

SLOW

Prerequisite: [Alien](#)

A lot of the Doctor's adversaries are incredibly dangerous but thankfully many of them move slowly. Cybermen are walking tanks able to withstand gunfire and damage but the Doctor is quick to avoid them as they lumber from one place to the next with a slow marching stomp.

Effect

Slow is a Minor or Major Bad Trait that means the alien is slower than your average character.

As a Minor Bad Trait, the alien's effective Speed is halved (round down), so a Coordination of 4 means that the alien has a Speed of 2 in a chase. The alien's Speed has a minimum of 1, though particularly slow creatures can sometimes have Speeds that are slower (down to 0.5, etc) but this requires additional calculations on behalf of the Gamemaster and may be ignored.

As a Major Bad Trait, the alien's Speed is effectively zero. The alien does not move or, if it does, it moves so slowly that it is regarded as stationary in a chase situation.

[bad](#), [minor](#), [major](#), [alien](#), [characters](#)

From:

<https://www.matrix.curufea.com/> - **The Matrix**

Permanent link:

<https://www.matrix.curufea.com/doku.php?id=traits:aslow>

Last update: **2023/06/30 02:20**

