

# OUTSIDER (Time Lord)

**Prerequisite:** [Time Lord](#)

This Time Lord rejected the staid lifestyle and effete snobbery of society in the Citadel and exiled themselves into the wilds of Gallifrey, abandoning technology and learning to survive without it.

## Effect

The Time Lord is strong, tough and self sufficient, gaining a +1 Strength and Resolve and +1 to both the Craft and Survival skills, but -1 to Technology. They are also assumed to have the Time Traveller Trait for Tech Levels 1 and 2. Their status in Time Lord society, however, adds a +3 Difficulty to any social interaction rolls with other, non-Outsider, Gallifreyans. Being an Outsider costs 2 Character Points and 1 Story Point.

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

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