

The Doctor, Lord of Time

Monster Type: Trickster

Motivation: to create chaos

Description and Details

Throughout history, there are scattered hidden tales of an odd blue box, a rushing sound. Sudden appearances of a strangely-dressed man and generally one other. Soon after, all hell breaks loose: bizarre creatures, terrifying lights and events, natural disasters... and in the aftermath, he ("Call me The Doctor") is gone without a trace. Surely, if he's not the evil itself, he must be some sort of harbinger?

The Doctor appears as if he's... disassociated from the world, somehow. His clothes are odd, unremarkable mostly, but featuring strange combinations and at least one notable feature that sets him apart as *other*. (An odd accessory like a fez, scarf or bowtie; a bizarre color or pattern combination.) Witness reports may also indicate strange tastes in food, weird mannerisms, and an incessant stream of self-answered questions.

In fact, The Doctor is a Lord of Time, and a particularly twisted example of his kind (or the last example, depending on who you ask). He's a time-and-space misery tourist, targeting moments of great potential for trouble, danger and turmoil, and then doing his best to make things even more "exciting" by acting as an *agent provocateur* for his own entertainment. Note that The Doctor will often *seem* to be working against whatever invaders or disaster is occurring, but it's a ruse to gain popularity as the situation spirals further and further into chaos.

The Doctor is rarely seen alone, but most often travels with one or more Companions who are devoted to him but often a bit dense.

Powers

Inexplicable Device:

The Doctor has a small handheld device that looks like a cross between an electric toothbrush and a flashlight. It seems to have whatever abilities the plot demands, including but not limited to:

- Nearly effortless infiltration of electronic systems, mechanical devices and physical security.
- Remotely operate electronics, detonate explosives.

- Medical scans
- Detection and interpretation of almost any signals or communications.
- ...just go with it and handwave explanations.

Co-opt the Locals:

While definitely eccentric, The Doctor is personable and *strangely* knowledgeable about what's going on. This can often allow him to co-opt Bystanders that would be useful to him, particularly Officials, Detectives, Helpers and Innocents. Generally only a few minutes alone with him and they effectively become Right Hand Minions, using the resources at their disposal to "have his back."

DEPROGRAM

When you **try to slap some sense into someone that's been charmed by The Doctor**, roll +Charm. On a 10+, their head clears and they see him for the Monster he is. On a 7-9, the same, but they'll be back on *his* side as soon as he talks to them again.

Weakness

Kill him Again:

In some ways, Lords of Time are as vulnerable as humans. Sure, they heal quickly and have two hearts. Most poisons don't affect them. But destroy both of those hearts or find a poison tailored for Lords of Time (good luck with that), and he'll go down and be out for the rest of the Mystery, and more than likely for some time to come. Notably, The Doctor has been around for so long, in so many incarnations, that each incarnation comes with one particular "who'da thunk it?" Weakness.

However... he regenerates! When he dies, his Police Box will move to a new hidden location (perhaps in space), and he'll come back. Not the same in appearance, personality, taste or quirks, but he'll come back.

The only way to *truly* end The Doctor is to kill him once and then make your way into his Police Box and kill him *again* just as he regenerates. If you don't get him within a very limited period of time, he'll be nigh-invulnerable to *all* harm for as much as fifteen hours. And even *that* doesn't even rule out some other version of him (timey-wimey) turning up some day.

WELL, THAT'S JUST ODD

When you study The Doctor through interviews, observing his particular behavior and movements, or personal interaction roll +Sharp. On a 10+ you discover a weakness of *this* incarnation, and you can tell the Keeper what it is. It should be quirky and possibly difficult to administer, but not rare. (For past incarnations these have included aspirin, the combination of ginger and certain Earth poisons that would normally pass harmlessly through his system, and the like.) On a 7-9 you discover a Weakness, but the Keeper will tell you what it is, and it will be significantly *less* common and more difficult to obtain.

KEEPER NOTE: Putting a “final final end” to The Doctor is probably not the end goal for the Hunters. Just getting the situation resolved is. Also, realize that if The Doctor is taken out for this mystery, that doesn't end the threat of whatever invading Minions are causing trouble, and without him to orchestrate the finale to his liking, the end result might be even worse.

Attacks and Armor

The Doctor will only physically attack humans in the most extreme circumstances of self-defense, instead letting the violent and terrifying theater of the absurd he has created wreak havoc.

Neural Disruptor, s-harm, hand, close, ignore-armor. (s-harm means stun. It disables its target without causing any regular harm. Use it on a PC, and doing anything at all means doing it under pressure; the pressure is “you're stunned.”)

Armor 1-armor

Harm Capacity



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