

# 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](#)

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