

OVER-PROTECTIVE

The TARDIS tends to mother its operator and passengers, seeking to keep them out of harm's way as much as possible. This can be highly annoying for a Time Lord who needs to land in a Dalek base and finds, instead, that he has set down 10 kilometres away. Occasionally, this will cause additional difficulties that the TARDIS, in its protective mode, just couldn't foresee, like having to trudge through kilometres of monster infested swamps to get to the original destination. On the plus side, the TARDIS takes great pains in providing care and comfort for its passengers, so it typically has very comfortable rooms, good food stocks and well maintained medical facilities.

Effect

Whenever the TARDIS senses a dangerous situation, it will try to divert its flight path just enough to keep the passengers out of the way of the main threat by 1D6 kilometres. More if the threat is particularly large, like a volcanic eruption or atomic test blast.

The operator can try to move the TARDIS closer, but it will require a Fantastic Success on their roll to do so. Even then, if the apparent threat seems severe, like an armed force waiting outside, it may lock the doors and refuse to let the passengers leave, even if the players want to go outside.

This Trait raises the TARDIS' Story Points total by 1 and its Medicine skill by 1 as well.

[bad](#), [special](#), [tardis](#)

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