was a human from a colony planet before he became a Faction member and renounced his humanity.*
- What is the most vivid memory from your character's childhood, the one that made the most significant influence on the person he or she is today?
 - *The destruction of his colony by Cybermen during the Orion War (between Humans and Androids in the Orion System http://tardis.wikia.com/wiki/Orion_War). He encountered an unusual Cyberman and a Faction mission. The Cyberman was accidentally infected with the Biodata Virus and later became Cousin Pinocchio*
 - *Further to this - before it was known as the Orion War, it was called the Rasgun War (because it ties in very neatly with a series of audio files I'm about to upload for his pre-Faction background)*
- Your character wakes up in the hospital, wrapped in bandages, legs in casts, but seems to be otherwise healthy and unharmed. He or she has no memory of being hospitalized. What happens next?

- *Consult the Spirits - conduct a short ritual to see if his biodata has been messed with (missing time, rewriting his history etc), basically looking for loose threads in the Web of Time that are dangling from him (more than usual) - and hoping to get a rough feeling or guide. He's aware of The War, so would expect it to be some kind of weapon effect. In game terms - probably use Umbra to find if his own weaknesses have been exploited by Umbra, or rerouted by Eidolon*
- Your character is handed the reins to a faltering, on-the-verge-of-anarchy kingdom, shoved into the throne and given the chance to run things. What would your character do? What kind of a ruler would he or she become?
 - *Fresh recruits!*
 - *Get in any Faction members contactable to take key positions and turn it into a safe house type area to retreat to for those touched by The War. Instill prophecies and myths to further help the Faction (ie Missionaria Protectivia from the Dune series, but done faster, and retroactively)*
 - *Kind of ruler - He's not a ruler and lacks the skills or patience for governing. But as a keen advocate of meritocracies, he'd certainly set about putting the best person in the best positions and educating them. A Grand Vizier role, but with no intention of keeping or getting power for himself. A thriving kingdom is like a thriving colony - a treasure to be protected and improved. Politically though, he would be making sure they were prepared for the usual tricks of the Great Houses (ie they'd all be immune to Psychic Paper for a start)*
- Describe your character's ideal retreat/vacation realm. Is it solitary? A busy resort? Something else? Would you keep it all to yourself, or would you allow close friends to visit with you? Why or why not?
 - *Alternate version of his colony where he grew up. He finds it fascinating what different choices would have led to and finds it relaxing to stalk himself (or versions of himself). It would be incredibly secret and no one else allowed to visit. A retreat from the Stair for the very private and mundane.*
- You are waiting in the lobby of a posh hotel for a date to arrive. They see you first. Describe what their first impression of you is. Is it accurate? If not, why not?
 - *Overly distracted with a tendency to make too many puns*
 - *Accurate, because either the date is a cover, the date is the object of some mission or some bad stuff is about to happen. Pretty much The Doctor in any "normal" situation and for similar reasons*

- Revenge – best served hot? Or cold? Why? Has your character ever engaged in an act of revenge before? What was the outcome?
 - *Generally a waste of time. While fun to ponder and he has a list, it's something he's not likely to bother with as personal pride is less important than the House and what it does.*
 - *Plus revenge on behalf of the House is generally more fun, better planned (more convoluted) and he feels more satisfaction for it.*
 - *He did accidentally create Tribbles*

Player Quiz

In this section I will ask you, the player, about things that matter to you and that will bring you fun and satisfaction in the campaign. I will strive to incorporate your criteria into the campaign.

- Name a person your character cares about – someone they would drop everything for to assist or help, even at the expense of their own time, money or even life. Why are they important to you?
 - *Cousin Pinocchio - they kind of became Cousins together, although Pinocchio had retroactive biodata implants of being a Faction recruit for far longer. Plus the Cybermen were (an albeit bad choice) the decisive weapon used in the Orion War against the androids*
- Name a place you would be willing to draw steel and let blood flow to defend. Why is this place important to you? You may use places from the Core Rules, or from your own imagination. Suggestions can be made by the GM if needed.
 - *The Eleven-Day Empire. Or if that's destroyed, any new Faction stronghold if the Faction exists again*
- What ideal would your character be willing to stand up for? Would you kill for it? Die for it? Why or why not?
 - *Individuality and the right to freedom. Non-conformity.*
 - *He'd fight and kill to get rid of repression, censorship and conformity*
- What single storyline above all others would you love to have told in the campaign about your character? Finding a lost sibling? Discovering and defending a true love? Defeating a hated enemy? Redeeming yourself in the eyes of your peers? Something else?
 - *Redemption of Faction ideals (they don't always use the best methods to reach their ends, and must often compromise). Ideally by the creation of one or*

more rebel groups, splinter cells, or the founding of a new Faction homeworld

- What kind of challenges do you most enjoy and gain satisfaction from engaging in? Combat? Mysteries? Exploration? Riddles? Social banter? Something else?
 - *Mysteries and riddles I have the most trouble with because I'm devious and second guess everything, and it's harder to not spoil everyone if I occasionally hypothesise the answer without doing any of the working to get there. But that's more on face to face than online. Really I enjoy everything.*

- In what way would you like to develop your character as they grow in the future?
 - *A subversive leader or instigator :) Not that the Lords of Gossamer as decadent and stagnant as the Time Lords - but some may be, and they deserve taking down a peg or two. Possibly his eventual unending quest might be to take down The Other of the Otherlands.*