

UNADVENTUROUS

The idea of exploring or seeing the world and the universe just doesn't seem to appeal. Why spend money travelling across the world when you don't have anything to show for your expense afterwards except some trinkets and fading photographs? Sometimes, it's just laziness, fatigue or bad experience, but either way the excitement and thrill of travelling or experiencing the new just isn't there, or has faded.

Effect

It is rare that characters have this trait at creation but it can be gained during play due to repetitive injuries, being captured too many times, or just growing tired of the constant peril and relentless danger. If the Gamemaster thinks the character is getting captured or injured too often, they may gain Unadventurous as a Minor Bad Trait. They can try to buy this off with good roleplaying, but in the meantime they are disinterested in some of the wonders of the universe, and can even dread the experiences a life of adventure can bring.

This can increase to a Major Bad Trait if they continue to have bad experiences. Again, the player can try to fuel the character's interest and buy off the trait, but it'll become obvious that the character is really unhappy to be involved in the travels. The Gamemaster may apply a -2 penalty to rolls during the game - not every roll, but certainly those where a level of enthusiasm is needed.

If the bad experiences continue still, the character can get so fed up with the constant peril, danger and repeated injuries that they decide to leave. They demand that they are returned home (or to a time and place where they can be happy) and leave the TARDIS crew, usually for good. They may return for a guest appearance, but other than that, the player should create a new character.

Note

Cannot be taken with the [Insatiable Curiosity](#) Bad Trait.

[bad](#), [minor](#), [major](#), [characters](#)

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