

TRICK

The TARDIS and its operator have such a deep understanding of each other that the Time Lordose the use of the Telepathic Translation Field (although the Translation Circuit will still be functional and available via the Communications Console for manual translations).As the Time Lord travels, they may occasionally find enough down time, and interest, to customize and improve their TARDIS. They may still be flying around in a museum piece, but after a bit of work it will be a far more functional one...

Effect

This Trait may be taken multiple times. Each time this Trait is taken, the Time Lord player may choose a special 'trick' that their TARDIS will perform on cue. These tricks should be simple, no more than minor functions that help or personalize the relationship in small ways. Some Examples:

- Opening the TARDIS Doors with a snap of the fingers.
- Controlling a single function (like dematerialization, randomly changing its current shape or setting the RWI a second out of sync) by whistling a short and very specific series of notes.
- Remotely lock the TARDIS with the key (car alarm noise optional).

This TARDIS Trait is unusual in that each time it is taken, the Time Lord operator must also spend a Character Point of their own. If the Time Lord is permanently killed or the TARDIS is destroyed, any tricks learned die with them.

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

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