Races D6 / Timelord

Timelords



The Time Lords and Time Ladies (sometimes called "Lords of Time" or, rarely, "Chronarchs") were the oligarchic rulers of the planet Gallifrey. They were biologically Gallifreyan.

Externally, Gallifreyans were identical to Humans, though they tended to have a mostly Eurasian appearance. Hair and eye colour may be of any colour found among Humans.

Gallifreyans were, on the whole, extremely tough and resilient. An average Gallifreyan was superior to a Human in their peak.

Gallifreyans could survive extreme cold and extreme heat. They could even survive the subzero temperatures and extremely low pressure of vacuum for around 6 minutes , as well as electric shocks that would be fatal to Humans. R?ntgen radiation affected Gallifreyans so minimally that Gallifreyan children were routinely given radioactive toys in the nursery. They could, at will, absorb very high doses of R?ntgen radiation, transform it into a form harmless to Humans, and expel it from their bodies. Radiation of other kinds could be fatal, but even then a Gallifreyan could hold out for a while after receiving these lethal doses.

Gallifreyans needed less sleep than Humans do, and can make do with as little as an hour.

A severely-injured Gallifreyan would generally slip into a healing coma, and devote all his or her energy to healing the injury. While in the coma, they would appear to be dead.

Even without regeneration, Gallifreyans had considerable lifespans. Within one regeneration, Gallifreyans could live for hundreds of years, yet look much younger than a Human of equivalent age. However, Gallifreyan children and teenagers grew at about the same rate as humans of the same age.

Gallifreyans had all the senses of Humans, though theirs were generally superior to those of Humans. Gallifreyans also had extraordinary reflexes and precision timing, literally super-Human.

Sight: Gallifreyan eyes were better at seeing in the dark and could gather and enhance available light.

Taste: Using taste, the Doctor was able to identify the blood type of a sample.

Smell: The Gallifreyan sense of smell was equal to their sense of taste. (NSA: Wishing Well) They could do a chemical analysis of the air using their sense of smell. On some occasions Time lords were also able to judge what time period and location they were in by the smell of the air

As well as the senses shared with Humans, Gallifreyans had further senses, with at least an undefined Sixth Sense.

Gallifreyans have time- and spatial-related senses and physical attributes; they are able to resist fields of slow time, notice distortions and jumps in time, directly perceive the interstellar motions of cosmological bodies or their inhabitants, and perceive all possible timelines.

Gallifreyans are also able to sense the presence of other Gallifreyans, with the sense being specific enough to allow identification of one another just by sight (though this has been portrayed to varying degrees). This would appear to have some connection to their telepathic and telekinetic abilities.

Gallifreyans had an internal body temperature of about 60 degrees Fahrenheit (16 degrees Celsius). While recovering from a serious injury, it could drop spontaneously to below-freezing temperatures.

The Time Lord brain was much more complex than that of a Human brain, not to mention larger. The size differences effectively ruled out brain transplants from a Gallifreyan to a Human. They were telepathically linked to one another and were even capable of joining the entire Time Lord intelligence as one. The Timewyrm noticed that on a quantum level, the Doctor's brain could receive information from possible futures, possibly without even realizing it consciously. Time Lords could also separate the hemispheres of their brain, allowing them to multitask easily.

Time Lords had an additional lobe to their brain dedicated to mechanical and other bodily functions, freeing up the other lobes for intellectual endeavours.

Gallifreyan skeletal structure was identical to Human skeletal structure, with the exception of the rib cage: Gallifreyans had 26 ribs, two more than Humans.

Gallifreyan blood was different in composition from Human blood, as well as darker in colour and with a slight orange tinge to it. The differences were readily apparent under a microscope. It was highly adaptive, with regenerative properties. It didn't have the same A and B types as Human blood (i.e., the A and B antibodies were not present), the extra-cellular matrix was incompatible with Earth-based life and the structure of hemoglobin was different. (

Gallifreyans naturally born before the time of Rassilon and Pythia had two hearts.

Oldbood Gallifreyans Loomed after the Pythia's curse of sterility emerged with a single heart and gained their second only after their first regeneration. Those of Newblood houses sprang from the Looms with two hearts from the outset. A Gallifreyan could survive with only one heart, should the other be punctured or destroyed, though he or she would be weakened greatly. Even if all the blood were removed from one cardiovascular system, the Gallifreyan could still survive. A Gallifreyan in total cardiac arrest would need CPR on both hearts.

Gallifreyans could, with training, gain conscious control over their hearts, enabling them to stop their hearts and feign death, and could slow them down significantly. A dual cardiovascular system being more efficient, Gallifreyans had a resting pulse of as few as 10 beats per minute. Under stress, the hearts' rate could seem dangerously fast and irregular to human doctors. Two pulses could be detected in the wrist.

In order to use their two hearts, Gallifryans had an advanced respiratory system. Instead of large lungs, they had a series of pulmonary tubes parallel to the lymphatic system. This made them positively buoyant, allowing them to swim with ease. They could also survive longer without much oxygen, past the point where a Human would be unconscious. Despite this, Gallifreyans could be affected by altitude sickness.

Like most aspects of Gallifreyan physiology, the respiratory system was largely under conscious control. Gallifreyans could, at will, enter a trance state which reduced the need for oxygen. Gallifreyans also had a respiratory bypass system, which allowed them to survive strangulation.

Gallifreyans were immune to the effect of helium gas, which could make Human voices sound high-pitched and squeaky (though this is implied to be a learned technique rather than an innate ability).

The Gallifreyans had two livers. They also had several organs which had no analogue in Humans.

On the whole, Gallifreyan biochemistry seems to have been quite similar to Human biochemistry: they could eat anything Humans could and could breathe in the atmosphere of Earth.

Gallifreyan biochemistry, like many other aspects of Gallifreyan physiology, was subject to the conscious control of the individual. For example, a Gallifreyan was able to counteract the negative properties of Psilocybin by modifying the chemicals into something harmless, though the techniques were not foolproof and drug overdoses were still possible. NA: The Left-Handed Hummingbird) Similarly, though Gallifreyans were susceptible to the intoxicating effects of alcohol, they could easily shrug off the effects when they needed to. As with Humans, however, excessive consumption could produce a hangover.

Some Human medicines seem to have worked on Gallifreyans as well as Humans: some sleep-inducing drugs or toxic gases, for example. Anaesthetic gases of the type commonly administered before surgery, however, did not work well on Gallifreyans; a much greater quantity of anaesthetic must be administered, and even then it may not work completely. Finally, some Human medicines could be toxic to Gallifreyans. The Doctor claimed that a single tablet of aspirin might kill him; this was offered as an example of his metabolic differences from humans.

Gallifreyans were as susceptible as Humans to the devastating effect of spectrox poisoning; spectrox toxaemia proceeded at roughly the same rate in both species, though a Gallifreyan, being tougher, would not succumb as quickly. They could counteract cyanide poisoning, given a number of ingredients (ginger beer, salt (from anchovies, as pure salt is "too salty"), walnuts) and a physical or mental shock, but only if done very soon after the cyanide is ingested.

The Time Lords were led by the High Council. The Council consisted of the Lord or Lady President, the Lord or Lady Chancellor, the Castellan and Lord Cardinals.

The Inner Council consisted of the three most powerful members of the High Council. The Lord President was the most powerful member of the Council and had near absolute authority, and used a link to the Matrix, a vast computer network containing the knowledge and experiences of all past generations of Time Lords, to set Time Lord policy and remain alert to potential threats from lesser civilizations. The Lord or Lady Chancellor was next in power, and handled many of the government functions. The Castellan controlled the Chancellery Guard and therefore the safety of Gallifrey.

The rest of the High Council was made up of the Lord Cardinals, which represented the various Gallifreyan Chapters.

One of the major institutions of the Time Lords was the Time Lord Academy. It was split up into Chapters, each of which being identified by their distinctive colours. The subjects at the academy ranged from the study of Cosmic Science to Vintage Vehicles to Gallifreyan flutterwings.

Children began instruction at the Time Lord Academy, at the age of 8, in a special ceremony. The Gallifreyans would be forced to look into the Untempered Schism, which showed the entirety of the Time Vortex and the power that the Time Lords had. The Gallifreyans subjected to its terrifying effects would react differently: "Some would be inspired, some would run away, and some would go mad." They would then spend "centuries" studying at the Academy.

Time Lords appreciated music, as indicated by such artefacts as the Harp of Rassilon and the use of nursery rhymes to entertain children. They also appreciated art, although painting on Gallifrey was done by computer.

Academy students sometimes played a (dangerous) game called "Eighth Man Bound". The multidimensional game of Perigosto, played with a ball and a specialized Perigosto stick, was also a favourite, as was a complicated board game called Sepulchasm.

During a darker, more barbarous time in the planet's past, Time Lords enjoyed watching time-displaced individuals fight to the death in a dedicated area called the Death Zone, but that practice had been entirely abandoned by the Doctor's day.

The Time Lords had a rite called Soul Catching, which was done to the dying Time Lords

before they were assimilated into the Matrix. This allowed them to assimilate their memories before they died.

The Time Lords ruled from the planet Gallifrey, where they would watch the workings of the universe. Though they once had a mighty empire during the the Dark Times, the empire collapsed after the fall of the Pythia.

The Time Lords were said to have control over much of the structure of the universe. They had set up the Web of Time, they controlled and fixed paradoxes and they allowed travel between parallel universes. After the near-extinction of the Time Lords during the Last Great Time War, these processes were in flux.

The Time lords were far advanced in maths, biology, xenobiology, chemistry and physics. They held the most advanced technology the present universe had ever seen. Their weapons and defence technology, however, lagged behind some other races and species.

The most characteristic technology used by the Time Lords was their time travel technology of the TARDISes. The TARDIS was derived from the early Gallifreyan technology of the Time Scaphe. The TARDISes were one of the few types of technology that was updated, from the obsolete Type 40 (from Mark I to Mark IV), the more advanced Type 57 and the humanoid Type 102. As well, Battle TARDISes and War TARDISes also existed.

One of the newer technology developed within the Doctor's lifetime was the Time Rings. These Time Rings were small device attached around the wrist, allowing a person to travel through time without being in a time machine. They could also be made as small as finger rings that could be touched together to enable time travel.

Apart from the TARDISes, the Time Lords had little interest in creating other forms of transport. As such, they relied on them instead of other methods of travel.

The Time Lords had the capability to control and use the power of stars. The Doctor went so far as to claim that the Time Lords invented black holes.

Using the Hand of Omega, the Time Lords could speed up the development of stars. One such star had been turned into a black hole and was kept under the Panopticon as the Eye of Harmony to power the civilization of the Time Lords.

Despite being one most of the powerful species in the universe, the Time Lords had little in the way of defences and their offensive technology was lagging behind many other civilization. This may be due in part to the transduction barrier, which covered the planet and which was almost completely impenetrable by outside forces or their general policy of non-interference. As such, when they were invaded by the Sontarans, they were unable to defend themselves with their regular stasers and the Doctor needed to use an ancient Time Lord weapon called the De-mat Gun. Few Time Lords, even Chancellery Guards, had any real combat experience.

Roleplaying Game Statistics

Attribute Dice: 12D

Attribute Minimum/Maximums:
DEXTERITY: 1D+1/3D+1
KNOWLEDGE: 2D+2/4D+2
MECHANICAL: 2D/5D
PERCEPTION: 1D/4D
STRENGTH: 1D/4D+2
TECHNICAL: 2D/5D
Height: Varies 1.4 to 2 meters
Move: 10

Special Abilities:

Advanced Biology: Timelords due to their advanced biology are very resistant to all Poisons, Diseases and even Radiation, gaining a bonus 3D to resist all of these. This resistance also counts against them, acting as a 3D penalty to first aid rolls to heal them due to their resistance to many normal medicines. However their advanced biology also allows them to gain a 3D bonus on all natural healing rolls.
Time Sense: Timelords have a natural understanding and connection to time, and can sense any fluctuations in its flow, they also have a natural resistance to these fluctuations.
Enhanced Lifespan: Timelords are extremely long lived, living many centuries even without regenerating.
Regeneration: The major difference between Timelords and non-Timelords is Regeneration. At the point of death, through unknown means (perhaps Nanotechnology, perhaps biological enhancements, perhaps manipulations in time itself), a Timelords body totally rebuilds itself removing all damage. This process is difficult, and can be confusing for the Timelord as their neural pathways will have been totally changed, although the aid of a Tardis eases the process considerably.
At the point of death, the Timelords body completely changes (from the colour of their hair and eyes through to their height and build), giving them a new lease of life with a slightly different outlook (due to the neural differences in their new body). While they are still the same person, the changes in their body and personality can lead to radically different specialities.
When a Timelord dies and regenerates, the player must roll 1D/6 for each attribute, on a 1 the Attribute is lowered by 1D, on a 2 it is lowered by 2 pips, on a 3 it is lowered by 1 pip, on a 4 it is increased by 1 pip, on a 5 it is increased by 2 pips, and on a 6 it is increased by 1D (all changes are still restricted by racial minimums and maximums). This change effects all skills based on the Attribute as well.
A Timelord can Regenerate 12 times total, giving them 13 lives.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text stolen from Whopedia (or whatever its called), Stats by FreddyB, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.