

MIND LORD

Prerequisite: [Time Lord](#) and [psychic](#)

The Time Lord has had special training that enhances the already formidable abilities of the Time Lord mind.

Effect

The Time Lord gains a +2 to any rolls involving powers of the mind, like Precognition, Psychic, Telekinesis, Telepathy or the Special version of Hypnosis. They also gain a +2 to any rolls involving the operation of their TARDIS.

Mind Lord costs 3 Character Points and 1 Story Point.

[good](#), [major](#), [time lord](#), [psychic](#), [characters](#)

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