

THE RANI

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	6
INGENUITY	9	STRENGTH	2

SKILLS

Athletics: 3, Convince: 3, Craft: 1, Fighting: 1, Knowledge: 5, Marksman: 2, Medicine: 4, Science: 4 (Biology, Chemistry), Subterfuge: 4, Survival: 2, Technology: 3, Transport: 3.

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve the character's looks.

Biochemical Genius (Major Good): May create biological and chemical 'gadgets'. Using science instead of Technology for jiggery pokery.

Boffin (Major Good): Allows the Rani to create Gadgets.

Doctorate (Minor Good): +3 when using Biology or Chemistry.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Reverse the Polarity of the Neutron Flow (Major Good): May reverse a test result once per adventure.

Quick Reflexes (Minor Good): The Rani always goes first in her Action Round unless taken by surprise.

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

Time Lord (Special Good)

Time Traveller (Major Good): Familiar with Tech level 5 and below.

Tough (Minor Good): Reduce total damage by 2.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

Vortex (Special Good): The Rani may pilot time craft through the Vortex, and gains +2 when doing so.

Insatiable Curiosity (Minor Bad): The Rani will investigate anything that sparks her curiosity unless she passes a Resolve + Ingenuity roll at -2.

Obsession (Major Bad): Experimentation and biological advancement.

Selfish (Minor Bad): The Rani puts her own needs first.

Voice of Authority (Minor Good): +2 Presence and Convince rolls to get people to do what the Rani wants.

Wanted Renegade (Special Bad): The Rani's methods are unconventional, which is why she left Gallifrey.



PERSONAL GOAL

To continue her experiments in peace.

PERSONALITY

The Rani is elegant and clinical, the epitome of the brilliant doctor who is unconcerned with her patients. To her, anyone who isn't a Time Lord isn't really any more than an animal to her. Certainly she has favourite pets, but they don't really have *feelings*. While she is polite and mannered, she is also utterly ruthless and used to getting what she wants. She always works to a precise plan and engages enemies with her intellect, which is also her greatest weapon.

BACKGROUND

The Rani is not only a graduate of the same year but the same class at the Prydonian academy as the Doctor and the Master. Like them she found the rules of Gallifrey not to her taste, so she left. Not even the Time Lords should be allowed to meddle with her experiments. As she keeps to herself and has few plans to take over the universe the Time Lords mostly leave her alone. A cynic might suggest they hope to benefit from the incredible discoveries she has made, even if they are at the cost of so many lives.

EQUIPMENT: Mind Control Worms (Special Gadget); Hypnosis (Special), Weapon (4 /L /L).

REGENERATIONS USED: 1

TECH LEVEL: 10 **STORY POINTS:** 7