

INCARNATION

4-point per level Quality

For each level in Incarnation, the character has lived a single past life which he remembers and has assimilated into his current existence. This ability provides additional skill points equal to the character's Intelligence score, minus 1 (Minimum 1). For Time Lords regenerating, the Quality provides skill points equal to the previous incarnation's Int score.

In addition, those with past lives are also sometimes able to tap into the knowledge of their previous lives. These attempts require the character to pass a Willpower and Intelligence Test, and may be done once per week at no penalty, with a cumulative penalty of -2 per successive attempt, until a full week has passed per each attempt, without an effort being made. Penalties reduce exactly as they accumulate, however.

For Example: a character with Incarnation attempts three different times in the space of a week to access the skills of her past life. Her first attempt to do so is unpenalized. Her second is at -2, and her third is at -4. She must now go three weeks without attempting to access previous incarnations before she again has no penalty. If she goes a week, she still suffers -4 (no removal for the first week). If she goes two weeks, the penalty is reduced to -2 (but she then must still go two weeks before that -2 goes away).

When attempting to perform an unskilled Task, the character may receive a flash of knowledge from one of her previous lives. If the player took the time to decide what her character's previous lives knew, then the character gains, for that one Task, a skill level equivalent to the character's Incarnation level, but only the skills that the character knew in her previous lives are available. If the previous lives are not known, then the character uses only one half of the Incarnation level (rounded down), but virtually any skill might be known. The only exception would be high-tech Skills that a previous life would be unlikely to know.

Note that characters with this Quality are aware of their previous incarnations, and can tap many of the memories of those incarnations at will; only skills require effort.

TIME LORD

16-point Racial Quality

Benefits

+2 to Int, Per, and Will. Time Lords may raise Int to a maximum of 9, and may raise Per and Will to a maximum of 8.

Jack of All Trades (3)

Jury Rigging (3)

Resistance (Radiation) (3)

Time Lord Regeneration (5)

Time Lords have a regenerative cycle, allowing them to escape death a limited number of times. Every Time Lord is born with thirteen lives, or twelve regenerations, and a connection to the Eye of Harmony which powers all Gallifreyan technology. This innate connection to their lineage allows Time Lords to tap into the racial memories and knowledge of the past and future. Each new regeneration results in the Time Lord completely changing in appearance, abilities, and even personality. Such an occurrence automatically costs a Time Lord four Drama Points (Time Lords may "borrow against the bank" if they don't have enough) and results in the player creating an entirely new character. Players should total the amount of points they have invested in attributes, skills, and Qualities (Excluding Incarnation, which never changes except to increase), and build a new character by "redistributing" these points. Each regeneration also adds one level of Incarnation. Additional Skill points from this level of Incarnation are gained based on the Int score of the *previous* incarnation. See the Incarnation Quality for more information.

For Example: a Time Lord dies and regenerates. The dead Time Lord had an Int score of 5; the new Time Lord has an Int score of 6. The gained level of Incarnation grants 4 points to skills, because those points are gained based on the previous life, not the new one.

Even Drawbacks do not necessarily carry over from one incarnation to the next, though a character must always accept the same value in Drawbacks from one incarnation to the next, and may not add extra points for gaining Drawbacks. Characters may always spend Experience Points to buy off Drawbacks (even those packaged with the Time Lord Quality) upon gaining a new incarnation.

For Example: a Time Lord who regenerates with 10 points' worth of Drawbacks (not including those gained with the Time Lord Package, which always transfer from one incarnation to the next) must accept 10 points' worth of Drawbacks in the new incarnation, though he gains no points for these Drawbacks.

In many cases, a Time Lord needs to recover and complete a regeneration after the physical form changes. This can be anything from a few hours in a TARDIS "Zero Room" to a day or two of complete amnesia, to spotty consciousness and weakness until he receives a good cup of tea, at the discretion of the Chronicler.

During the first fifteen hours of regeneration, a Time Lord receives the Regeneration (Con per Round) ability, and can even re-grow entire limbs if they're severed. After these first hours are passed, however, this ability vanishes.

Downfalls

In addition to these benefits, Time Lords also have the following Drawbacks, for which they gain no points. Cast Member Time Lords may, if they so choose, increase the value of these Drawbacks to gain extra points, however. At the Chronicler's discretion, a Time Lord Cast Member may begin play *without* any or all these Drawbacks; however, this increases the cost of the package equal to the total value of the Drawbacks the player chooses to omit. If, for example, a player wants a Time Lord without Honorable (Mild), the cost of the Time Lord Quality increases by 1.

Honorable (Moderate). Time Lords are known for their sense of duty and dedication.

Mental Problems (Delusions of Grandeur) (1-level). Time Lords are notoriously arrogant, believing they have the right and duty to police the rest of the universe and the sole responsibility to safeguard the integrity of time and space.

Emotional Problems or Mental Problems (Choose one) (1-level). Due to the nature of their travels and their alien nature, Time Lords do not always relate well to human beings; this manifests as a variety of emotional and mental problems, such as a fear of commitment, fear of rejection, arrogance, prejudice, etc.