

# PHOBIA

For whatever reason, the TARDIS has a primal fear of something. It could be a type of environmental factor, like water, fire or lightning, or it could be a type of creature, like Daleks or even butterflies. It could even be a type of situation or place, like a battlefield or swamps. Whatever the case, the TARDIS will do a scan of the landing area and if it detects the object of its Phobia, it will materialize as far out of sight of it as possible, and it will tend to activate the HADS system if the object of its Phobia comes near.

## Effect

Whenever materializing, the GM will determine where the TARDIS lands if the programmed area contains something related to its phobia. Furthermore, if the object of the phobia comes within 15 yards of the TARDIS, it will automatically activate the HADS system. This Trait raises the TARDIS' Story Points by 1.

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

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Last update: **2023/06/30 18:40**

