

# COWARDLY

This TARDIS has seen the worst the universe can throw at it and the experience has scarred it, psychologically. Now it simply wants to go somewhere safe and stay put. Unfortunately, life with a Time Lord is rarely safe and there is no running back to Gallifrey anymore, so this TARDIS has taken to retreating into the Vortex at the least sign of trouble. This causes no end of consternation for its operator, of course...

## Effect

Once per adventure, whenever the GM feels it is most appropriate, something will frighten the TARDIS that isn't truly a threat. It could be anything from a 'hostile' alien to a thunderstorm to a Sontaran shaped rock, but the TARDIS will panic and activate its HADS system unless it can make a Resolve + Convince roll against a Difficulty of 15. This Trait raises the TARDIS' Story Points by 1. It cannot be taken with Bravery.

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

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