

ROGUES & VAGABONDS – a Lords of Gossamer & Shadow Campaign

Character Name: Cousin Curufea, late of the Eleven Day Empire

Player Name: Peter Cobcroft (curufea@gmail.com)

Icon Description:

“Cousin Curufea is a [battle worn human in his 40's](#) with [grey streaked hair and a plait](#). He had joined a [techno-magic cult with a death fetish](#), and recently fell through a Door to a pre-industrial World - and so is working on battle armour primarily composed of a single skeleton of a giant vampire/vampire bat with high tech wiring (similar to [this](#)), runes and pneumatics ([H R Giger-esque](#) if it's not too difficult/much). The skull helmet is to one side, near a shield with his coat of arms ([Eye of Horus meets Seele](#)) as he carves runes on a mostly bone vambrace, on his medieval wood table. His shadow (being the source of his magic) is [doing something slightly different](#) and should be armed with a sword.”

Concept

Anti-authoritarian, machiavellian mid-level cultist. As with every member of Faction Paradox, he's aware to some degree of the backstage area of the multiverse and the metarules behind the rules behind each World. At its height the Faction had many thousands of Little Brothers and Little Sisters, thousands of Cousins, hundreds of Fathers and Mothers, and 3+1 Godfathers and Godmothers. And one Grandfather, who has never existed.

The War In Heaven as it came be whispered of in the Worlds it touched, otherwise known as the Shadow War, between the Great Powers of the multiverse caused many changes. Creating, destroying or altering universes in dramatic ways. The

Faction, minor players with their own agendas typically did not fair well in the conflicts. Better suited to manipulate than engage and being a thorn in everyone's side.

Captured while defending their retreat after angering one of the sides perhaps too much, Curufea, a Cousin of the Faction was taken before the First Council of Dwimmerlaik in centuries past. Only to find himself elsewhere, much later.

Attributes

Ego: Rank 4 (40 points)

Might: Paragon (0 points)

Fortitude: Rank 3 (30 points)

Prowess: Rank 2 (20 points)

Artifacts & Creatures

Sombras Que Corta (5 points)

Through Faction rituals a sword has been grafted to Curufea's shadow.

- Deadly Damage (4) (partially from the one-dimensional edge being so sharp, and partially because it's attacks are effectively invisible)
- Connected to Umbra (1)

Notes - As a shadow it is vulnerable to anything that would effect a shadow. A cousin of House Paradox has no weapon if they're kept in the dark (or put in a room with lights from many sources). Also there's shadow wear & tear from its use in Umbra rituals - which will eventually necessitate in stealing someone else's shadow as a replacement. Faction members regard the shadowless as almost spirit-less/soul-less. It may later develop mold gossamer matter in order to move around when it has personality and may become an ally

Powers

Warden of the Grand Stair (free)

Umbra Mastery (free)

Cantrips (5 points) - Dim, Glitch, Jam, Reveal, Surge

Allies:

Dweomerlaik (5) TBD

Stuff:

Bad Stuff (5 points) - Most Faction Paradox members have bad stuff.

XP: 5 points

Other Artifacts

Faction Armour

Probably lost when first captured. The official ceremonial garb and “going into combat” costume. Mix of power armour, environment suit, ritual momento mori, and terror suit. Some barbarians drink from the skulls of their enemies: Faction Paradox wears the skeletons of their enemies from alternate timelines where they were completely destroyed.

Shrine

The Faction only used Time Ships if they stole them from the Great Houses. Shrines work in a simpler manner - allowing communication and travel, but requiring ritual and blood. They tapped into the Vortex and tracked biodata through the timelines, so travel was limited by what materials they could obtain. They tend to appear as a doorway on a wall into a room that shouldn't be there. Not as big inside as a TARDIS

Biodata Virus

Invented by Godfather Morlock. It retroactively changes someone's fate (biodata is like DNA but linked to the Vortex and the Web of Time - it's basically your life story). It was used on the 8th Doctor to make him a member of the Faction. Potentially fun plot hook if other samples could be found to convert someone else to have always been a Faction member.

Biodata Vault

The Faction backed themselves up all over the place in hidden vaults. It's quite possible to use one of their Loom-like vat growers, and the stored memories to create Faction members. It's a bit tricky if they already exist as it isn't a cloning process, you tend to suffer the blinnovitch limitation effect as they're sharing the same biodata/connection to time.

Other Allies

The Remote

A culture/homeworld created by the Faction to be used for various nefarious purposes. They are effectively immortal (albeit becoming caricatures of themselves with each generation) and spend all their time plugged into a media network.

http://factionparadox.wikia.com/wiki/The_Remote

Recent Times

So, having escaped a long time ago from the hidden Dwimmerlaik capital, Cousin Curufea would have wandered. He's likely among the oldest of the player characters.

At the end of the Great War of Shadow, 800 years ago, the Dwimmerlaik were expelled from the Stair and the Stair reorganized itself changing its topography, causing massive chaos among the Stair-competent societies. The Eleven-Day Empire has never yet resurfaced, and Cousin Curufea found himself over the course of many years wandering, until he came to the Shattered Reach, the section of the Stair where the Second Council led by Vala had sway.

You have quite possibly done many things over the years, but what do you think Cousin has been up to in the last decade or two? What may have brought him to the Agora, the strange, wonderful and nearly-lawless market that thrives on secrets, barter, and the shady dealings of men. You have heard some rumors that a rare series of objects are available for the right buyer, artifacts unearthed from a long-forgotten time. Interested buyers who know where to ask could have the opportunity to purchase or barter for a compass that can find anything you desire, even better than a Warden can do. Even something as lost as the Eleven Day Empire.

The Eleven Day Empire

The "shadow" London of the Eleven-Day Empire is a mishmash of time-zones, with streets, buildings and landmarks taken from periods earlier or later than its eighteenth century foundations, and shouldn't be mistaken for the real London of 1752. The authenticity of the Empire's version is irrelevant: what matters is its symbolic weight.

As London has a certain geographical continuity (which is to say, the street layout has rarely changed over two millennia), it's possible to walk along a lane which switches from Enlightenment to Victorian to Roman and back again within the stretch of a few yards.