

# FAULTY HEART

**Prerequisite:** [Time Lord](#)

One of the Time Lord's hearts is defective or weak and fails during moments of extreme stress or exertion, causing great pain followed by unconsciousness and, on rare occasions, regeneration.

## Effect

During a period of great stress (as determined by the GM, but typically only once per adventure unless the character is particularly active or stressed), the Time Lord's weak heart will suffer an attack and they must make a Strength + Resolve roll at Difficulty 18. On a success, the Time Lord feels a bit weak, adding a +1 Difficulty to all of their rolls until they can rest for D6 minutes, but they are otherwise fine. On a failure, they are stunned into inaction for D3 rounds due to the pain, after which they add +1 to the Difficulty of their rolls until they can rest for D6x10 minutes.

On a Bad Failure, the heart fails, knocking the Time Lord unconscious for D6x10 minutes or until CPR is applied to the weak heart. If examined during this period of unconsciousness, only one heart will be heard beating.

On a Disastrous Failure, the heart seizes and a chain reaction takes out the second heart as well, causing the Time Lord's body to begin the regeneration process.

[bad](#), [major](#), [time lord](#), [characters](#)

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