

# TIME LORD

The Time Lords of Gallifrey were one of the first and most powerful civilisations in the universe. Pioneers of time travel technology, they became self appointed custodians of time before their fall during the Time War with the Daleks.

## Effect

The rarest and the most special of all Special Traits is 'Time Lord'. This Special Trait costs 2 Character Points and 4 Story Points. Only two Time Lords are known to have escaped Gallifrey at the end of the Time War, so you'll probably only use this trait when playing the Doctor. Close discussions between player and Gamemaster is essential before creating a Time Lord character.

This trait gives the character all of the abilities of a Time Lord - they can regenerate, automatically gain the [Code of Conduct](#), [Feel the Turn of the Universe](#) and [Vortex](#) traits and gain 2 levels of the Ingenuity attribute (even if this takes the attribute above 6). They also get a Gadget at no extra cost. The Gamemaster will decide if they have access to a TARDIS or not - there is no additional cost for this as it may be essential to the Gamemaster's plans for the story.

Time Lords must have a couple of Bad Traits - they can be eccentric, aloof and have superiority complexes, or be just plain crazy. Staring into the Untempered Schism can do that to you! Time Lords are usually mildly Telepathic, so players wishing to have a Time Lord character may wish to purchase Psychic and Telepathy traits.

Further rules for playing a Time Lord character, their abilities, regeneration and TARDISEs, see Chapter Four: Time and Time Again, and the Time Traveller's Companion supplement.

## Note

Although Time Lords are alien to humanity, they look so outwardly alike that there is no need to purchase the [Alien](#) trait.

[good](#), [special](#), [characters](#)

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