

CLOISTERED

Prerequisite: [Time Lord](#)

The Time Lord has never left Gallifrey, having spent their entire post-Academy career doing theoretical research, maintaining archives, repairing equipment or serving some other functionary duty, and has little or no practical experience with the creatures and technology of other worlds and time zones.

Effect

The Time Lord always suffers the penalty for using technology below their Tech Level, even if they have the Experienced Time Lord Trait, and may not take the Time Traveller Trait. In addition, they suffer a +2 Difficulty when dealing with other species. This Trait may eventually be 'bought off,' but only after the GM feels the Time Lord has travelled far and wide enough to justify doing so.

[bad](#), [minor](#), [time lord](#), [characters](#)

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