

SYSTEM FAULT

The TARDIS has a permanent system fault due to damage or deterioration or is simply so old that it is missing a vital system found on all later models. This damage or missing system cannot be repaired or replaced without extensive work and a great deal of time, which, strangely enough, Time Lords never seem to have...

Effect

As a Minor Trait, the TARDIS has a single point of damage. This specific damage may not be repaired. This raises the TARDIS' Story Points total by 1.

As a Major Trait, the TARDIS has 3 points of damage, which may not be repaired. This raises the TARDIS' Story Points total by 2.

As a Special Trait, the TARDIS has 6 points of damage which may not be repaired. This Trait raises the TARDIS' Story Point total by 3. Reducing the level of this Trait using Advancements repairs a number of systems equal to the difference between the levels. So reducing the value of this Trait from Special to Major repairs three systems, for example. These repairs are so intensive, however, that nothing else may be done before the next adventure, no new gadgets may be built, no other repairs may be done, no vacations may be taken, nothing else.

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

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