

TRANCE

Prerequisite: [Time Lord](#), [Psychic](#) Trance is a Special Trait, requiring the character to already have the Time Lord and Psychic Traits. Trance costs 2 points. The Time Lord must either pay a story point or Roll Resolve + Survival (Difficulty 16) to enter a trance in which they can see the current location of their past self relative to their position in time. Once located, the Time Lord sees and hears everything their previous incarnation does but at wildly variable levels. Sounds become cacophonous, images distorted.

The Time Lord must roll Resolve + Survival (Difficulty 15), increasing by 3 every turn to remain. Once they fail, they are catapulted back into their own body. They may also achieve this trance using a Story Point, burning further Story Points to gain more information and remain in their past longer.

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

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