

JUSTICE MACHINE

This TARDIS has spent a good deal of its life in the service of the High Council. As such, it is driven to achieve their goals, especially regarding enforcement of the Laws of Time and the capture of Time Lord Renegades, particularly the Doctor and the Master.

Effects

The TARDIS actively resists any use of its system to contravene the Laws of Time. Any use of the TARDIS Story Points to allow a Time Lord to intentionally cross their own timestream, alter a fixed point in time or create a paradox of any sort using its systems, cost twice the normal amount.

The TARDIS will also keep a record of Wanted Time Lord Fugitives. If it encounters a criminal on its list, it will steadfastly refuse to leave, no matter the consequence, until the criminal is captured. The only movement it will make is in pursuit of the fugitive, although the TARDIS gains 3 Story Points to use in their capture. Obviously, it will not allow itself to be used by a Time Lord with the Wanted Renegade Trait.

This Trait raises the TARDIS' Story Points by 1.

[good](#), [minor](#), [tardis](#)

From:

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

Permanent link:

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

Last update: **2023/06/30 18:38**

