

TIME LORD (EXPERIENCED)*

Prerequisite: [Time Lord](#)

The experienced Time Lord has been around for centuries, gaining a vast repertoire of skills and knowledge. Although, in gaining all of this experience, they may have exhausted a regeneration or two in the process.

Effect

This trait means that the character is older (and hopefully wiser) than a novice Time Lord. The player can choose any additional number of years to add to their age, between 100 and 200 years. If you'd prefer to choose this randomly, roll two dice and multiply the result by 10, and add 80 ($2D6 \times 10 + 80$). This will produce a figure between 100 and 200. This is the number of years added to the Time Lord's age.

By taking this trait, the Time Lord uses up one of their regenerations. The player should decide how and when this was, creating a suitably interesting and exciting background for the events that led up to his regeneration. Each regeneration can change the character's attributes and will change their appearance. If the Gamemaster prefers, each regeneration could be handled using the regeneration rules in Chapter Four: Time and Time Again.

The character gains 4 additional Skill Points, and an additional Time Traveller trait for a different time period.

Experienced Time Lord is a Special Trait that costs 1 Character Point to purchase and requires the character to already have the Time Lord trait. Benefits of Experienced Time Lord are cumulative with Time Lord, and Experienced Time Lord can be purchased more than once - though remember, every time it is purchased, it reduces the character's regenerations by one...

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

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