

VORTEX

The TARDIS is a creature of the Vortex, designed and grown to step into the swirling maelstrom and return again safely. This takes massive amounts of energy, however, and after a great deal of use, a TARDIS may have to recharge its batteries, either through the Dynamorphic Generators converting power from the Eye of Harmony on Gallifrey, or after the Time War, by opening up the engines on top of a temporal power source, like the Cardiff Rift or, in an emergency, using the Time Lord's own life force.

Effect

Whenever the TARDIS is used to travel the Vortex, it uses a single Story Point as with the normal Space-Time Navigation rules. These points are automatically regenerated at the end of each adventure unless the link to the Eye of Harmony on Gallifrey is lost, in which case some other source of fuel must be procured, like a tempoal rift.

TARDIS units do not normally flit around on their own. If a reason to do so arises, say receiving an urgent telepathic distress signal from its operator or having a pre-programmed flight disc inserted into the console, it can do so by making an Ingenuity + Resolve roll and using the normal Space-Time Navigation rules.

All TARDIS units have this Trait. If they lose it they are effectively grounded.

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

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