

# IMPULSIVE

The TARDIS is eager, ready for action and gets bored hanging about on worlds where there is little or nothing exciting going on. As it tends to experience excitement vicariously, through the experiences of its operator, this means that it will often 'slightly modify' coordinates to dump them in 'exciting' situations, allow strange (but interesting) people to see through its perception filters and enter freely, or otherwise spice up life for its exasperated Time Lord companion.

## Effect

Once per adventure, the TARDIS will do something that makes its operators life a little more 'exciting,' i.e. difficult. The result is left up to the individual GM, but could include minor intentional misjumps to get to the heart of the action or even broadcasting its presence to the Time Lord's enemies in order to 'call them out.' This Trait raises the TARDIS' Story Points by 1 and cannot be taken with Overprotective.

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

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