

# Obscurity: Role

A role is a vague concept for a character. Its isn't meant to limit the design of the character, or stifle the creativity of the player in any way. This mean it has little rules influence, and is meant to kickstart the player's imagination. Treat this as a starting point for who the character is, and use the ideas it gives you to shape them into a living breathing being with human depth in your mind.

The one thing the role does give the character, is a predefined power of discovery. This is a set concept through which they can shape the mysteries of the game. You can see this as a lens that focuses the player when they are asked to provide clues to the mysteries of the game. Each role has a flavor or trapping for their clues, such as the adventurer which brings action to the game through their clues.

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