

RESOURCEFUL POCKETS

The Doctor has said that he has pockets like the TARDIS, and he does seem to carry some strange things around in them. Sometimes people just have that knack of accumulating things - nothing terribly important or bulky, but little things that can be useful when you have to MacGyver something together at a time of peril. If you have the Resourceful Pockets trait there's a chance, albeit a slim one, that you may have something useful in them that could get you out of a sticky situation. Remember, Resourceful Pockets doesn't have to mean 'pockets' - you could have an excellent utility belt, and who knows what can be found in a handbag.

Effect

The player can either spend a Story Point and find the thing they need, or roll a couple of dice. If they get a 'double', for example rolling two '1's or two '3's, then they find something helpful in their pocket, from a cricket ball to a clockwork mouse. Of course it may not be exactly what you were expecting, but it may still be useful in some way.

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

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