

MARCONOLLAVIRANDAVASHI



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	7	STRENGTH	3

SKILLS

Athletics 2, Convince 3, Fighting 3 (Unarmed Combat +2), Knowledge 5, Marksman 1, Science 4, Subterfuge 3, Technology 5 (TARDIS +2), Transport 5.

TRAITS

Attractive (Minor Good)

Boffin (Major Good)

Epicurean Tastes (Minor Good)

Percussive Maintenance (Minor Good)

Technically Adept (Minor Good)

Time Lord Engineer (Major Good)

Time Traveller x3: TL 3, 5, and 7 (Minor Good)

Voice of Authority (Minor Good)

Adversary: The Daleks (Major Bad)

Adversary: The Wraith, Renegade Time Lord (Major Bad)

Code of Conduct (Major Bad)

Distinctive: Elegant dresser (Minor Bad)

Eccentric: Loquacious (Minor Bad)

Impulsive (Minor Bad)

Incarnation Allergy: Radiogallium salts (Minor Bad)

Insatiable Curoosity (Minor Bad)

Obsession: To acquire knowledge (Minor Bad)

Random Regenerator (Major Bad)

Time Lord: Arcalian (Special Good)

Experienced Time Lord x3 (Special Good)

Feel the Turn of the Universe (Special Good)

Psychic (Special Good)

Vortex (Special Good)

Tech Level: 10

Story Points: 6

Total Character Points: 54

HOME PERIOD: Gallifrey.

APPEARANCE

Lord Marconollavirandavashi (Lord Marco, or just Marco, for short) is 730 years old but appears to be in his mid-twenties. In his third incarnation, he has short black hair, moustache, and thin sideburns. His eyes are dark brown. He prefers to wear off white elegant suits with colourful waistcoats and cravats. He also carries a stylish walking stick that has Gallifreyan sonic technology concealed within it.

PERSONAL GOALS

Lord Marco grew bored with his day to day routine on Gallifrey and decided to seek adventure off-world. He soon realized that evil and injustice seemed to flourish throughout the universe. He decided that he must take a stand against the evil and injustices that he frequently encountered on his adventures. Honour, justice, and fairplay are important ideals to Lord Marco. He believes inaction can be as bad, and sometimes worse, than the wrong action. He finds violence distasteful but sometimes necessary, and then only as a last resort.

PERSONALITY

In his fourth incarnation, Lord Marco is a connoisseur of fine art and wine. He is most loquacious. Some have said he is so talkative because he loves to hear the sound of his own voice. It takes a conscious effort to remain quiet. He is often polite, even to those who are trying to harm him. It is not unheard of for him to apologize to his opponent while engaging in fisticuffs. Sometimes his politeness will slip and the arrogance of his Time Lord background will shine through.

BACKGROUND

Lord Marco is an Academy graduate from the Arcalian chapterhouse. Once he had graduated, he spent five decades working in a TARDIS repair bay. At first he was content with the assignment but with each passing decade, his mind began to wander. He heard the tales that off-world researchers would tell and he wanted to experience those adventures for himself.

He finally decided to make his own trip off-world. Since he knew the work schedules for the TARDIS repair bays, he was able to sneak into an inactive bay and steal (or liberate as he often tells the story) a Type 59 Mark II TARDIS. With the whole universe waiting, Lord Marco set his space-time coordinates and left Gallifrey.

He soon found the adventures he had yearned for. There were many near-death experiences but his luck finally ran out when he found himself on a remote Federation mining colony, Tamilla III, in the late 38th Century. Marco was drawn to the colony when he found his TARDIS caught in an active time corridor that linked itself to Tamilla III.

When he arrived on the colony, he was quickly apprehended and was suspected of sabotage. After some hijinks, Marco revealed that the saboteur was actually their security chief, Lieutenant Matherson, who had been brainwashed by the Daleks. The Daleks were from the future and they were attempting to confiscate the colony's Trisilicate ore production for their own spaceship manufacturing needs.

Lord Marco was able to destroy the Dalek time corridor and save the colony from their 'time invasion' but he was gravely wounded in the process. His first regeneration was triggered by a glancing blow from a Dalek raygun.

Marco's second incarnation would find himself in the thick of it again as he fought against the multiple schemes plotted by Sontarans, Ice Warriors, the Daleks, and various other hostile alien races. But it would be his encounter with a Time Lord renegade known only as the Wraith who would bring an end to this incarnation.

The Wraith was a Time Lord field researcher who was studying a band of Vikings on Earth in 998 CE. He travelled with this group to the New World and helped build a new settlement in what would be later called Newfoundland, Canada. He lived and worked with these vikings as he collected his research data that was his true purpose for being there.

This Time Lord's research ended when he was mortally wounded by an Indian raiding party. Or so the Vikings thought as they buried him in a stone crypt. What the vikings did not know was the Time Lord was not truly dead but in the initial stage of a difficult regeneration.

He regenerated into a new incarnation only to find himself trapped within the crypt with no exit. Over the course of a thousand years, he went insane as he continued to cycle through his regenerations in an

attempt to escape from his tomb. The toll of his entrapment and the deteriorating condition of his body after each regeneration, snapped his mind. Since he considered himself to be nothing but a walking corpse, he had embraced his tragic condition and now worships death and wishes to bring its icy touch to the universe. While his body degraded into resembling a walking corpse with each passing regeneration, his mind's power grew in strength until he was able to mentally influence others in the nearby region in an attempt to release himself.

This was when Lord Marco encountered the Time Lord who now called himself the Wraith. The Wraith was causing trouble in the small city of Blackheart Harbour, in 1998 CE, as he used mental projects in an attempt to free himself and regain his TARDIS. Lord Marco was able to prevent the Wraith from destroying the city but in the process, he was wounded and forced to regenerate while the Wraith escaped his entrapment with his TARDIS. Lord Marco fears that his and the Wraith's paths will cross again.

Lord Marco's third incarnation fought in the Great Time War . He was forced to regenerate near the end of the Time War due to being seriously wounded by a Dalek raygun (once again).

With the restoration of Gallifrey, Lord Marco (in his fourth incarnation) has once again quietly left Gallifrey to seek adventure in all of space and time.

STUFF

Sonic Walking Stick

Psychic Paper

Type 59 Mark II TARDIS

Sonic Walking Stick (Major Gadget)

A stylish walking stick with Gallifreyan sonic technology surreptitiously built in it.

Traits: Innocuous, Open/Close, Restriction (Cannot open Deadlock Seals, Tricky Controls), Scan, Transmit.

Story Points: 2

TYPE 59 MARK II TARDIS



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Knowledge 10, Medicine 3, Science 7 (Temporal Science +2), Technology 5, Transport 4.

TRAITS

Clairvoyance

Face in the Crowd

Feel the Turn of the Universe

Psychic

Research Capsule

Resourceful Pockets

Sense of Direction

Telepathy

Vortex

Well Travelled

Forgetful

System Fault: Chameleon Arch (Major)

Restriction: Tricky Controls, 6 Pilots

GADGET TRAITS

Scan x3

Transmit

Forcefield (Minor)

ARMOUR: 30

SPEED: 12 (Materialized)

STORY POINTS: 15

CURRENT DAMAGE

Console Damage: Homing Beacon Circuit x1, The Chameleon Circuit x1.

Minor System Damage: Fluid Link

Misalignment x2

PAST CHAMELEON CIRCUIT DISGUISES

Bent Tree

Book Shelf

Buddha Statue

Large Boulder

Mayan Stone Monument

Metallic Crate

Venus de Milo

Victorian Grandfather Clock

Victorian Hamson Cab (without horse)

CURRENT DISGUISE

Buddha Statue

