

DEPENDENCY

Sometimes you just rely on others. It could be said that the Doctor's companions are all dependent upon him, but there have been many times when they've shown that they are easily his equals, so they're far from dependent. Having the Dependency trait means they are dependent upon something or someone to survive. Maybe this is blood like a Plasmavore or the support of others, like Lady Cassandra. The level of the trait determines how desperate they will get, and how bad the effects will be, if they can't get their fix. Players should be careful not to take such a high Dependency that their character becomes too difficult to play.

Effect

As a Minor Bad Trait, they can go for extended periods without their dependency getting in the way. If the Gamemaster decides their need is urgent, the character may suffer a -2 penalty to their actions until they fulfil their need. As a Major Trait, they are unable to survive without their dependency. It could be that they need something to survive like blood or moisture. If they go without it for any period of time (defined by the Gamemaster and the player) they suffer a -4 penalty to every action. This could be because they're unable to think of anything else, or because they're unable to act properly without help.

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

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