

# 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.

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