

WAR MACHINE

This TARDIS was built or adapted to be used in a Time War and is armed with various Temporal Weapons and Defences. This call to war goes deeper than equipment load-out, however, and the machine sees everything from a tactical point of view, treating every time and place as a potential battlefield.

They treat their Time Lord operator as a general, and will follow their orders to the letter, even if it leads to self destruction, but have been known to twist instruction around if they think it is in the interest of their 'side.' They are cold, analytical machines and will even sacrifice a Time Lord's companions if they get in the way of victory.

Effect

The TARDIS gains the Bravery Trait and the Special version of the Forcefield Gadget Trait. The TARDIS also gains the Delete Gadget Trait. This represents the Temporal Vector Eliminator which can totally remove a single object, anything from a single person to a small moon, from history. This drains all the TARDIS' Story Points and the consequences might be severe, so a Time Lord should think very carefully before utilizing it.

On the bad side, the TARDIS also gains the Argumentative and Impulsive Traits which kick in anytime the operator acts in a way that compromises the tactical situation, like going back for fallen or captured allies or running from the enemy.

This Trait reduces the TARDIS' Story Point total by 3 and may only be taken with GM permission.

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

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