

# SLOW

A lot of the Doctor's adversaries are incredibly dangerous but thankfully many of them move slowly. Cybermen are walking tanks able to withstand gunfire and damage but the Doctor is quick to avoid them as they lumber from one place to the next with a slow marching stomp. This trait can also be used for characters that are physically impaired from moving properly.

## Effect

Slow is a Minor or a Major Bad Trait which means that the character is slower than average.

As a Minor Bad Trait, the character's effective Speed is halved (round down), so a Coordination of 4 means that the character has a Speed of 2 in a chase. The character's Speed has a minimum of 1, though particularly slow creatures can sometimes have Speeds that are slower (down to 0.5, etc). Such slow speeds, however, require additional calculations on behalf of the Gamemaster and may be ignored.

As a Major Bad Trait, the character's Speed is effectively zero. The character does not move or, if it does, it moves so slowly that it is regarded as stationary in a chase situation.

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

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