

# 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

<a href="#">Potential Recruit</a>	2020/06/28 16:58
<a href="#">The Chosen One</a>	2020/06/02 02:05
<a href="#">The Citizen</a>	2020/06/02 02:27
<a href="#">The Diplomat</a>	2020/06/02 01:46
<a href="#">The Fighter</a>	2020/06/02 02:28
<a href="#">The Homeworlder</a>	2020/06/02 02:28
<a href="#">The Killer</a>	2020/06/01 22:05
<a href="#">The Leader</a>	2020/06/01 20:19

[rules, playbooks](#)

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