

Parent

There are 630 seats in the Parliament of the Eleven-Day Empire, the vast majority of them taken up by the Fathers and Mothers. These are the true rulers of the organisation, although as there are so many of them it's rare for a single individual to wield a great deal of power. (It's a mistake to think of the Eleven-Day Empire as a democracy, as it's quite definitely a one-party "state", and no Mother or Father would have entered Parliament in the first place if they hadn't followed the family line.) Although every Father and Mother has a right to a seat in the Parliament, many are found outside the Eleven-Day Empire altogether: wherever the Faction has a powerbase in the outside universe, or wherever its agents are working to subvert local causality for their own ends, a Mother or Father will usually be present to oversee operations. Only very small or very well-established Faction outposts are left entirely in the hands of the Cousins.

Many of those who sit in the Parliament are children of the Great Houses rather than members of the lesser species, lured away from their own bloodlines by hook or by crook (the Faction being the only House which steals offspring rather than breeding its own- many have questioned whether it counts as a true bloodline at all, although the Faction makes so many biological changes to its recruits that there is still a genuine blood-bond between members). Recruits from the Houses have a tendency to be automatically granted the title of Mother or Father rather than having to rise through the ranks, and although it's been argued that this is a form of class prejudice it's true to say that members of the Houses do have a definite genetic advantage, certainly when it comes to the techniques of time-control.

Of course, seats in the Parliament don't become vacant often. Thanks to surgical and chemical enhancement, Fathers and Mothers have a tendency to live for centuries, even those recruited from the lesser species. But of course, there are always accidents.

Starting Moves

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Additional Moves

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