

The Laws of Time

And the Rules Governing the Great Houses from the Worshipful and Ancient Law of the Homeworld.

Note: Faction Paradox treats these laws as curious guidelines.

The Laws of Time give the Time Lords the divine purpose of serving Time itself by maintaining the continuity/history of the fabric of the space-time continuum and the causality of the Universe. They claim that this service is their right because they were first humanoid culture to naturally evolve.

I. No being shall distort History as they knows it. You can't alter the Past. This is the most important Law of the Time Lords. This is a moral as well as legal law.

A. No being shall interact with their own personal history by traversing their time streams.

1. No being shall murder their past self. This is the ultimate violation of the Laws of Time.
2. No being may come into contact with their past self. The Temporal Disturbances caused when this occurs require tremendous amounts of temporal energy to repair.
3. No Gallifreyan shall meet another Time Lord whose incarnation is out of sync with their own timestream. This prevents damage to space time.
4. Sending notes to your past self to give them advice (even if you remember receiving the note) is forbidden.

Note: Interacting with a person who knows your future isn't technically breaking the law as long as you don't take advantage of the person's knowledge. Limited communications with a Time Lord out of sequence are also not specifically prohibited.

B. (Also known as the Doctrine of Non-Intervention) No being on Gallifrey or on any other planet shall interfere with the Web of Time (intergalactic history), as it is currently known. Observation from within the micro-universe of a TT Capsule or Gallifrey is all that is permitted.

1. The History of any person or planet, as it is recorded in the Matrix, can not be chronoformed (the deliberate rewriting/distorting of history) to alter its destiny. This is defined as changing any part of the Web of Time by not less than fifty-three millistates.
2. All Time Lords shall follow a Doctrine of Non-interference with Time Unaware races.
3. All Time Lords shall work to prevent Time Aware Races from acquiring Gallifreyan Technology.
4. All Time Lords shall work to prevent Time Active Races from damaging the Web of Time. Disturbances of .4 or higher on the Bocca Scale must be prevented.
5. It is forbidden for Gallifreyans and Lesser Species to interbreed.
6. ??
7. A Time Lord who destroys an entire species forfeits their remaining lives - and thus their title of Time Lord.

Note: This was created not to preserve life but to prevent the massive damage to History that genocide would cause.

II. No being shall participate in the creation of a Temporal Paradox.

A. No Time Lord shall use the Power of Creation

1. No Time Lords shall use the Power on a scale that would corrupt Time.

B. No being shall create a Grandfather Paradox

C. No being shall cause a Dimensional Paradox by transporting sentient beings from one version of History to another.

III. The Protocols of Linearity: No Time Lord shall travel into Gallifrey's past.

Note: This prevents anyone from traveling into Gallifrey's past, and ensures that a Time Lord's personal time is always synchronized with Gallifrey's time. Though impossible to travel into the past, it is possible to collect and transport objects from the past to the present. These protocols are not physical laws per say, but rather engineered by powerful Temporal Baffles, Backtime Field Buffers, Temporal Locks and Governing Circuits built into all their time travel technology. A side effect of this law is that other time zones observed by a traveling Time Lord becomes linked with Gallifrey's time. In Lungbarrow the Doctor took a 3 day side trip from events and returned minutes later. This might be a power all Presidents have. Robert Scarrit will also do this during the war but he has to keep it a secret to avoid punishment.

IV. No Time Lord shall travel into Gallifrey's future. To do so would be a theoretical absurdity.

V. Whilst there are any number of Futures beyond the Time Lord Time Parameters (defined by their noosphere) none may be deliberately shaped by a Time Lord. Travel beyond the Time Parameters is forbidden - due to psychological effect of watching the heat death of the universe and to avoid the temptation of studying the next universe. The Time Parameters reach from around 3500 years after Event 0 (the Big Bang) to 10,000,000 AD and cover most of Space.

VI. Unauthorized use of a TARDIS carries a mandatory Death Penalty (This might mean they only take one life).

A. It is forbidden to allow non-Time Lords into a TARDIS.

VII. Protocols of Observation: No Time Lord shall interact with their own future.

A. No being may come into contact with their future self.

Note: It is impossible for a being to see their own future in their own biodata. An attempt to do so will cause the observation to collapse, making the knowledge useless.

VIII. No Time Lord shall use time travel for their personal convenience. **Note:** This law of time isn't really enforced and most renegades view it as a trivial.

A. No use of Short-Hops to shorten their personal perception of time. (the Blinovitch Limitation Effect help prevent violations of this law)

B. No use of Temporal Orbits or Vortex Drifting to elongate your personal perception of time.

C. No using time travel to win at the lottery.

1-6. various etiquettes.

?? There are articles of emergency power that govern possible alien activity. They allow the investigation of even the President.

?? The Golden Rule: No alien shall be allowed to spy on Time Lord activities.

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Article 17. No Time Lord shall be barred from offering themselves as a candidate during a Presidential Election.

Article ?? Elections must be held within 48 hours if a President dies without naming a successor **Note:** Inaugurations usually take years to organize.

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2. After a journey of 400 years and 12 parsecs a Time Lord is allowed 50 years of rest.

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