

04 The Characters

The players other than the Grandfather play the protagonists of the game. They are all members of Faction Paradox.

1. Have a look at the [characters](#)
 - **The Chosen One** (an Idealist)
You are the last scion of Faction Paradox. A character for the headstrong and driven.
 - **The Citizen** (a Postmortem Investigator)
This is not your first life. You've been to heaven and back for a reason.
 - **The Diplomat** (Diplomat)
Not every solution has to be a violent solution and some of the convoluted complex solutions do actually work occasionally. Plus there's always fear and intimidation.
 - **The Fighter** (Generalist)
You are the timeline frontline. More than one player may be a Fighter.
 - **The Homeworlder** (Noble)
Despite being a Great House approved member, there's a lot of stigma attached to being Gallifreyan.
 - **The Killer** (Brute)
You were the terror of the galaxy and now you're a time terrorist. You were a Dalek, Cyberman, Sontaran or some other warmongering symbolic representation of fascism.
 - **The Leader** (Mastermind)
This group is your group, you are the leader. You have responsibility for the coterie and the only vote.
 - **The Potential Recruit** (not yet a member)
You don't know where you fit into the Faction yet. This playbook is mostly blank and used as a placeholder for when you eventually are recruited.
2. Each Playbook has a number of [backgrounds](#) listed you can choose from. Each has a move attached.
 - The Citizen has specific backgrounds that also determine which [Signature Move](#) you have

[rules](#), [basics](#), [characters](#)

From:
<https://curufea.com/> - **Curufea's Homepage**

Permanent link:
<https://curufea.com/doku.php?id=factionpbta:basics:characters>

Last update: **2020/08/03 22:11**

