

Potential Recruit

The first session (or possibly more) of the game proper (after session zero and any housekeeping) will be primarily concerned with your recruitment. You have a temporary playbook that will be swapped for one of the others when you join. Possible playbook choices later would be -



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

However if you choose to be a Gallifreyan (discuss this with the Grandfather) you can also choose

- [Homeworlder](#)
- [leader](#)

Background

Choose one-

[The Alternate](#) 2020/05/27 05:30
[The Collateral](#) 2020/05/27 05:31
[The Disaffected](#) 2020/05/27 05:31
[The Ex](#) 2020/05/27 05:30
[The Witchblood](#) 2020/06/06 06:49

Signature Move

You start with these Moves.

[RUN!](#) 2020/06/02 02:22

Basic Moves

Your first five advancements may come from this list.

A Little Help	2020/06/02 02:22
What Does This Do?	2020/06/02 02:20

Advanced Moves

If you have at least five advancements you may choose from this list.

Induction	2020/06/02 02:24
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Faction Rank

Choose which membership level you wish to be

- None - you have no standing within House Paradox

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[character](#), [playbook](#), [recruit](#)

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