

03 How to Play

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Advancement

Whenever you roll a 6- (after all modifiers) and miss on a move, you gain 1 experience point. Mark it on your playbook in the group XP track for the approach you used for the move. If you used no approach for your move, mark your playbook experience track.

At the end of a session there is also a list of goals for your playbook. If you fulfilled any of these requirements, mark you playbook experience track.

When you fill an experience track you gain an advancement from the list and erase the experience track.

Advancement List

For your first five advancements you may do one of the following:

- Take a basic move for your playbook
- Take a generic Faction Paradox move (note: not every general move is available as a basic advancement, some moves may only be taken after your fifth advancement, such as [umbraception](#) unless you meet another of its requirements)
- Take a Faction Paradox move from your membership rank or any below it.
- Improve one of your gear slots by one
- Improve one of the [approaches](#) in the group you filled the advancement track in. e.g. if you filled the Insight track you can improve either Hunt, Discernment or Hack by 1.

After your fifth advancement you may also do any of the following:

- Take an advanced move for your playbook
- Remove a Trauma by adding a Completion

[rules](#), [advancement](#), [experience](#)

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The Basics of using Moves

When not to use Moves

When to use Moves

[rules](#), [basic](#), [moves](#)

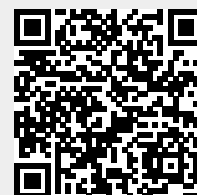
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Clocks

Progress clocks are a method of tracking detailed, long, tricky or complicated tasks in an easily manageable abstract manner. Filling in a clock visually represents progress towards a desired outcome and how far you have yet to go.

Each segment of a clock may represent any amount of fiction depending on the desired outcome of that clock:

- It could be getting past one guard to get to the next room on the way to the prison exit
- It could be getting past all the guards and getting out of the prison.

Clock Size

The size of a clock and how many segments it has is chosen by the Grandfather - with possible haggling from other players if needed. It should be based on the difficulty of the tasks and how many steps the Grandfather thinks it needs, and how many players will be working on it at the same time.

Two Clocks

The Grandfather will usually have two clocks going at any time. One for the progress of the protagonists and one for the progress of the antagonists.

Antagonist clock outcomes could be simple and cover a short period of time such as:

- Lockdown! The guards lock all the doors in the prison to stop the protagonists escaping. Only when all segments of the clock are filled does this occur

Or they may be more convoluted:

- The Jig is Up! Each segment represents an escalation in guard activity and prison responses, when the clock is full the protagonists are recaptured.

When to use Clocks

Clocks are for:

- longer objectives and goals
- time crucial goals
- Any goal with an opposing force that can have it's own progress (ideally with a clock of their own to visually add pressure)

Clocks do not need to be used for one-off or quick events. If the outcome of the event may lead to important or interesting plot changes - use a Move. If it's easier to just have it succeed, just do

describe how it works in the fiction.

Example

Using a [shadow](#) in combat may or may not be part of a clock.

- Attacking one person is just a standard [combat move](#) as the [shadow](#) is always ready and time is not an issue
 - If the person being attacked is aware and has a readied weapon
 - you are both at ranges to effect each other, it's a **Melee**

[rules](#), [clocks](#)

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Completion

*Bloodline to bloodline in constant transition.
Our pattern, our flesh, and our one restoration.
Conception, completion, the will of the City.
The Grandfather watch me, Grandfather know me.
Grandfather watch me, Spirits maintain me.*

Completion is the measure of a character's fate. Often in Faction Paradox it's the gradual transition from being a real person to being a conceptual entity by performing paradoxes on one's own personal timeline - from being non-fiction to fiction, becoming an idea or concept. However it may also represent other forms of destiny "damage" or having your history, biodata and future history permanently aligned to a particular outcome by outside forces.

First Completion Point

For most Faction members the process begins when they become a [cousin](#) and go through the bonding ritual to have a [Shadow](#) - this earns them their first (and/or second) Completion point. Godfathers and Godmothers earn more through the hunt ritual of killing their immediate ancestors. [celestis](#) are an example of characters that have become entirely conceptual (having all their Completion points used to become [conceptual](#)) and have great difficulty interacting with the real universe, with the advantage of having almost unlimited power within their own [Conceptual Space](#)

Marking Completion

With every mark of completion, such as when you fill your [stress](#) and mark a [trauma](#), your character must choose a new completion move. [Completion Moves](#) are occasionally useful and more powerful than regular moves and may also require gaining more completion for powerful versions of those moves. Some completion moves have negative effects and are likely to be chosen as a last resort, or if the fiction does not allow you to choose a positive completion move (you should always discuss this with the Grandfather and other players).

The final checkbox for completion is to retire your character. How they are retired depends on the context. See [Retirement](#)

Paradox

There is a checkbox on your [coterie](#) for Paradox. This is marked if you ever perform an [Untethered Flashback](#).

- If you fulfil the Untethered Flashback later, remove the Paradox.
- If anyone in the coterie performs a second Untethered Flashback while this checkbox is marked remove the Paradox and everyone marks a Completion.

[rules, completion](#)

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Downtime

After the protagonists have finished their activities and returned to their base to relax and count how many limbs they have remaining, it's Downtime. Downtime is distinguished from the rest of the fairly goal oriented roleplaying in that it is generally without threat and involves more paperwork. This is where the consequences of your actions outside of the downtime period are examined.

Downtime is resolved in four phases in the following order:

1. **Flux**. The consequences of the actions made by the coterie are calculated and applied
2. **Accrue Malevolence**. Individuals accumulate [malevolence](#) from their actions
3. **Entanglements**. Interactions with other coterie, other [participants](#) and the Spiral Politic
4. **Downtime Activities**. Reducing stress, healing wounds, ongoing projects, etc

[rules](#), [downtime](#)

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Accrue Malevolence

[rules](#), [downtime](#), [malevolence](#)

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Downtime Activities

Acquire Asset	2020/05/26 18:30
Commune with the Spirits	2020/06/02 19:43
Hack Biodata	2020/05/26 18:30
Heal	2020/05/26 18:33
Relieve Stress	2020/05/27 17:36
Train	2020/06/02 19:22
Visit the City	2020/05/26 18:31
Work on a Project	2020/05/26 18:31

[rules](#), [downtime](#), [activities](#)

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Entanglements

[rules](#), [downtime](#), [entanglements](#)

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Flux

[rules](#), [downtime](#), [flux](#)

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Flashbacks

The character you play in the game is native to the fiction you are creating, but you as a player are not. It is safe to assume characters are competent to deal with things in the fiction in ways you may not have thought of. This includes preparations for missions and adventures organised before they are needed.

Flashbacks are a way to cover competency of character and forego any need to plan ahead of the action. You are cutting to the action and retro-actively doing any Moves or fiction required in a flashback.

There is a [stress](#) cost for Flashbacks based on how much preplanning would have been required.

- **0 Stress:** An ordinary action for which you had easy opportunity. Usually actions that require no Move. *You picked up a map of the location and worked out all exits and entrances already, to be used when needed.*
- **1 Stress:** A complex action or unlikely opportunity. Usually actions that require a Move. *The highly confidential map required you to steal it from a guard and return it before it was missed*
- **2(or more) Stress:** An elaborate action that involved special opportunities or contingencies. Usually actions that require more than one Move. *You had to hack a computer and the duty rosters to determine which guard had the map in order to steal and return it*

After the stress cost is paid, any Moves used in the flashback are rolled for as normal. Note that if you spent 3 or more stress through flashbacks, you will now be Exhausted.

Untethered Flashbacks

A flashback isn't time travel. An untethered flashback is.

There are multiple methods in the universe of Powered by the Paradox to use time travel, have it caused, or just retroactively infer to the universe that it occurred. You may undo something that just occurred in the present moment, if you sufficiently explain how it happens in the fiction. This comes at a high cost as you are fiddling with your own personal timeline.

- Mark the [Paradox](#) checkbox if it is empty
- If sometime in the future you fulfill the conditions of the untethered flashback, you may clear that checkbox
- If the checkbox is marked and anyone in the coterie makes another untethered flashback, clear it and add a mark to everyone's [completion](#)

[rules](#), [flashbacks](#), [untethered flashbacks](#), [stress cost](#)

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Harm

When you suffer harm you record the injury on your character sheet equal to the level suffered. Harm may be of any type - it can be a physical injury, a mental trauma or psychic attack,

You may have:

- One level 3 Severe harm
- Two level 2 Moderate harm
- Three level 1 Lesser harms

If you need to record a harm and the level is already full, you record it to the next level up.

If this means you need to record a level 4 Fatal harm, your character is **retired**. Work out with the Grandfather what this looks like in the fiction.

Each level has game mechanics attached to it as well:

- Severe : You are incapacitated and require help, you may only do a Move if you Push.
- Moderate : You roll with Disadvantage
- Lesser : You have -1 to rolls

Changes to rolls only apply if the harm can be reasonably said to effect the roll. e.g. a Lesser cut to the leg giving you -1 to rolls would not effect any rolls to do with solving a puzzle unless you think the cut would be distracting, but it would always effect how you walk or run.

Harm	
3	Need help
2	Disadvantage
1	-1

[rules, harm](#)

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Common Game Terms

- **+n Forward** - Add n to your next roll of the dice.
- **+n Ongoing** - Add n to your next dice rolls until told otherwise. Usually this is for specific kinds of dice roll.
- **Advancement** - When you earn enough XP, it is turned in for an advancement to your character and your XP track is reset. See [Advancement](#)
- **Advantage, Rolling with** - Rolling 3d6 and taking the best two dice results.
- **Archetypes** - Archetypes are packages of semi-built characters based on common characters and tropes seen in the source materials. They are both a touchstone to inspire you on what is expected for this game and a shortcut to create character more easily. Each [character playbook](#) is based on an archetype appearing in the source material.
- **Approaches** - Approaches differentiate how your character differs from others and how they prefer to solve problems. Things they are better at and things they are worse at. See [approaches](#)
- **Alter** - an Approach (see above) and also a catch-all word to cover non-conventional things and concepts such as non-linear time, alternate timelines and alternative technologies (ie magic). Alter is easily sensed (and often disturbing to) any time sensitive/witchblook and breaks several heavily enforced laws of [great](#)
- **Clock, Progress** - Progress clocks are a way to abstractly link an outcome that has many working parts, with the results of several actions and moves. See [Clocks](#)
- **Completion** - Completion is the measure of a character's fate. It is always increasing, never decreasing. The final checkbox of those you must fill in will always [retire](#) your character and you must create a new one as a replacement. See [completion](#)
- **Disadvantage, Rolling with** - Rolling 3d6 and taking the worst two dice results.
- **Discharge** - Some Moves and Gear may have a discharge state. You declare you are discharging it to use that state and may not use that move or gear again until you use the [recover](#) move.
- **Downtime** - A book keeping time when the protagonists aren't out adventuring. See [downtime](#)
- **Exhaustion** - Accumulated from using too much Stress. May only be relieved with rest or certain [Moves](#). While exhausted all rolls are at Disadvantage.
- **Flags** - An aspect of your character you would like other players to acknowledge.
- **Flashbacks, Untethered** - A form of flashback that is justified in a time other than the past. They cost a [Temporary Completion](#) and if not fulfilled, actual Completion points. See [Flashbacks](#)
- **Flux** - The currency of changes in time. Not a physical object. This is earned through completing scenarios and spent to improve your [coterie playbook](#)
- **Harm** - Damage that occurs to your character. It can be physical, mental, emotional or even to your timeline. Too much Harm and your character is [retired](#). You may convert Harm to [Stress](#)
- **Hold, n** - Some Moves give a resource called Hold of n amount. You may spend points of n to do things with that Move until you run out or it is no longer relevant.
- **Hooks** - Social and plot based connections between your character, other player characters and the universe.
- **Invoking the Spirits** - Also called a Devil's Bargain. You decide with the Grandfather what price is to be paid for increasing the results of a dice roll to the next higher category. The price is always paid and must not lessen the effects of the outcome achieved.
- **Malevolence** - This is the a combination of entropy and being noticed by the major powers in the universe. It is a track affected by your character's actions and may increase or decrease. All members of Faction Paradox have at least 1 Malevolence. See [malevolence](#)
- **Move** - Moves are specific rules on how something the character does should affect the fiction.

They help the Grandfather determine outcomes and often involve dice rolls with modifiers based on context. See [Moves](#)

- **Move, Advanced** - A move that can only be obtained after at least five advancements have been made. See [Advancement](#)
- **Move, Basic** - Any move that can be obtained within your first five advancements. See [Advancement](#)
- **Paradox** - a flag on your [coterie playbook](#) to remind everyone in the coterie that they have an unfinished paradox usually created with an untethered flashback. Two Paradox and everyone marks a [completion](#)
- **Position** - How you are approaching a move.
 - **Controlled** - You are rolling with **Advantage**
 - **Risky** - You are rolling normally
 - **Desperate** - You are rolling with **Disadvantage**
- **Pushing** - Paying Stress to improve your dice roll. This must be done before rolling any dice.
- **Resistance Attributes** - These three attributes are the sum of any +1 or -1 you have in its subgroup of **Approaches**. They are exclusively used for the [resist](#) Move.
- **Story Points** - A resource accumulated from having characters [retired](#) (death or becoming an NPC) that may be spent for automatic successes when narratively important
- **Stress** - This is a combination of fortitude and luck. The track is usually increased as payment for Moves or as the result of Harm. It usually is reduced in Downtime. See [Stress](#)
- **Tier** - The tier of a [participant](#) has a die roll effect on Moves. Tiers represent significant differences in technology level, resources and the quality of an average member of that group. Individuals may vary in Tier. Here's a general summary of the tier levels:
 1. Industrial Age
 2. Information Age
 3. Interstellar/Post Scarcity/Transhuman Age
 4. Temporal Age
 5. Dimensional Age
 6. Conceptual Age
 7. The Enemy
- **Trauma** - The result of maxing out [Stress](#) without relief. You may have 4 traumas at most, after your fourth Trauma, your character is [retired](#). See [Trauma](#)

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Magnitude

Each difference in magnitude between the player rolling the dice for a Move and the target counts as a +1 or -1 depending on whether you are scaling down or up. Also not that at the Grandfather's decision the amount of segments in a clock may also be effected by differences in magnitude and may result in no effect at all.

MAGNITUDE	AREA	SIZE	DURATION	RANGE	FORCE	example	QUALITY	example
0	Closet	One or Two People	A Few Moments	Within Reach	Weak	A firm shove, a candle flame, a breeze, a tiny spark, a rattling table, a pungent aroma.	Poor	A rusty knife, worn and tattered clothing, a rickety shack on the street.
1	Small Room	Small Gang (3-6)	A Few Minutes	A Dozen Paces	Moderate	A solid punch, a bright flashlight, a shock from an electrical outlet, a noisy room.	Adequate	A combat knife, regular clothes, cheap food or drugs, a coffin-sized room in a cheap motel.
2	Large Room	Medium Gang (12)	An Hour	Large Room	Strong	A powerful blow, a searing brand, an electrical shock from a live wire.	Good	A regular sidearm, respectable clothing, an apartment, an exotic pet, a low-level bodyguard.
3	Several Rooms	Large Gang (20)	A Few Hours	Several Rooms	Serious	A crushing blow, a grenade, a raging fire, an electrical surge, the wake of a jet engine.	Excellent	A land vehicle, a military rifle, stylish clothing, a small house, a mercenary soldier, designer drugs.

MAGNITUDE	AREA	SIZE	DURATION	RANGE	FORCE	example	QUALITY	example
4	Small Building	Huge Gang (40)	A Day	A Few Blocks	Powerful	A plasma cutter, a bomb, a tornado, electrocution, a dangerous magnetic field.	Superior	A personal racing ship, a townhouse, a common genetically engineered creature, a Remote scientist, insider faction information.
5	Large Building	Massive Gang (80)	Several Days	A Few Kilometers	Overwhelming	A ship's guns, a massive fire, a lightning strike, an earthquake, the wake of a jump drive.	Impeccable	A small spaceship, a prototype Dalek device, Noble clothing, Metebelis crystals.
6	City Block	Colossal Gang (160)	A Week	Across Town	Devastating	A capital ship weapon, molten lava, a tsunami, a cosmic maelstrom, a huge asteroid impact.	Legendary	A mansion, a cybernetic implant, a large spaceship, powerful Great House artifacts, a dangerous War-built creature.

[rules, magnitude](#)

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Malevolence

Any character with Malevolence will occasionally experience the difficulties associated with ill fortune. This is an on-again, off-again kind of thing. How much failure is inflicted on characters depends on how much Malevolence is involved.

- High Malevolence characters will be naturally unlucky, and will have enemies, problems and misfortunes.
- Every player character in a Faction Paradox game has at least one Malevolence point
- The setting for this game is the Doctor Who universe but the entire universe has its own levels of Malevolence

Game Mechanics

You mark Malevolence on your playbook. When your Malevolence reaches 9 you gain a Wanted Level and clear your Malevolence back to 1.

- Every 3 points of Malevolence gives you -1 on dice rolls
- The higher your Wanted Level, the more serious the response when one of the [participants](#) takes action against you

How Bad is Malevolence?

It's really bad. Every time something is left up to chance, the Grandfather is going to have a look at your points in Malevolence.

Perception

Anyone with high Malevolence is going to have to overcome their first impressions. There's something sinister about a character with Malevolence, something vaguely repellent. The more Malevolence the worse it is. Of course, it isn't permanent. You can always talk your way into a better reception, it's just an uphill fight when your Malevolence puts a sour note into your first introduction.

Encounters

When the Grandfather is looking around for a volunteer, somebody to find out something unpleasant, or for someone to experience the first attack from an unknown enemy, guess who the Grandfather is going to pick? Right, the one with the highest Malevolence. This isn't as bad as it sounds. Since bad things happen to people with Malevolence, it can be fun. After all, the more points of Malevolence you've got, the more exciting your character's life will become.

WARNING!

First, you never run out of Malevolence. As long as the character has points, the Malevolence will just keep coming and coming. It doesn't matter that ten minutes ago your character just had three outrageously bad breaks, because Malevolence doesn't get used up and the Grandfather can apply it all over again. Second, don't forget that Malevolence is also an indicator of how bad a wound can be. Enough Malevolence, at the wrong time in a combat, and the character could end up dead.

There are [Moves](#) that will reduce the maximum Malevolence you can obtain, but at the cost of [Completion](#).

Combat

The worst aspect of Malevolence is in combat. You won't even know about all the bad breaks you'll be getting. The mistake the enemy could have made, but didn't. A split decision that turns against you because of a run of misfortune. Yes, you've got to be pretty skilled to make up for a heavy dose of Malevolence.

Why some players like Malevolence!

Sure, they've got to take a few falls from time to time, and they do end up with hard knocks, but Malevolence has two advantages. First, the game is more exciting, because the Grandfather throws more surprises, traps and attacks at folks with Malevolence. Second, a character with Malevolence has a sinister, evil aura, just the right kind of presence for some players and works well for the Diplomat's intimidation.

[rules, malevolence](#)

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Moves

Moves are rule guided outcomes to what players may do in the fiction. If the actions a player describes don't fit with a Move, the Grandfather, with the help of the other players - makes a ruling as to what occurs. If however the action fits well with (or "triggers") a Move as written in the game (usually in their Playbook), the outcomes come with prewritten consequences that the Grandfather can use. Usually these involve dice rolls and often unsuccessful results are not defined because they vary significantly with context.

In PtbP, some Moves are Playbook specific and some are general use by anyone. Some are bought through experience and learning, some by exceptional circumstances and some are paid for by marking Completion, moving your character closer to retirement.

- e.g. [shadow](#) - a Move that allows you to use your embedded shadow weapon or tool.
 - The bonding ritual used to give you the weapon costs [Completion](#). You can use this weapon at any time except in specific circumstances (absolute light or absolute dark), or if the Grandfather gives compelling fictional reasons why it's not possible (perhaps you are physically bound).
 - This Move is specific to using the function of your shadow weapon or tool. If you aren't using the function (ie not damaging something, or using the tool for its purpose) - then it's not part of the Move, and it's just part of the fiction. This means it probably just happens and you describe doing it and the outcome.
 - There is no roll associated with this Move - it just works. However if using a weapon in combat (or a tool in a high pressure situation), you will need to make the normal moves that do require dice.

Dice Rolls

Typically a Move is a 2d6 roll to which you may choose to add one of your [approaches](#).

- Which approach you add is not specified in any move - it is up to you to justify the one you use in the fiction.
- You may choose not to use an approach

Advantage, Disadvantage and Normal Rolls

There are three Positions of dice roll-

- **Controlled** - Rolling with Advantage. You roll 3d6 and take the best 2 dice.
- **Risky** - Normal roll. Roll 2d6
- **Desperate** - Rolling with Disadvantage. You roll 3d6 and take the worst 2 dice.

Modifiers

- For every Tier difference between yourself and the target of your move, you receive +1/-1
- For every three [malevolence](#) you receive a -1

- For every **magnitude** difference between yourself and the target of your move, you receive +1/-1 (e.g. if you are part of a small gang attacking an individual, you get +1)

Pushing

Before you roll for a Move you may choose to Push. Spend 2 Stress and bump up the category of dice roll:

- If with Advantage, the roll now has the tag **Potent**
- If Normal, the roll is now with Advantage
- If with Disadvantage it is now a Normal roll

Invoking the Spirits

Bloodline to bloodline, in constant transition. Our pattern, our flesh, and our one restoration. Conception, completion, the will of the city. The Grandfather watch me. The Grandfather know me..

Before you roll for a Move you may increase the result by Invoking the Spirits.

- If you rolled a 10+ you now have the tag **Potent**
- If you rolled a 7-9, the result is now 10+
- If you rolled a 6-, the result is now a 7-9

To Invoke the Spirits, the Grandfather will offer you a choice of bad things that will happen in addition to the consequences of the Move. The bad thing will happen, but it will not effect the intended outcome of the Move. common bad things include-

- Collateral damage, unintended harm.
- Sacrificing gear.
- Betraying a friend or loved one.
- Offend or anger a group.
- Start and/or tick a antagonist clock.
- Add **malevolence** to one of the coterie.
- Suffer harm.

Invoking the Spirits is always a choice. If you don't like what they offer, reject it (or suggest how to alter it so you might consider taking it. If needed, the Grandfather has final say over what bad things are valid.

Results

The end result of 6 or less (6-) is a Miss or failure, 7-9 is a success with consequences or complications and 10+ as success.

Miss

With a Miss result you usually mark XP on the group you used for your move. There's an XP track next

to the Resistance Attribute. If you didn't use an approach you mark your playbook XP track. see [Advancement](#)

Progress Clocks

If the move is being used to progress a [clock](#) towards completion, then a result of:

- **6-** will usually either do nothing, remove a completed segment on your clock, or add a segment to an antagonist's clock.
- **7-9** complete a segment and give some consequences to your actions - this may also include adding a segment to an antagonist's clock.
- **10+** complete a segment
- **10+** with **Potent** will complete two segments

[rules](#), [moves](#), [clocks](#), [pushing](#), [invoking the spirits](#)

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Last update: **2020/06/03 16:12**



Acquire Asset

Make a resource available for the next scenario

Gain temporary use of an asset:

- One special item for you, or a set of common items for your coterie
- An expert or two family members of the next lower rank
- A vehicle
- A service. e.g. special transport or the use of services

Roll with no modifiers to determine the quality of the asset

- On a 10+, the asset is your tier +1
- On a 7-9, the asset is your tier
- ON a 6-, the asset is your tier-1

On your playbook under Assets, write the tier of the asset you have acquired. During a scenario you may declare what kind of asset it was and if appropriate, write it in your gear slot. You may use it until your next downtime.

[moves](#), [downtime](#)

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Last update: **2020/05/26 18:30**



Enhanced Agility

You can jump as high as 20-feet. When falling from high distances, roll

- on a 10+, you safely land with no harm
- On a 7-9, you land without dying.

[moves](#), [fighter](#), [basic](#)

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Last update: **2020/06/13 02:19**



Army of One

You invert the [magnitude](#) modifier in combat for Size. In other words, you get more pluses for being outnumbered and less if you outnumber them. It costs you 1 Stress not to have this move function.

[moves](#), [killer](#), [basic](#), [stress cost](#)

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Last update: **2020/06/01 22:05**



Paranoid Attention

When you walk into a charged situation with criminals and shady people, you have Advantage to [discern](#). Additionally, you may ask questions from the following list instead of the base questions.

- Who here is armed, openly or concealed?
- Who here has history with a Crew Member?
- Who here has information I want?
- Who here is afraid of me?

[moves](#), [diplomat](#), [basic](#)

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Last update: **2020/06/02 01:51**



Avowed

Requires: [Vow](#)

If your Vow involves a person or creature, add +1 Storm when they are harmed or add +1 level of harm when attacking this subject.

[moves](#), [killer](#), [advanced](#)

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Last update: **2020/06/13 15:18**



Negative Personal Change

Choose one:

- Reduce an attribute by 1
- Resources are depleted, reduce a gear slot by 1. It may be bought back with 5XP
- A permanent wound
- A terrible illness or debility

[moves](#), [completion](#)

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Last update: **2020/05/26 22:58**



Negative Event

Choose one:

- An approaching threat
- A hard choice
- An ally put in peril
- A resource put in peril
- Drastic confrontation or event

[moves, completion](#)

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Last update: **2020/05/26 22:58**



The Best There Is

When you [Read](#) just after talking yourself up, you may treat a miss as a 7-9, and a 7-9 as a 10+.

[moves](#), [diplomat](#), [basic](#)

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Last update: **2020/06/13 02:05**



Blend Right In

You have spent years trying to fit in. When you insinuate yourself into a social group, roll

- On a 10+, the group accepts you and you gain one clue or piece of information about your current situation.
- On a 7-9, the group reluctantly accepts you, but may remain wary of your presence.

[moves](#), [citizen](#), [basic](#)

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Last update: **2020/06/13 01:59**



Block and Strike

When you wield your [shadow](#) in Reactive Stance, you can use your Counterattacks to [defend moves](#), [leader](#), [basic](#)

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Last update: **2020/06/01 20:21**



Death Blossom

When you roll [melee](#), if you choose to Discharge your weapon, you may deal your weapon's Harm to all visible targets instead of double Harm to one target.

[moves](#), [killer](#), [advanced](#)

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Last update: **2020/06/01 22:58**



Brash

When you take rash action that puts another Coterie Member in danger, they have Advantage to try and deal with that danger.

[moves](#), [killer](#), [basic](#)

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Last update: **2020/06/01 22:55**



The Catechism

When the Spirits commune with you and the Grandfather asks you a question from the list below, you may either answer it truthfully, or decline to answer and suffer 1 Stress.

- What terrifies your character to the core?
- For what does your character's darkest heart desire?
- What was your character's lowest moment?
- For what does your character crave forgiveness, and from whom?
- What are your character's secret pains?
- In what way is your character's mind and soul vulnerable?
- What faint hope does your character cling to?

[moves](#), [general](#), [stress cost](#)

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Last update: **2020/05/27 17:45**



Change Tactics

When you draw on your knowledge and training to assess a situation, roll:

- On a 10+, you formulate a plan and select a new [tactic](#).
- On a 7-9, also choose one:
 - The new Tactic isn't effective at first, take -1 Forward
 - An early plan led up to this, spend 1 Gambit
 - The Tactic requires that you draw attention or put yourself in a spot. The Grandfather will tell you how.

[moves](#), [leader](#), [signature](#)

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Last update: **2020/05/29 21:48**



Clever Clever

Weapons are beneath you. If you wish to control a situation without resorting to their use, roll.

- On a 10+, hold 3.
- On a 7-9, hold 1.

Then spend your hold 1 for 1 to briefly describe mistakes made by your enemy or environmental factors that you exploit to stop them. These are new facts you are introducing to the scene. Your attack is +stun. On a 12+, you may choose for your attack to be deadly.

[moves](#), [diplomat](#), [advanced](#)

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<https://www.curufea.com/doku.php?id=factionpbta:play:moves:clever>

Last update: **2020/06/02 01:55**



Combat Sight

When you're using Cautious Tactics and you [pressure](#), on a 10+ you gain a Gambit. When you're using Reactive Tactics and you Counterattack, on a 10+ you can ask the Grandfather one question from the [Discern](#) list.

[moves](#), [leader](#), [basic](#)

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Last update: **2020/06/01 20:22**



Command Ally

Replaces: [Misdirection](#) (Parent move)

You can spend 2 Gambits to let an ally make a free attack (as if they rolled a 10+) against an enemy. You may spend an additional Gambit to maximize the damage.

[moves](#), [leader](#), [advanced](#)

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Permanent link:

https://www.curufea.com/doku.php?id=factionpbta:play:moves:command_ally

Last update: **2020/06/01 20:29**



Commune with the Spirits

Expose yourself to the Vortex and stare into the [Untempered Schism](#) or meditate in [The Caldera](#)

When you stare unblinking into the Vortex looking for forbidden or forgotten knowledge, roll:

- On a 10+, You are shown dark visions that lend you insight. Ask the Spirits one question, and the Spirits will answer. The Grandfather will ask you one question from [catechism](#).
- On a 7-9, Ask, and the Spirits will answer, but they are hungry. The Grandfather will ask 2 questions from [catechism](#).

Acting on the answer provided gives you either a potent or an advantaged roll once.

As a Citizen, when you stare unblinking into the Vortex looking for your connection to The City of the Saved, roll:

- On a 10+, The Spirits favour you with their disdain
- On a 7-9, The Spirits are hungry. The Grandfather will ask a question from [catechism](#).

On a Hit you receive 1 hold for your [Vitem](#) move. On a Miss, you have lost time while communing, and all of your [Downtime](#) actions are used.

[moves](#), [downtime](#)

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Last update: **2020/06/02 19:43**



Convince a Person

When you intimidate or attempt to convince someone through manipulation

- For NPCs:
 - on a 10+, they choose one of the following
 - Intimidation:
 - Force you to follow through on your threat
 - Cave in and do what you want
 - Manipulation:
 - Accept your offer at face value
 - Ask you to promise something in exchange for agreeing
 - On a 7-9, they do what you want, but with some strings attached. They choose one of the following
 - Intimidation:
 - Get out of your way
 - Hunker down and take cover
 - Give you something they think you want
 - Tell you something they think you want to hear
 - Try to de-escalate and escaped
 - Manipulation:
 - Make a counter-offer to be settled now before agreeing
 - Ask you to promise with concret assurance that it will happen before agreeing
- With PCs, on a 10+, take both of the following. On a 7-9, choose one of the following:
 - If they do it, mark experience.
 - If they don't do it, they're [Acting under Pressure](#).

[moves](#), [social](#)

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Last update: **2020/05/26 20:58**



Shadow Dance

Requires: [Umbraception](#)

For 1 stress per minute you may have your shadow detach and follow simple instructions (it's not completely under your conscious control)

[moves](#), [faction](#), [stress cost](#)

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Last update: **2020/06/06 06:34**



No Good to me Dead

When you inflict harm, you can choose to inflict any amount of harm you like, less than or up the harm of your attack, including stun-harm. Decide at the moment you would inflict harm.

[moves](#), [chosen](#), [basic](#)

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Last update: **2020/06/13 01:16**



Defend

When you stand in defense of a person, item, or location under attack, roll

- On a 10+, hold 3
- On a 7-9, hold 1

So long as you stand in defense, when you or the thing you defend is attacked you may spend hold, 1 for 1, to choose an option:

- Redirect an attack from the thing you defend to yourself
- Halve the attack's effect or damage
- Open up the attacker to an ally giving that ally +1 forward against the attacker
- Deal damage to the attacker with your current weapon.

[moves](#), [combat](#)

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Last update: **2020/05/29 21:37**



Staunch Defender

When you defend, you get +1 hold, even on a miss.

[moves](#), [chosen](#), [advanced](#)

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Last update: **2020/06/13 01:21**



Deft Negotiator

When you take the lead in tense negotiations, take +1 forward. On a hit, take +1 ongoing until the negotiation has been completed.

[moves](#), [diplomat](#), [advanced](#)

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Last update: **2020/06/13 02:04**



Desperation

Requires: [Motivation](#) (Parent move)

When you use Motivation, you rally your allies so well that instead of just ignoring a single debility's effects, the debility turns into a +1 bonus for that modifier instead (this modifier cannot go above +3). This lasts until the debility is made worse or the end of the battle.

[moves](#), [leader](#), [advanced](#)

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Last update: **2020/06/01 20:29**



Use Strength to Destroy

When you use pure strength to destroy an inanimate obstacle, roll

- On a 10+, choose three.
- On a 7-9, choose two:
 - It doesn't make an inordinate amount of noise.
 - It doesn't take very long.
 - Nothing of value is damaged.
 - You can fix the thing again without a lot of effort.

You also also gain 1 Storm.

[moves](#), [killer](#), [advanced](#)

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Last update: **2020/06/13 15:19**



Discern Reality

When reading a situation to find out what's going on:

On a hit, you can ask the Grandfather questions. Whenever you act on one of the Grandfather's answers, take +1 forward.

On a miss, ask 1 anyway, but be prepared for the worst.

- On a 10+, ask 3
- On a 7-9, ask 1
 - Where's my best escape route / way in / way past?
 - Who or what is the biggest threat?
 - Who is willing to talk?
 - What should I be on the lookout for?
 - Who stands to lose/gain the most?
 - Who is in control here?

[moves, general](#)

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Last update: **2020/05/26 21:03**



Disciplined

When you focus your mind and disregard the petty hurts and wounds of your body, roll.

- On a 10+, hold 3.
- On a 7-9, hold 2.

Spend hold on the following:

- Ignore Disadvantage from a wound you have taken.
- Roll with Advantage on a Recover roll.
- Ask a question from the [discern](#) list.

[moves](#), [chosen](#), [basic](#)

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Last update: **2020/06/02 02:04**



Dissociate

Whenever those around attract [malevolence](#) you don't think you are a part of:

- On a 10+, you are just a bystander to the great works and receive no malevolence
- On a 7-9, you're just as guilty as the others and suffer the same attention
- On a miss, you attract special attention from the powers that be, soon.

[moves](#), [sibling](#), [faction](#), [starting](#)

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Last update: **2020/06/01 19:57**



Driven

[_] Discharged

When you move forward unflinching towards a goal through an immediate danger or hazard that others cower from, Discharge this Move and roll.

- On a 10+ you are unstoppable, choose 2.
- On a 7-9, weariness creeps in at the edges, mark 1 Stress and choose 1.
 - If you take Harm, take -1 Harm.
 - You clear or uncover a way through for an ally. They have Advantage going forward to following you.
 - You unquestionably reach your goal.

[moves](#), [chosen](#), [basic](#), [stress cost](#)

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Last update: **2020/06/02 02:04**



Tutored Education

When making a [Spout](#) move, on a 6 or less treat the roll as a 7-9 instead

[moves](#), [homeworlder](#), [basic](#)

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Last update: **2020/06/13 00:39**



Entropic Shift

Requires: [Umbraception](#)

For a stress cost based on size (to be determined by the Grandfather) you may shift an object into shadow, negating its effect on the real world, but it may still effect shadows (e.g. Bombs would destroy shadows in their blast radius)

[moves](#), [faction](#), [stress cost](#)

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Last update: **2020/06/06 06:40**



Evasion

When you [pressure](#) using against a messy or area effect, take +1.

- On a 10+, grant your allies the same bonus.

[moves](#), [chosen](#), [basic](#)

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Last update: **2020/06/13 01:19**



Decades of Experience

Being decades old, you have a wealth of experience. When a character comes to you for advice and you tell them what you think is best, they get +1 forward when following your advice and you mark xp if they do.

[moves](#), [homeworlder](#), [basic](#)

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Last update: **2020/06/13 00:38**



Experienced

Get one Basic Move from another playbook (excluding Signature Moves). When you select this move, tell everyone the story of how you came to learn it.

[moves](#), [leader](#), [basic](#)

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Last update: **2020/06/01 20:24**



Shoot First

You are never caught by surprise. When an enemy would get a drop on you, you get to act first instead.

[moves](#), [killer](#), [advanced](#)

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Last update: **2020/06/13 00:22**



Beautiful Flaws

When you act on one of your Hooks in a self-destructive way, gain 2 Storm.

[moves](#), [killer](#), [basic](#)

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Last update: **2020/06/01 22:55**



Fury Unleashed

When you engage in vicious hand to hand combat and roll a 10+ for [melee](#), choose 1 extra option.

[moves](#), [killer](#), [basic](#)

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Last update: **2020/06/01 22:56**



Gift of Gab

You are well-traveled and skilled at conversation with many different sorts of intelligent beings. When you spend time in conversation with someone, you can ask their player a question from the list below. They must answer truthfully; then, the player may ask you a question from the list below - which you must answer truthfully.

- How can I get you to _____?
- What are you really feeling right now?
- What do you most desire?
- What do you wish I would do?
- Whom do you serve?

In addition, when returning to a settlement after some time away, and you spend time in gossip with the locals, you learn what has changed since you were last there.

[moves](#), [diplomat](#), [advanced](#)

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Last update: **2020/06/13 02:03**



Gambit

When you or someone in your coterie takes damage from an outside source, it was part of your plan the whole time, gain +1 Hold. What some might see as an unwanted setback, you know it's merely a stratagem to gain a later advantage.

At any time, reveal your ploy and use your Hold to:

- Add +1 to anyone's roll (Cost: 1)
- Deal your damage to an enemy (Cost: 2)
- Create an obstacle or distraction that a single enemy has to deal with before they can do anything else (Cost: 3)
- The Grandfather will help you reveal a trap, ambush, or plan that gives you and your allies a surprising advantage. This is equivalent to an [untethered flashback](#) but without a [Paradox](#) cost, as you preplanned it. (Cost: 4)

Multiple Holds can be used and the effects stack. After the end of a battle or when it makes sense, your Hold count resets to 0.

[moves](#), [parent](#), [faction](#), [starting](#)

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Last update: **2020/06/01 20:02**



Steely Glare

When you silently fix someone with a steely glare with the intent of intimidating them, roll.

- On a 10+, they choose 2.
- On a 7-9, they choose 1.
- On a 7+, if they are a Coterie Member, they're at Disadvantage to act against you going forward.
- On a 6-, they can laugh in your face and do whatever they want.
 - They shut up immediately.
 - They stop moving.
 - They lower their weapons.
 - They do something stupid or reckless.
 - They hesitate, stumble, or mutter.

[moves](#), [diplomat](#), [basic](#)

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Last update: **2020/06/02 01:57**



Positive Personal Change

Choose one:

- Add 1 to an attribute
- Take another playbook move
- Get another gear slot

[moves](#), [completion](#)

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Last update: **2020/05/26 22:58**



Positive Event

Choose one:

- New ally
- New resource

[moves, completion](#)

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Last update: **2020/05/26 22:58**



State of Grace

Tier 3 weapons and below do not function onboard

[moves](#), [coterie](#), [timeship](#)

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Last update: **2020/05/26 20:21**



The Ground is Solid

[_] Discharge

Requires: [stand](#)

If you roll a 10+ using Stand your Ground, discharge this move and you also prevent nearby allies from being moved.

[moves](#), [fighter](#), [advanced](#)

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Last update: **2020/06/13 02:20**



Hack Biodata

Reduce your Malevolence

[moves](#), [downtime](#)

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Last update: **2020/05/26 18:30**



Hacking & Cracking

[_] Discharged

When you attempt to hack, break into, open, or otherwise compromise a lock or security system, Discharge this Move and roll.

- On a 10+, you break in with minimum fuss, choose 1.
- On a 7-9, it's no cakewalk, choose 2:
 - It's going to take a while to get in.
 - You'll have to trigger an alarm or alert someone in order to get what you want.
 - You'll have to leave traces of your incursion behind that incriminate you.

[moves](#), [killer](#), [basic](#)

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Last update: **2020/06/01 22:57**



Heal

Remove Harm

[moves](#), [downtime](#)

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Last update: **2020/05/26 18:33**



Two Hearts

You may [spout](#) once per session to ignore one instance of Harm (of any level) taken.

[moves](#), [homeworlder](#), [signature](#)

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Last update: **2020/06/13 00:35**



Helping or Hindering

When you assist, or get in the way, of someone else's move, briefly describe how you have the means to get involved. The other person takes +1 or -2 forward, respectively. Multiple people may Help or Hinder the same person, but the bonuses are not cumulative.

Tighten chains when you hinder, Loosen when you help.

This move cost 1 **Stress**. If you make this move after the other person rolls, spend 2 **Stress**.

[moves](#), [general](#), [stress cost](#)

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Last update: **2020/08/03 21:46**



Holy Protection

While on a quest, you get +1 armour.

[moves](#), [chosen](#), [advanced](#)

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Last update: **2020/06/13 01:23**



Defender of the House

When you fight against an enemy larger than you, take +1 to [pressure](#). In addition, when you miss on any move associated with fighting this enemy, you may choose to take 1 Harm in lieu of another consequence.

[moves](#), [fighter](#), [basic](#)

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Last update: **2020/06/13 02:11**



The Wild Hunt

*By this action, I remove myself from my blood; I deny my own past; I do whatever I must; so help me.
By this intention, I remove myself from my birth; I deny my own lineage; I do whatever I can; so help me.*

By this ritual, I remove myself from my race; I deny my own heredity; I do whatever I should; so help me.

By this body, I remove myself from my need; I deny my own experience; I do whatever I will; so help me.

By this action, this intention, this ritual, this body, this being -

The Wild Hunt is a ritual undertaken by the God Parent to cut themselves off from time. This ritual is performed with another God Parent as their second and a number of lesser Faction ranks in their hunting party for their blooding. The hunters ride horses - of a sort. During the ritual of the hunt various protections are put into place to guard against unnecessary paradox and flux, but they are only capable of functioning for a limited amount of [metatime](#). If the hunt is not completed within this metatime, it fails and the God Parent may find themselves recursively suicided into being just another shadow on the wall of the Eleven Day Empire. In order for the new God Parent to protect their own timeline they ritually hunt and kill their immediate ancestors before those ancestors have offspring (or it doesn't count). The order is:

1. Mother
2. Grandfather
3. Great Grandmother

After which the God Parent:

- Gains 2 [completion](#)
- No longer ages
- Is invulnerable to time-based weaponry
- Has the same time immunities as a Homeworlder
- Reduces their maximum [malevolence](#) to 6 rather than 9. As such they no longer accrue wanted levels. Any increase in Malevolence over 6 is ignored

[moves](#), [godparent](#), [completion](#), [faction](#), [starting](#)

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Last update: **2020/06/01 20:03**



The Hunter

Name someone you want to find, either an individual or a gang that sticks together. When you [discern](#) while looking for them, on a hit, the Grandfather will also tell you if there is any evidence of their passage, and if so what. On a miss, though, something catches up to you instead, the Grandfather will tell you what.

You can only be hunting one target at a time, but you can change that target whenever you want.

[moves](#), [citizen](#), [basic](#)

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Last update: **2020/06/13 01:59**



Induction

Having reached this level of experience, you are inducted into House Paradox to become a [little sibling](#) if you are one of [lesser](#). However if you are a [Homeworlder](#) you may start at [cousin](#). Other ranks are dependant on prior negotiation with the Grandfather.

If no one is currently playing the following playbooks, you may choose-

- [chosen](#)
- [diplomat](#)
- [killer](#)

If you are a [Homeworlder](#), you may also choose-

- [Homeworlder](#)
- [leader](#) (if no one is currently playing a Leader)

If none of the above options suit, you are a [Fighter](#)

[moves](#), [recruit](#), [advanced](#)

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Last update: **2020/06/02 02:24**



Bigger on the Inside

There are enough rooms for it to be mistaken for a mansion (or larger)

[moves](#), [coterie](#), [shrine](#), [timeship](#)

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Last update: **2020/05/26 20:20**



Battle Insight

When you roll Recover, On a 10+ you may choose to ask the Grandfather any one question on the [discern](#) list. You or an ally have Advantage going forward when acting on the information.

[moves](#), [homeworlder](#), [basic](#)

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Last update: **2020/06/13 00:37**



Intelligent Defense

When you're using Defensive Tactics, you can always spend 1 Gambit to halve an attack's effect or damage directed at you or something you [Defend](#).

[moves](#), [leader](#), [basic](#)

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Last update: **2020/06/01 20:23**



Skilled Interrogator

When you question a suspect, roll

- On a 10+, ask 2.
- On a 7-9, ask 1.

They must answer your questions honestly:

- Where were you during _____?
- Were you involved in _____?
- Who can prove/disprove your alibi?
- What do you stand to gain from _____?
- What authority do you fear?

[moves](#), [diplomat](#), [basic](#)

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Last update: **2020/06/13 02:04**



Isomorphic Controls

The controls only work for the owner of the Timeship you must [Reverse the Polarity](#) versus Tier 5 whenever you want it to do something, including opening/closing the doors, de/materialise, move to a different time or space.

[moves](#), [coterie](#), [timeship](#)

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Last update: **2020/05/26 20:21**



Jammer

[_] Discharged

When you remotely hack or jam someone's equipment or cybernetics, Discharge this Move and roll.

- On a 10+, it shorts out or locks up and they're going to need to get it fixed before they use it.
- On a 7-9, they'll get it working again if they take a few moments to fiddle with it.

[moves](#), [killer](#), [basic](#)

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Last update: **2020/06/01 22:57**



Jump First, Think Second

If you go straight into danger without hedging your bets, you get +1 armour. If you happen to be leading a squad or convoy, it gets +1 armour too.

[moves](#), [fighter](#), [basic](#)

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Last update: **2020/06/13 02:20**



Jury-Rig

When you haphazardly use whatever parts you have on hand to hastily construct or repair a device or Vehicle, say what you mean to do and roll

- On a 10+, you've got just what you need on hand, choose 2.
- On a 7-9, you have to make do, choose 1:
 - It won't take long to do it.
 - It will do exactly what you want.
 - It won't break the first time you use it.

[moves](#), [homeworlder](#), [basic](#)

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Last update: **2020/06/13 00:37**



Faction Knowledge

When you [Lore](#) about Faction topics such as historical paradoxes, Great House figures, temporal weapons or armour, take +1.

[moves](#), [faction](#)

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Last update: **2020/06/01 20:12**



Lethal Gambit

You can spend 3 Gambits to double the Harm of anyone's attack.

[moves](#), [parent](#), [faction](#)

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Last update: **2020/06/01 20:15**



Lethal Strike

[_] Discharged

When you have your target in your sights and they can't do anything to stop you, Discharge this Move, and describe how you end their existence or incapacitate them.

[moves](#), [killer](#), [advanced](#)

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Last update: **2020/06/01 22:58**



A Little Help

When you learn something new from another Coterie Member explaining what's happening, mark Experience. If this results in an advance, both of you may create a Hook based on the event.

[moves](#), [recruit](#), [basic](#)

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Last update: **2020/06/02 02:22**



Playing the Long Game

At the end of a battle (or when it makes sense) and your Gambit count would reset to 0, you can keep 1 Gambit instead.

[moves](#), [parent](#), [faction](#)

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Last update: **2020/06/01 20:15**



That's Lord to you

You have a reputation throughout the Spiral Politic that causes fear and hatred. If you are ever recognised as a Homeworlder you will have more extreme social move reactions and never the ones you want. You get a -1 on any social move if they know

[moves](#), [homeworlder](#), [signature](#)

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Last update: **2020/05/26 19:07**



Spout Lore

When you consult your accumulated knowledge about something, roll:

- On a 10+ the Grandfather will tell you something interesting and useful about the subject relevant to your situation.
- On a 7–9 the Grandfather will only tell you something interesting—it's on you to make it useful.

The Grandfather might ask you “How do you know this?” Tell them the truth, now.

[moves](#), [general](#)

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Last update: **2020/05/29 22:09**



Better Lucky than Good

When you are out of options and on your last chance, roll with no approach modifier without pushing or invoking the spirits.

- On a 10+, you catch a lucky break; the Grandfather will tell you how.
- On a 7-9, your lucky break puts someone else in danger or attracts unwanted attention.

[moves](#), [sibling](#), [faction](#)

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Last update: **2020/06/13 00:06**



Martyr

When you take damage and embrace the pain, you may take +1 Harm (ignores armour). If you do, take +1 forward to aid or protect an ally.

[moves](#), [fighter](#), [basic](#)

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Last update: **2020/06/13 02:10**



Medium

When you allow a spirit to inhabit your body, roll.

- On a 10+, it may use your body to converse with the living until you banish it or move to a new location.
- On a 7-9, it may use your body only as long as you are unconscious—choose how much time you will allow it beforehand.

[moves](#), [chosen](#), [advanced](#)

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Last update: **2020/06/13 01:22**



Melee

When you open yourself to danger and exchange violence with an enemy:

- On a 10+, exchange Harm and choose 3
- On a 7-9, exchange Harm and choose 1
 - Discharge your weapon with the discharge tag, and deal double its Harm.
 - Take evasive action and suffer -1 Harm. (may be taken more than once)
 - You hold a position or halt an advance.
 - You make an advance or force your enemy out of cover.
 - You impress, dismay, or frighten your enemy. If they are a PC, they also suffer 1 Stress.
 - You are able to disengage and take a moment to Recover.

[moves](#), [combat](#)

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Last update: **2020/05/26 21:07**



Metaphrase

You are familiar with the Faction techniques to perceive the semantic import behind any sentient culture. You understand every language spoken and written if you have the senses needed to perceive it, and may communicate in it if you are physically able¹⁾.

[moves](#), [faction](#)

¹⁾

i.e. you don't gain telepathy to talk with a telepath

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Last update: **2020/05/26 18:34**



Metatime

Metatime is the concept, often portrayed on television or other media, that the protagonists have their own functional timeline irrespective of any timelines or changes occurring around them. However there is a limit to the metatime and it does start to get fuzzy around the edges when it used up:

- photos change or newspaper articles fade
- protagonists start losing memories or even fading from existence
- protagonists may even change and have different personalities or clothing

Metatime is recorded on the collective Playbook and belongs exclusively to the PCs. It has three statistics - Width, Length and Lag. There are additional bonuses you can add to your collective Playbook that will give you more utilities with Metatime as well (such as extending it temporarily to passengers on your Timeship).

- **Width** is the number of instances you can have at different times. With a Width of 2 you can have a group of PCs spread into two different times.
- **Length** is the subjective time allowed for the PCs to do their work before they become part of the timeline they're in. This is measured in Game Sessions for the players.
- **Lag** is the measurement of the speed of change between earlier times and later times. How fast a photo changes, or how quickly an NPC's memory is affected

If you exceed the Length, you accrue a [completion](#) point as well as suffering from various "time fixing itself" changes as the Grandfather sees fit.

Doctor Who Examples

This a list of official BBC media that uses these concepts as a part of the story:

- Any episode with more than one Doctor
 - Classic Series
 - [The Three Doctors](#)
 - [The Five Doctors](#)
 - [The Two Doctors](#)
 - New Series
 - [Time Crash](#)
 - [The Day of the Doctor](#)
 - [Twice Upon a Time](#)
- Any episode with more than one time period
 - Classic Series
 - New Series
 - [The Girl in the Fireplace](#)
 - [A Christmas Carol](#)
 - Big Finish Audios
 - [The Legacy of Time](#) - specifically the Split Infinitives story: the 7th Doctor is in the 80s and Ace is in the 70s and they're both going after a gang of alien criminals and working with the same members of UNIT/Counter

Measures. The Doctor has to wait for the humans to remember what Ace wants him to know or what happened at the time period Ace is in.

[moves, coterie](#)

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Last update: **2020/06/01 20:09**



Methodical

When you layout your plan for a mission with others, roll

- On a 10+, hold 3.
- On a 7-9, hold 2.

Spend your hold during the mission to do one of the following:

- Have someone show up with or without warning
- Reveal an escape route where none existed previously
- Supply someone with a vital piece of equipment or intel when the need arises

On a miss, hold 1 anyways, but the Grandfather will introduce a serious complication during the mission.

[moves](#), [leader](#), [advanced](#)

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Last update: **2020/06/13 00:14**



Misdirection

When you have an enemy's attention, you can spend 2 Gambits to let an ally make a free attack (as if they rolled a 10+) against the enemy.

[moves](#), [parent](#), [faction](#)

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Last update: **2020/06/01 20:14**



Motivation

When you rally your allies in the midst of a mission, spend 1 Gambit. Your allies can ignore the effects of a single debility (their choice) until the debility is made worse or the end of the battle. Optionally, you may choose to do this without spending a Gambit, but you draw unwanted attention to yourself (the GM will tell you how).

[moves](#), [parent](#), [faction](#)

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Last update: **2020/06/01 20:14**



Nightmare Weapon

You have access to a Nightmare Weapon. Either choose one from the list or make up one with the Grandfather.

[moves](#), [killer](#), [advanced](#)

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Last update: **2020/06/01 22:59**



No Shadow

Over time, Time Travel rituals (amongst others causes) can erode a Faction Member's shadow until it vanishes completely. This is a distinguishing mark that can identify an agent of the Faction. Note that someone taking this restriction also loses the [shadow](#) Move.

Effect: Active observation is needed to notice the lack of a shadow. The reaction can range from confusion to fear. Some primitive societies may view the person with no shadow as a demon. This will provide a -2 to all social interactions once noticed, unless the person or being is used to dealing with the Faction. Many Faction members are themselves superstitious of someone without a shadow, equating it to a lack of soul.

Grandfather note: For most folk this is permanent. For some there are solutions for getting another shadow which range from bonding with a relic that includes a shadow as a [shadow](#) to taking someone else's shadow.

[moves](#), [completion](#)

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Last update: **2020/05/26 21:17**



The Skasis Paradigm

When you rant about exactly how bad the situation is right now and how monumentally screwed you and your allies are, and that no one else is qualified to understand your predicament, you have Advantage to [pressure](#) when thinking of a solution.

[moves](#), [homeworlder](#), [basic](#)

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Last update: **2020/06/13 00:37**



People Person

When you have a charged interaction with a person, roll.

- On a 10+, you get a good read on them, hold 3.
- On a 7-9, just hold 1.

During your interaction with them spend your hold, 1 for 1, to ask their player one of the following questions:

- Is your character telling the truth?
- What is your character truly feeling?
- What does your character intend to do?
- What does your character wish I'd do?
- How could I get your character to __?

[moves](#), [diplomat](#), [basic](#)

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Last update: **2020/06/02 01:50**



Phase 2

When you kill an enemy, you may immediately Change Tactics for free.

[moves](#), [leader](#), [basic](#)

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Last update: **2020/06/01 20:23**



All Part of the Plan

Spend 2 Gambit to negate the damage of any attack.

[moves](#), [parent](#), [faction](#)

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Last update: **2020/06/01 20:16**



Plea to the Spirits

When you make a plea to the Spirits for protection or aid, choose an effect.

- Grant someone +1 armour forward
- Transfer a level 1 Harm to yourself
- Spirit someone from the thick of danger... for now!

Then, roll.

- On a 10+, the Spirits provide the aid you request.
- On a 7-9, the request is granted, but you put yourself in danger or draw unwanted attention.

[moves](#), [fighter](#), [advanced](#)

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Last update: **2020/06/13 02:18**



Reverse the Polarity

Whenever using a technology unknown to you:

- On a 10+, it works without problems
- On a 7-9, it works once, but it breaks. Only an appropriate Tier PC or NPC that is familiar with the technology can fix it.
- On a miss, someone gets hurt, the device is destroyed, or there are unforeseen consequences.

[moves](#), [faction](#), [sibling](#), [starting](#)

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Last update: **2020/06/01 19:57**



Act under Pressure

When you do something under pressure or endure duress²⁾:

- On a 10+, you do it.
- On a 7-9, the Grandfather can offer you success at a cost:
 - a worse outcome
 - a hard bargain
 - an ugly choice.
 - Disadvantage going forward
 - Suffer 1 Stress

[moves, general, stress cost](#)

²⁾

This move is a time-tested workhorse. It's a catch-all for any occasion where you need to go to dice but there is no move that covers the situation in the fiction. It's perfect for when there's a race between a protagonist and someone else, a time constraint like a ticking clock, or whenever someone with means wants to keep a protagonist from doing something. The crucial factor here is the means. If there's no conceivable way to stop a player character, there's no real move to make; they just succeed.

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Work on a Project

Make progress on personal tasks

[moves](#), [downtime](#)

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Last update: **2020/05/26 18:31**



Protection of the Spirits

The Spirits guide the shrine when correctly invoked, and also care for their worshippers. Any defensive actions within the shrine by Faction members receive +1 Ongoing.

[moves](#), [coterie](#), [shrine](#)

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Last update: **2020/05/26 20:18**



Questing Nature

When you dedicate yourself to completing a mission on behalf of the Spirits, state what you set out to do:

- Defend _____ from the danger that threatens them.
- Discover the truth of _____ and present it to the Spirits.
- Slay _____, an enemy of the Faction.

Then choose up to two boons:

- Directions from the spirits to an important location.
- A freedom from sleep.
- The Spirits protect you from one cause of harm (acid, blades, or fire, for example).
- A mark of your allegiance to the Spirits.
- Senses that can tell Alter from the mundane.
- The Sprints may reach in otherwise protected areas.

Humility is always required of you when you undertake a quest—you are forbidden from boasting of your exploits. The Grandfather will then tell you what additional restriction is required of you to maintain these boons:

- Abstinence (forbidden: the vices of the living).
- Austerity (forbidden: temporal wealth in any form).
- Hospitality (required: comfort to those in need, no matter who they

are).

- Judgment (forbidden: suffering an evil creature to live).
- Respect (required: daily rituals of respect for the dead).

[moves](#), [chosen](#), [basic](#)

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Last update: **2020/06/13 01:18**



Quick Assessment

This question is added to your Discern Realities list of choices:

- “What mistake has my enemy made that I can exploit?”

When you Change Tactics, on a 12+, you may ask this question for free.

[moves](#), [leader](#), [advanced](#)

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Last update: **2020/06/01 20:24**



Read a Person

When you look beneath the surface while interacting with a sentient being, Roll + Heat:
On a 10+, hold 3. On a 7-9, hold 1. On a miss, ask 1 now and prepare for the worst. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

- Is your character telling the truth?
- What's your character really feeling?
- What does your character intend to do?
- What does your character wish I'd do?
- How could I get your character to ...?

[moves](#), [social](#)

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Last update: **2020/08/03 22:05**



Reader of Lesser Species

When [discerning realities](#) you may also choose to ask the Grandfather “How do I get them to do what I command?”

[moves](#), [homeworlder](#), [basic](#)

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Last update: **2020/06/13 00:39**



Reckless Aggression

When you're using Reckless Tactics, your attacks gain +2 Piercing.

[moves](#), [leader](#), [basic](#)

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Last update: **2020/06/01 20:22**



Recover

When you're out of direct danger during a hostile situation and take a moment to gather yourself:

- On a 10+, you're calm, efficient and ready, choose 2.
- On a 7-9, you take a little too long. Choose 1
 - Ready a Move, Weapon, or piece of Gear that has been Discharged.
 - Get a Packed item ready
 - Recover from being Exhausted
 - Shrug it off: Mark a level 1 Harm as Ignored, its debilitating effects don't count towards the current combat. It still counts as Harm in every other way and must be healed normally later.

[moves](#), [combat](#)

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Last update: **2020/05/27 18:08**



Regeneration

When you suffer fatal Harm from weapons or events not specifically designed to kill Homeworlders:

- If you are in your base, roll with advantage
- Modifiers to this roll are: subtract your total **completion** and add any **Flux** your group is willing to spend. Unlike other moves, no attribute is used for this roll.
 - On a 10+, your attributes remain the same - mark a **completion**. Remove all Harm
 - On a 7-9, your attributes randomise, roll a d6 for each one, on a 1-3 it goes down, 4-6 up. to max of -3 or +3. Also mark a **completion**. Remove all Harm. Add a Trauma.
 - 6- you fail to regenerate

[moves](#), [homeworlder](#), [signature](#)

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Last update: **2020/05/26 19:07**



Relieve Stress

Reduce Stress

[moves](#), [downtime](#), [stress](#)

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Last update: **2020/05/27 17:36**



Reputation

You may use your [malevolence](#) die modifier as a positive whenever using intimidation to [Convince](#) moves, diplomat, advanced

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Last update: **2020/06/02 01:48**



Resist

When you suffer a consequence you wish to reduce or avoid the effects of:

You make the roll using one of your resistance attributes (Insight, Prowess, or Resolve). The Grandfather chooses the attribute, based on the nature of consequences:

- **Insight:** Consequences from deception or understanding.
- **Prowess:** Consequences from physical strain or injury.
- **Resolve:** Consequences from mental strain or willpower.

On a hit you are successful and with the help of the Grandfather describe how you avoided or reduced the consequence.

- On a 10+, you use 1 Stress
- On a 7-9, you use 1d Stress

[moves](#), [general](#), [stress cost](#)

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Last update: **2020/06/03 15:50**



Risky Gambit

When you tell an ally to do something obviously dangerous and they are put in a spot, gain +1 Gambit.

[moves](#), [parent](#), [faction](#)

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Last update: **2020/06/01 20:14**



Blood rites

The controls only work for members of the Faction or time sensitives (such as [witchbloods](#)) using the correct rituals . This includes using the biomass of a target creature (to travel to a point in that creature's timeline) and the blood of the pilot to guide the shrine.

- Level 1 Harm is needed for the pilot
- Each level of Harm performed in the retrieval of biomass from the target increases the accuracy of travel and knowledge of the arrival area in the target's timeline

[moves](#), [coterie](#), [shrine](#)

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Last update: **2020/05/26 20:19**



Ritualist

You may invoke the Spirits and seek their help. Chant at least a four line ritual of invocation and roll

- On a 10+, they are nearby, attentive and eager to help
- On a 7-9, the Spirits are distant and it costs you 1 Stress

If you are a [witchblood](#) or [ex](#) you roll with Advantage.

Anything the [Sonic Screwdriver](#) does can be done with a ritual. From opening locks, jamming guns, scanning anything to fixing barbed wire.

[moves](#), [faction](#), [stress cost](#)

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Last update: **2020/06/06 06:57**



RUN!

When you escape from a combat, roll and run for your life. In any event, mark experience.

- On a 10+, choose 3.
- On a 7–9, choose 2.
 - You escape without needing to [pressure](#).
 - One person (of your choice) who follows you is safe; they do not need to [pressure](#).
 - The threat loses track of where you are.
 - You know where you're going.

[moves](#), [recruit](#), [signature](#)

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Last update: **2020/06/02 02:22**



Savvy

You may choose to be a [parent](#) or [godparent](#). If you do so you will automatically have a rivalry with anyone playing [leader](#) playbook. You also start with 3 [malevolence](#)

[moves](#), [citizen](#), [signature](#)

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Last update: **2020/05/27 05:45**



Perfect Scion

When you undertake a quest, you may choose up to three boons instead of two.

[moves](#), [chosen](#), [advanced](#)

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Last update: **2020/06/13 01:21**



Scrying

When you perform the ritual of prophecy, say whose future you wish to scry and offer up something linked to them, roll.

- On a 10+, the player of the subject will ask you 3 questions, tell them what you see.
- On a 7-9, you ask the subject 3 questions, and they will tell you what you see.

If you act to bring the Prophecy to pass, you have Advantage. If you act to stop the Prophecy, you have Disadvantage.

- Who do I see my subject with?
- What do I see my subject doing?
- What is my subject feeling?
- What danger, challenge, or misery do I see my subject facing?
- What fortune do I see my subject enjoying?

[moves](#), [chosen](#), [advanced](#)

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Last update: **2020/06/02 02:04**



Self Defense Training

When you know the enemy you're about to fight, you can spend an hour or two training your allies on how best to Act under pressure. The Grandfather will tell you which stat modifier to use, it's up to you to explain why it's effective. When you or an ally uses Act under pressure with that method against the enemy, they get an additional +1 to the roll. Such training needs to be practiced each [Downtime](#).

[moves](#), [leader](#), [advanced](#)

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Last update: **2020/06/01 20:25**



Time Sense

When you first encounter a Alter effect, take +1 when you try to [discern](#) its properties. On a hit, you also grant your allies the +1 bonus when acting on the information gained.

[moves](#), [homeworlder](#), [basic](#)

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Last update: **2020/06/13 00:38**



There is no Passion, There is Serenity

When someone uses [Read](#) on you, you choose the questions they ask you.

[moves](#), [diplomat](#), [basic](#)

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Last update: **2020/06/13 02:05**



Sombras Que Corta

The Shadows That Cut are the signature weapon of the Faction. When a Cousin is inducted they undergo the binding ritual which bonds a weapon to their shadow. The weapon cannot be lost except in circumstances where shadows cannot exist (i.e. Absolute light or absolute darkness). The shadow moves independently of the owner.

Because it is a shadow, it can exploit the smallest chinks in the armour of a victim, and so ignores any normal armour bonus. Forcefields and natural armours still protect. For example, using a shadow weapon against a Cyberman would be ineffective, but a Sontaran, who wears his armour, is vulnerable.

A Faction member may only have one Sombras Que Corta and it is usually theirs for life³⁾

Completion Points	Type	Description
1	Melee	Any standard hand to hand weapon, such as a sword, spear, knife, or axe can be bonded to your shadow.
2	Ranged	A ranged weapon is bonded to your shadow. These weapons never run out of ammunition.
2	Utility	You may opt to bind something other than a weapon to your shadow. Discuss with the Grandfather about what special effects these items might have. For example, Godfather Morlock has a pair of spectacles bound to his shadow that allow him to inspect the DNA of anyone he looks at.
3	Relic	Certain very rare items or relics may be bonded to the user. Only chosen may have a relic bonded.

All weapons do the standard damage for the weapon type with standard tags. In addition they have the [shadow](#) tag

[moves](#), [cousin](#), [completion](#), [faction](#), [starting](#)

³⁾

Cousin Justine and Godfather Morlock being exceptions

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Last update: **2020/06/01 19:58**



Shapeshifting

The outside of the ship may look like anything, only limited by the physical need to be able to enter and exit.

[moves](#), [coterie](#), [timeship](#)

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Last update: **2020/05/26 20:22**



Silver Tongued

When you attempt to perform a deception, subterfuge, misdirection, bluff, or con on a person, roll.

- On a 10+, your deception is masterful, hold 2.
- On a 7-9, your deception will work, for a while. Hold 1.

As you act out and maintain your deception, you may spend hold, 1 for 1, on the following:

- Something small escapes their notice.
- Suspicion or blame is shifted away from you.

[moves](#), [diplomat](#), [signature](#)

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Last update: **2020/06/02 01:49**



Smite

While on a quest, you deal +1 level of Harm.

[moves](#), [chosen](#), [advanced](#)

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Last update: **2020/06/13 01:22**



Spout Technobabble

When you need to describe some advanced piece of technology, process, or phenomenon, choose between 3 and 5 words or phrases and say it like you know what it means.

- **Action:**

Re-rout, reverse, invert, refine, isolate, confine, extrapolate, excise, buffer, polarize, depolarize, decouple, repair, calibrate, enhance, boost, charge, spin, spool, engage, contain, attack, divide, scan, invoke, chant, destabilise, cascade

- **Status** or condition:

Fluctuating, destabilized, energized, poisoned, corrupted, contaminated, refined, contained, unraveled, damaged, enhanced, viral, cursed, blessed

- **Jargon:**

Temporal, quantum, auxiliary, flux, warp, semantic, ritual, delta, hyper, charge, burst, distortion, burst, retro-, rite, dynamorphic, vortex

- **Object or subject:**

Capacitor, anomaly, field, conduit, vortex, cortex, capillaries, telemeter, antibodies, cells, node, diagnostics, crystal, matrix, timeline, matter, vibrations, region, neutrino, particle, continuum, virus, deflector, dish, circuit, system, spirits, biomass, biodata

- **Time:**

Blinovich Limitation Effect, Chronic Hysteresis, Coincadox, Fissure, Interstitial Phantom, Paradox, Relative Causal Nexus, Relative Gallifreyan Absolute Time, Rift, Temporal Nexus Point, Time Differential, Time Eddie, Time Spur, Time Track

[moves](#), [general](#)

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Last update: **2020/06/01 23:29**



Stand your Ground

When someone or something attempts to move you, such as an attack with the forceful tag, you may resist with [pressure](#). If you score a 10+, the attacker is moved instead (where possible).

[moves](#), [fighter](#), [basic](#)

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Last update: **2020/06/13 02:19**



Stone-Faced

Whenever someone uses [Read](#) on you, you may answer one of their questions any way you like.

[moves](#), [diplomat](#), [basic](#)

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Last update: **2020/06/13 02:05**



Oncoming Storm

Your emotions/programming/indoctrination are a swirling unstable mess that can cause you to erupt in fits of passion and destruction. When you suffer frustration, disappointment, or emotional hurt, gain 1 Storm.

You are able to hold 3 Storm

When you lash out or act destructively, you may spend 1 Storm and choose one of the following additional effects:

- Something is broken beyond repair.
- Someone is frightened or cowed.
- Someone is injured or scarred.
- You have Advantage on this roll.

When a choice says someone or something is affected, the Grandfather will specify the details.

When you gain Storm while at your maximum Storm capacity, the strain causes you to either lash out immediately and spend all of your Storm at once, or mark 1 Stress.

[moves](#), [killer](#), [signature](#), [stress cost](#)

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Last update: **2020/06/01 22:08**



Sucker Punch

When you get into an advantageous position and attack a target that can't retaliate:

- On a 10+, choose 2
- On a 7-9, take what you can get. choose 1.
 - You disarm or disable them.
 - Your position isn't exposed or compromised.
 - Deal your weapon's Harm. If your weapon has the discharge tag, you may Discharge it to double the Harm dealt.

[moves](#), [combat](#)

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Last update: **2020/05/26 21:07**



Hardened Survivalist

[_] Discharge

When in places unfamiliar to you and you [pressure](#) or [discern](#), discharge this move and roll with Advantage.

[moves](#), [chosen](#), [basic](#)

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Last update: **2020/06/13 01:15**



Tactics

Your knowledge and training allows you to assess a battle and know the correct tactical approach. Only one Tactic can be active at a time.

- **Aggressive**

When you **Melee**, deal your damage even on a 6-.

- **Cautious**

You have +1 when you **pressure**.

- **Reactive**

You cannot **Melee** or **[[sucker]]**, but you can **Counterattack**:

- When you are attacked in melee and attempt to counter, roll
 - On a 7+, you expertly parry the attack.
 - On a 10+, you riposte and deal your damage.

- **Defensive**

When you use the Defend move, treat a 6- as a 7-9.

- **Reckless**

When you deal damage, you deal an additional level of harm. When you take damage, the harm is increased by a level

Default Tactic

Choose a Default Tactic. By nature you always have this Tactic active until you Change Tactics. Aggressive, Cautious, Reactive, Defensive, Reckless

You may spend 1 Gambit to change back to this Tactic at any time

[moves](#), [leader](#), [signature](#)

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Last update: **2020/05/29 21:49**



Technical Savant

You have an inherent knowledge of machines and tech. When you spend some time studying a piece of equipment, roll

- On a 10+, ask 2.
- On a 7-9, ask 1:
 - For what purpose was this created?
 - How can I safely dismantle or replicate this?
 - Who or what created this?
 - Is something wrong with this? If so, how can I fix or exploit it?
 - What is this, really?
 - What is its true worth? On a miss, something unexpected goes wrong with your study or the equipment.

[moves](#), [cousin](#), [faction](#)

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Last update: **2020/06/13 00:11**



Touched by the Spirits

you may choose either of the following

- **bound to a relic** as your [shadow](#) to be worked out with the Grandfather (costs 3 [Completion](#))
- **followed by the Spirits**. They look over you and if you would otherwise die (or be incarcerated forever), they make a way for you to survive for the cost of 1 [completion](#) each time. Your [retirement](#) will be to join the Spirits in some way.

[moves](#), [chosen](#), [signature](#)

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Last update: **2020/05/27 05:33**



Tough as nails

- when you **Recover** you can shrug off level 2 Harm.
- when you **Heal** you fill in an extra segment on your healing clock.
- when you **Act under pressure** you may Push twice.

[moves](#), [fighter](#), [signature](#)

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Last update: **2020/05/27 05:46**



Blood Trail

Once you have shed someone's blood, or they have shed yours, you can track them anywhere. No matter where they go you can always find them.

[moves](#), [chosen](#), [basic](#)

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Last update: **2020/06/13 01:19**



Train

Attributes aren't improved with experience, but with training. If you have the facilities available in your Coterie, you may use them to improve your attributes.

- Training can only improve an attribute by +1, it's not cumulative.
- No attribute can be raised above +3 through training

Upkeep

If you don't regularly train, your attributes will degrade back to their starting values. Any downtime you go through without doing the same training to maintain your attribute increases the likelihood it will degrade back to its starting value.

- Your first missed training downtime your stat is reduced on rolling a 1 on a d6
- Every additional missed training increases the odds by 1 (e.g. 3rd missed training you lose the increase on a roll of 1-3)

[moves](#), [downtime](#), [train](#)

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Last update: **2020/06/02 19:22**



Umbraption

Requires : [Witchblood](#), [Homeworlder](#) or it can be taken as an [Advanced Move](#)

For 1 stress you may use proprioception on your shadow. You sense and move your shadow as though it was your body. It is still attached and cannot affect the physical world but you could drop your [shadow](#)

[moves](#), [faction](#), [stress cost](#)

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Last update: **2020/06/06 21:22**



Unstoppable

[_] Discharged

When you Suffer Harm, discharge this move and reduce it by one level

[moves](#), [killer](#), [basic](#)

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Last update: **2020/06/13 00:24**



Architectural Usurpation

The interface between the shrine and the place it materialises in manifests as a typical door in a structure that has other doors and rooms.

[moves](#), [coterie](#), [shrine](#)

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Last update: **2020/05/26 20:20**



Visit the City

The Citizen may only use this move if they are able to reach the Uptime Gate from their current location. This must be worked out with the Grandfather. This move takes up all Downtime actions and the Citizen may not do anything else.

This move does not reduce stress or help heal. No progress clocks are advanced for the character.

After Downtime the Citizen has one more hold to use for their **Your Whole Life Behind You** move.

[moves, downtime](#)

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Last update: **2020/05/26 18:31**



Ad Vitem

You escaped with some remaining invulnerability. You start with 4 Hold. If you spend a [downtime](#) action [Commune](#) you may get an additional Hold. Spend a Hold to ignore a level of Harm, you may spend up to 4 Hold to prevent a level 4 Harm

[moves](#), [citizen](#), [signature](#)

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Last update: **2020/05/27 05:42**



Vow

When you make a solemn vow to an authority figure, state what you will do. While you take actions that directly pursue this goal, take +1 ongoing. The Grandfather will determine which actions qualify for this bonus. When you have satisfied your vow, mark 1xp.

[moves](#), [killer](#), [advanced](#)

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Last update: **2020/06/13 00:21**



What Does This Do?

When you treat something dangerous as a mundane curiosity out of ignorance, mark Experience.

[moves](#), [recruit](#), [basic](#)

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Last update: **2020/06/02 02:20**



Your Whole Life Behind You

You have more than a lifetime of memories, as you've been living in the City for many subjective years since your actual death. You start with 3 Hold. If you spend a [downtime](#) action [in the City](#) you may get an additional Hold. Spend a Hold to-

- Have been fully briefed on an NPC, location or item
- Know the manner of someone's death if they're [human](#)
- Know the location and time of a major event of your choosing

[moves](#), [citizen](#), [signature](#)

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Last update: **2020/05/27 05:37**



Battle of Wits

You always know in which goblet resides the poison. When an enemy is watching you and there's a difficult choice to make, the Grandfather will tell you what the enemy expects you to do.

[moves](#), [leader](#), [basic](#)

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Last update: **2020/06/01 20:21**



I Wouldn't Do That

When you successfully [hinder](#) with someone, subtract 3 from their roll instead of 2 and mark experience.

[moves](#), [citizen](#), [basic](#)

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Move Types

Combat Moves

Defend	2020/05/29 21:37
Melee	2020/05/26 21:07
Recover	2020/05/27 18:08
Sucker Punch	2020/05/26 21:07

Completion Moves

Negative Event	2020/05/26 22:58
Negative Personal Change	2020/05/26 22:58
No Shadow	2020/05/26 21:17
Positive Event	2020/05/26 22:58
Positive Personal Change	2020/05/26 22:58
Sombras Que Corta	2020/06/01 19:58
The Wild Hunt	2020/06/01 20:03

Coterie Moves

Each Coterie provides a safe base, a method of transport and resources to further your goals. They also share common moves

Architectural Usurpation	2020/05/26 20:20
Bigger on the Inside	2020/05/26 20:20
Blood rites	2020/05/26 20:19
Isomorphic Controls	2020/05/26 20:21
Metatime	2020/06/01 20:09
Protection of the Spirits	2020/05/26 20:18
Shapeshifting	2020/05/26 20:22
State of Grace	2020/05/26 20:21

Downtime Moves

These Moves are actions that can be made only during [downtime](#) - when you are not actively out completing a mission, investigating a problem, troubleshooting or otherwise away from the safety of your [base](#).

Acquire Asset	2020/05/26 18:30
Commune with the Spirits	2020/06/02 19:43
Hack Biodata	2020/05/26 18:30
Heal	2020/05/26 18:33
Relieve Stress	2020/05/27 17:36

Train	2020/06/02 19:22
Visit the City	2020/05/26 18:31
Work on a Project	2020/05/26 18:31

Faction Moves

Generic

Entropic Shift	2020/06/06 06:40
Faction Knowledge	2020/06/01 20:12
Metaphrase	2020/05/26 18:34
Ritualist	2020/06/06 06:57
Shadow Dance	2020/06/06 06:34
Umbracemention	2020/06/06 21:22

Sibling

Better Lucky than Good	2020/06/13 00:06
Dissociate	2020/06/01 19:57
Reverse the Polarity	2020/06/01 19:57

Cousin

Sombras Que Corta	2020/06/01 19:58
Technical Savant	2020/06/13 00:11

Parent

All Part of the Plan	2020/06/01 20:16
Gambit	2020/06/01 20:02
Lethal Gambit	2020/06/01 20:15
Misdirection	2020/06/01 20:14
Motivation	2020/06/01 20:14
Playing the Long Game	2020/06/01 20:15
Risky Gambit	2020/06/01 20:14

God Parent

The Wild Hunt	2020/06/01 20:03
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General Moves

Act under Pressure	2020/05/27 17:33
Discern Reality	2020/05/26 21:03
Helping or Hindering	2020/08/03 21:46
Resist	2020/06/03 15:50
Spout Lore	2020/05/29 22:09
Spout Technobabble	2020/06/01 23:29

The Catechism	2020/05/27 17:45
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Signature Moves

Every playbook has one or more signature moves that distinguish it from the other playbooks. Here is a list of those moves.

Ad Vitem	2020/05/27 05:42
Change Tactics	2020/05/29 21:48
Oncoming Storm	2020/06/01 22:08
Regeneration	2020/05/26 19:07
RUN!	2020/06/02 02:22
Savvy	2020/05/27 05:45
Silver Tongued	2020/06/02 01:49
Tactics	2020/05/29 21:49
That's Lord to you	2020/05/26 19:07
Touched by the Spirits	2020/05/27 05:33
Tough as nails	2020/05/27 05:46
Two Hearts	2020/06/13 00:35
Your Whole Life Behind You	2020/05/27 05:37

Social Moves

Convince a Person	2020/05/26 20:58
Read a Person	2020/08/03 22:05

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What you need to play

This game works best with three to five people, with one of you playing the Grandfather. If you read the entirety of this book and are familiar with some of the [touchstones](#) you have the qualifications to be the Grandfather.

What you also need to play:

- copies of the [characters](#) for each player
- enough Faction Paradox reference sheets to go around
- a Grandfather reference sheet
- notes on NPCs and [participants](#) you want to use
- pencils, erasers and note paper for all
- a pair of normal six sided dice (ideally 3 dice) for every player

[rules](#)

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Retirement

There are a number of reasons why your character may become retired:

- Too much [Harm](#)
- Checking your last [Completion](#)
- Having more than 4 [Trauma](#)
- You get bored of your character or it becomes important to the fiction that you retire
- You are unable to continue playing the the campaign and want closure

Suggestions on how to retire your character (discuss this with the Grandfather)-

• Very high Malevolence

The War-time Powers have finally decided to do something about you.

- **Incarceration:** The Great Houses put you on trial and lock you up⁴⁾
- **An Entropic Death:** It can be something simple like a fatal wound in your next combat, or something complicated and improbable akin to a Rube Goldberg series of accidents. Your character dies. Gain a Story Point.
- **Celestis Recruitment:** Moments before your death you are offered a deal you cannot refuse. You become a slave of the Gods of Mictlan. Your character becomes an antagonist NPC. Gain a Story Point.
- **Faction Machinations:** The Faction has a convoluted (and unlikely to succeed) plot for you to do. Your character becomes an NPC. Gain a Story Point.

• Mediocre Malevolence

Something the Faction does goes wrong.

- **Consumed in a Ritual:** Your fictional or conceptional nature is too similar to energy sources of Faction rituals or transdimensional mechanics being used nearby. Your character dies. Gain a Story Point.
- **Faction Machinations:** The Faction has a convoluted (and unlikely to succeed) plot for you to do. Your character becomes an NPC. Gain a Story Point.

• Very low Malevolence

The Spirits have finally decided to do something about you.

- **Ritual Sacrifice:** You are compelled to create a paradox of killing yourself at an early moment in your personal timeline. The flux of this resonance pleases the Spirits. Your character dies. Gain a Story Point.
- **Martyrdom:** You valiantly sacrifice yourself so whatever plan another player character has (or even an NPC) succeed. Your character dies.
- **Faction Machinations:** The Faction has a convoluted (and unlikely to succeed) plot for you to do. Your character becomes an NPC. Gain a Story Point.

Story Points

In nearly all cases retiring a character earns you a Story Point. You can spend these for any of your next characters to have them automatically succeed at something. Try not to use them frivolously, but for climaxes and epic confrontations.

If you chose a **Faction Machinations** ending for your character then at some point in the future your old character will turn up. They are controlled by the Grandfather however and may choose not to

help.

[rules](#), [retirement](#), [story points](#)

⁴⁾

in Shada

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Stress

Stress is marked:

- when the Grandfather tells you to
- if a Move tells you to. The following moves cost some stress:
 - [Act under Pressure](#)
 - [Army of One](#)
 - [Driven](#)
 - [Entropic Shift](#)
 - [Helping or Hindering](#)
 - [Oncoming Storm](#)
 - [Resist](#)
 - [Ritualist](#)
 - [Shadow Dance](#)
 - [The Catechism](#)
 - [Umbraception](#)
- if you wish to [Push your next dice roll](#) (2 Stress)
- if you perform a [Flashback](#) (0-3 Stress)

Filling your Stress Bar

When you mark your last Stress box, you clear all your Stress and take a [Trauma](#) and a [Completion](#)

Reducing Stress

You can only reduce stress by making a [Relieve Downtime Move](#) when in a safe place to do so.

Exhaustion

If you mark more than 3 stress in a scene (combat or otherwise), you are exhausted and may not use any further stress until you have rested:

- In combat this means making a [recover](#) move
- Outside of combat this means taking a break and doing nothing for a significant amount of time. A minimum of 15 minutes but could be longer depending on how much stress was used.

Exhaustion causes all your rolls to be rolled at Disadvantage. Exhaustion over-rules any other move that would change the kind of roll you would make except [pushing](#)

[rules](#), [stress](#), [exhaustion](#)

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Tags

A taxonomy of keywords which are shortcuts to definitions that help mold the fiction.

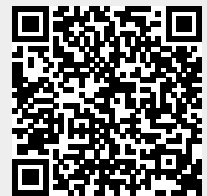
- **Messy** - it's particularly destructive, creating a mess, often ripping things apart. This is not controllable.
- **Potent** - the Move or item is more effective than normal in what it does. You can have it do this in the fiction by describing how it effects more than the normal amount of targets, or does more damage, or has additional helpful side effects. It also fills in an additional segment of a [Clock](#).
- **Shadow** - Something that has no obvious physical manifestation (such as a flux weapon like the Faction [shadow](#)) other than an absence of light. Anything that is a shadow may not be used in absolute light or absolute dark locations. It ignores any armour or obstacle that isn't a uniform surface (it slips between the cracks) - so worn armour is ignored, integral armour and forcefields are not.

[rules, tags](#)

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Touchstones

Here's a list of recommended media that this game is based on and will help any players understand what it's about.

Television

Doctor Who in general, especially the classic series which cared much less for the collateral damage and consequences after the Doctor left. But specific episodes on which the technologies and setting of Faction Paradox are based include-

- Classic: [the Daemons](#), [Pyramids of Mars](#), [Logopolis](#)
- New Series: [Shakespeare Code](#), [The Sound of Drums](#), [The Big Bang](#)

Books

The Eighth Doctor Adventures (EDA) were the founding of the Faction Paradox mythos and since then there have been a dozen more. The key books to read are [Alien Bodies](#) for the Faction, [The Taking of Planet 5](#) for the Celestis and Investigators.

Mad Norwegian Press were the first to publish post-EDA Faction books and of those the important ones for this game are [Of the City of the Saved](#) and [The Book of the War](#) an encyclopedia on the War in Heaven.

Audio Dramas

The 6 BBV audios "The Faction Paradox Protocols" (currently available on [Audible](#)) and the 6 [Magic Bullet](#) audios "The True History of Faction Paradox"

Movies

Any movie with time travel in it

Music

[Haribeaux's Sour Mix](#) - Music to read Weapons Grade Snake Oil by

Video Games

Strangely enough the Dishonored games recommended as a touchstone for Blades in the Dark are also recommended for this game - because of the shadow weaponry and dystopian setting. The Doctor Who games are only recommended as an education in how not to make video games.

Although if they were able to time travel 10 years before they were made, they would be the peak of game development.

Theme Song

[Voodoo Child](#) by Rogue Traders

[rules](#)

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Last update: **2020/05/26 23:52**



Trauma

When a PC marks their last [stress](#) box, they suffer a level of trauma in addition to a [completion](#). When you take trauma, circle one of your trauma conditions like Cold, Reckless, Unstable, etc.

When you suffer trauma, you're taken out of action. You're left for dead or otherwise dropped out of the current conflict, only to come back later, shaken and drained. When you return, you have 0 stress and are no longer exhausted (if you were previously)

Trauma conditions are permanent. Your character acquires the new personality quirk indicated by the condition, and can earn xp by using it to cause trouble. When you mark your fourth trauma condition, your character cannot continue as a protagonist. You must retire them to a different life. see [Retirement](#)

TRAUMA CONDITIONS

- **cold**: You're not moved by emotional appeals or social bonds.
- **haunted**: You're often lost in reverie, reliving past horrors, seeing things from your past or that others may not see.
- **obsessed**: You're enthralled by one thing: an activity, a person, a goal, an ideology.
- **paranoid**: You imagine danger everywhere; you can't trust others.
- **reckless** : You have little regard for your own safety, best interests, or well-being.
- **soft**: You lose your edge; you become sentimental, passive, gentle.
- **unstable**: Your emotional state is volatile. You can instantly rage, fall into despair, act impulsively, or freeze up.
- **vicious**: You seek out opportunities to hurt people, even for no good reason.

You can play your trauma conditions as much or as little as you like. They can totally transform your character's persona or have only a small impact—it's up to you. If you do play them strongly, though, allowing a trauma condition to complicate your character's life, you earn xp for it.

[rules](#), [trauma](#), [stress](#)

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