

TIME LORD MENTOR

One, or in fact, all the characters have attracted the attention of a Time Lord, either as students, colleagues or those funny little hairless ape things from Earth that just seem to get everywhere these days. The Mentor will turn up when they feel like it, drag the characters off on adventures and make a general nuisance of themselves. Which, let's face it, is something every Time Lord we've ever met excels at. In the game, this can be played in one of two ways. Either sit down with the GM beforehand to work out exactly what sort of character the Mentor is going to be or choose the trait and wait for them to show up. Either way, the Mentor should be a massive gravitational force in any game they appear in, dragging everything towards them, including the plot.

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

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