

# Homeworlders

Homeworlders make up five of the seven major [Participants](#) in the War in Heaven. Albeit they are a minority in Faction Paradox and the Celestis are Homeworlders that have turned themselves into [Conceptual Entities](#).

They are somewhat difficult to kill unless you have a special weapon designed to kill beings that regenerate, or you have something that stops the regeneration process.

## Attributes

Homeworlders are a fairly bland species. All your attributes must be between -1 and +2. You may only have two +2 attributes. You have 6 points to distribute.

## Moves

<a href="#">Battle Insight</a>	Battle Insight When you roll Recover, On a 10+ you may choose to ask the Grandfather any one question on the Discern Reality list. You or an ally have Advantag...
<a href="#">Decades of Experience</a>	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, th...
<a href="#">Jury-Rig</a>	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 href="#">Reader of Lesser Species</a>	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 basi...
<a href="#">Regeneration</a>	Regeneration When you suffer fatal Harm from weapons or events not specifically designed to kill Homeworlders: * If you are in your base, roll with advantag...
<a href="#">That's Lord to you</a>	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 ...
<a href="#">The Skasis Paradigm</a>	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 i...
<a href="#">Time Sense</a>	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 acti...
<a href="#">Tutored Education</a>	Tutored Education When making a Spout Technobabble move, on a 6 or less treat the roll as a 7-9 instead moves homeworlder basic
<a href="#">Two Hearts</a>	Two Hearts You may Spout Technobabble once per session to ignore one instance of Harm (of any level) taken. moves homeworlder signature

[setting](#), [homeworlder](#), [species](#)

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