

Gear

When you want access to a particular piece of gear, say what it is and write it on a slot in the gear section. There are 3 types of slots, each requires a different amount of time:

- **Ready:** You already have it in hand.
- **Slung:** It takes a couple of breaths and a bit of fumbling, but you can get it.
- **Packed:** It takes nearly a minute and both hands to get into your pack and retrieve it.

Depending on which slot you use to declare a piece of gear the Grandfather may tick a clock or impose other consequences.

If the item is part of your playbook, or is something common it costs nothing. Otherwise it may require an [acquire](#) roll or a [flashback](#). The Grandfather will ask who supplied it for you, and it will affect their resources.

[acquire](#) is a [Downtime Move](#) and as it's not a normal move, you can't do a [flashback](#) to get it which ideally should have been made before you required the gear. You can instead accrue **Paradox** for your coterie and use your next available downtime action to organise to have this gear supplied retroactively. Mark the **Paradox** box on your [coterie playbook](#) and hope no one else needs to use paradox. Clear the box when you use the **Acquire Asset** move in your next **Downtime**

Armour

Armour you must choose to wear before you start a scenario, it's one of the rare exceptions to "when you need it, you decide to have it". Armour causes reactions in all that see it - especially Faction Paradox Armour - and you cannot retroactively say you were wearing it. Armour takes up a **Packed** gear slot.

The Shadow that Cuts

If you have a [shadow](#) - it always counts as readied and never takes up a gear slot.

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