

Agenda and Principles

Players and the Grandfather have agendas and principles to follow. They help enable this game to be played in the manner it is intended and improve the play experience for everyone.

Agenda

- Fill the vortex and void with danger and excitement
- Show how epic the participants are and how small the PCs are
- Journey with your players

Fill the vortex and void with danger and excitement

The Vortex of Time is a chaotic web with pools, oases, loops and whirls. It has its own weather and hazards. Travelling it through the web of linearity enforced by the Great Houses is easy. Finding the eddies and cut off nodes caused by the War is difficult. Finding alternative timelines and weak spots to alternate dimensions is near impossible. But then everything is possible to some extent.

The Void of Space is no less a vast area where almost anything can be encountered - there are over 2,000,000,000,000 galaxies in our universe. Why should there be less in your game? Each galaxy has at least 100,000,000,000 stars and nearly all those stars have satellites of some sort - planetoids, asteroid belts, gas giants at least. The universe of Faction Paradox and Doctor Who (the Whuniverse) is populated by vast empires and multiple races and tends to be centred on just a couple of these galaxies. Although in some stories the Daleks have conquered an entire galaxy and have vast amounts of resources with which to invade others...

Show how epic the participants are and how small the PCs are

Journey with your players

Principles

- Earn the trust of the group
- Actively engage in the conversation
- Be a fan of the characters and tragedy
- Cut to the action
- Always assume competency

Earn the trust of the group

Be a supportive and fair advocate of the integrity of the fiction. One of your main purposes is to portray the fictional setting in an intuitive way. Things should flow, if not logically, at least with a

mostly rational chain of reasoning. The situations players end up in should not feel contrived or intended for particular outcomes. When you advocate for something, the players know that you do so on behalf of the integrity of the fiction, not to get your way or to arrange situations to your liking.

Actively engage in the conversation

You are playing to find out what happens. Ask players things that feed the fiction. Paint the scene - encourage players to describe important objects, events or NPCs in a scene. Don't outright block any ideas given by players, you aren't the only authority in the game, all players are helping with the fiction. Instead use leading questions to create choices to be made that are interesting.

Be a fan of the characters and tragedy

Cut to the action

Always assume competency

[rules](#), [agenda](#), [principles](#), [grandfather](#)

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