

VORTEX

Prerequisite: [Alien](#)

The Alien version of the Vortex trait costs 8 points. This high level of Vortex means the character can time travel without the need of a ship or device, literally stepping through time.

Effect

The Vortex trait adds +2 to any roll that involves piloting a time travel or Vortex manipulating device. Controlling the TARDIS (or other such time vessels) is so tricky to the unskilled, that it is almost impossible to actually be able to succeed at the task without having the Vortex trait. The Alien level of this trait, that allows time travel without a device and requires an Ingenuity + Resolve roll to use, and the expenditure of two Story Points. The more successful the roll, the more accurate the 'jump' through time.

[good](#), [special](#), [alien](#), [characters](#)

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Last update: **2023/06/30 02:12**

