

ARGUMENTATIVE

The TARDIS has ideas of its own on how to go about things and will often make life difficult for its weary Time Lord operator, freezing controls, slamming the door in their face, or 'accidentally' activating the HADS system so it can sulk in the Vortex until it gets its way. Usually, the operator has to flatter or soothe it to get it out of its mood and free up the controls, but some operators find a hammer is also an effective correctional tool when they're really in a hurry.

Effect

Whenever the Gamemaster feels that the TARDIS would object to something its operator or anyone else is up to or is 'just in the mood' (typically once an adventure), it will do whatever is necessary to prevent them from acting until it can be placated, convinced or threatened to do otherwise by an opposed Resolve + Convince roll. This Trait raises the TARDIS' Story Points by 1.

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

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