

VISIONARY

Prerequisite: [Time Lord](#), Resolve of 5

Some Time Lords look into the Untempered Schism and run away. Some go mad. An even rarer few have their minds opened to the infinite complexity of time and space (which makes them run away and go mad). These exceptionally unique Time Lords are known as Visionaries, the prophets of Gallifrey, and they are able to 'see' the threads of fate and destiny with far more clarity than any other Time Lord.

Effect

This Trait is extremely rare, with only a handful of Gallifreyans possessing it at most. Even then, most of those possessing it are incoherent savants, lost in the haze of eternity and sequestered by the High Council where they can be monitored and their writings translated. Player Character Time Lords with this Trait have a high enough resolve that they are able to (mostly) stay 'in the present,' while still retaining some of their precognitive gift. Visionaries have the Precognition Trait but their Time Lord affinity with the Vortex also allows them to use their foreknowledge in more proactive ways.

- For 3 Story Points, a Visionary may ask the GM a single, simple direct question about an event that will happen in the immediate future (no more than ten minutes or so) which the GM will answer truthfully. 'What will happen when I open this door' or 'Will a Dalek patrol pass through this corridor in the next 10 minutes' are good examples.
- For 6 Story Points, the Visionary may 'undo' an entire scene's worth of events, having entered into a catatonic trance and seen the near future. Basically, the whole scene never happened and the character spent the entire time standing still as a stone and staring into space or passed out on the floor.

Even though they aren't gibbering savants, a Player Character Visionary's mind exists on such an entirely different plane that the typical Time Lord aloofness is amplified in them and they find it hard to relate to others. This adds a +3 Difficulty to any social rolls involving the Visionary, who finds it very hard to comprehend and deal with 'ephemerals' who are incapable of seeing the (really really) big picture.

Being a Visionary costs 3 Character Points and 2 Story Points. It may only be taken with the GM's permission.

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

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