

RULE ADDITIONS

DRAMA POINTS

Drama Points are imported from the Cinematic Unisystem and work *identically* to their functionality in that game, except as follows.

HEROIC FEAT

A Heroic Feat Drama Point does not alter one die roll while in combat; since the Classic Unisystem as presented in *Conspiracy X* uses a separate die roll for each action undertaken in a round, the Heroic Feat Drama Point rather alters all die rolls in a given *phase*; that is, spending a Drama Point for a Heroic Feat while in combat modifies *either* all attack actions *or* all defense actions (but not both).

I Think I'm Okay

A character must be conscious to spend a Drama Point for "I Think I'm Okay." Thus, if damage taken by a Cast Member reduces her Life Points to below zero, she must succeed at a Consciousness Check before she may spend a Drama Point for "I Think I'm Okay."

STARTING DRAMA POINTS

All characters begin play with 20 Drama Points, except Time Lords. Any character who buys the Time Lord Quality begins play with only 10 Drama Points.

Drama Points are earned and used as standard in the Cinematic Unisystem. For those who do not own a Cinematic Unisystem core rulebook, a quick breakdown of what Drama Points are and what they do can be found on page 14 of the *Buffy the Vampire Slayer* Quick Start rules, found here:

<http://www.grey-elf.com/buffy/quickstart.pdf>

TECHNOBABBLE

Characters in the "Whoniverse," particularly the Doctor, but often his companions as well, use technobabble quite often in their adventures, and indeed, the source and solution to whatever the latest danger to the TARDIS crew maybe, is often revealed through technobabble. The Doctor and/or his companions spew off a string of pseudo-technical jargon that, while often nonsensical in terms of real science and theoretical physics, sounds cool and works well within the context of the overall pulp science fiction realm of the Whoniverse.

Thus, it is important to maintain this trope in a *Doctor Who* game, and fortunately, the system for doing so is quite easy. The **Unisystem** is a skill-based rules system; technobabbling is simply a factor of making the proper skill check. It does, however, require quick thinking on the part of the players, and careful adjudication by the Chronicler to work properly.

As with any game, the Chronicler should keep good notes of the problem facing the Cast, and the ideal solution to that problem, as well as several alternate solutions. Likewise, she should have a small store of important information about any alien threat or technology facing the Cast. This will make it much easier to adjudicate technobabble when it comes up.

When a Cast Member wishes to technobabble (or when the Chronicler thinks it's appropriate) have them make a skill check against whatever skill is most applicable to the situation. Identifying the potential weaknesses of an alien life form, for example, would be a Xenobiology check (or perhaps a biology check at -2). Success means one of two things:

1. The Chronicler feeds important information to the Cast Member in terms of a handout or even a few scribbled notes, which the Cast Member can “tech up” and share with the cast, or
2. The Cast Member gets to invent technobabble on the spot to cover the situation. If the Chronicler deems it appropriate, the Cast Member can even technobabble a solution to the crisis, though this can only happen at a point in the story where the Chronicler has decided the time has come. She should indicate this to the Cast Member by saying something to the effect of, “So how do you solve this crisis?”

It should be noted that the Chronicler *always* has final say on when and what technobabble is appropriate in game. She can always tell the player, “No, that’s not a good point to make,” or “No, that’s not a workable solution,” in which case the player may try again, or she may feed the player better information to share. The Technobabble system is designed to add good flavor to the game, and keep to the expository feel of the Whoniverse, not take the game away from the Chronicler.

On the other hand, particularly *good* uses of Technobabble should result in bonus Drama Points granted to the player in question.

Used properly, this system not only adds flavor and fun to the game, it can help aid those moments when the players or the Chronicler find themselves at an impasse and need a quick out.

ZENER CARDS

The Use of Zener Cards functions differently for psychic powers in this game than in standard *Conspiracy X* rules. When a Cast Member wishes to use a Psychic Power, she chooses a symbol from the Zener Card list: Cross, Square, Circle, Star, or Waves. The Chronicler then draws a number of cards equal to the Cast Member’s Willpower and Art. Each symbol drawn that matches the one chosen by the Cast Member is one success level on the Task. Resisted powers are resolved by counting success levels instead of comparing direct results. Psychics using their powers to resist use Zener Cards as per these rules; non-psychics make a standard Simple Willpower Test and count success levels.

If a Cast Member’s psychic Art goes above five, she may choose two symbols instead of one. Each symbol drawn that matches either symbol counts as a success level. Spending a drama point for Heroic Feat grants an additional symbol as well. Thus, a Cast Member with Art 7 in a psychic power who also spends a drama point chooses *three* symbols, and likely insures a very impressive result.

For Example: Lena uses her Mind Control psychic ability, Willpower 4, Art 2, on a non-psychic human. She calls out “Star,” and the Chronicler draws six cards. Each star that he draws counts as a single success level. He draws 2 stars. Her victim, John, now makes a standard simple Willpower Test to resist. His Willpower is three and he rolls a 4. Four plus six is ten; only one success level, and John falls prey to Lena’s mental control.

Example 2: Lena uses her clairvoyance to locate a friend. Her Art of 6 allows her to pick two symbols. If she spends a Drama Point, she gets to pick three! She does, and chooses star, square, and circle. The Chronicler draws *ten* cards (six for her Art and four for her Willpower) and comes up with two stars, a square, and three circles. Lena gets a whopping *six* success levels, and not only sees her companion; she knows *exactly* how to get there!

Note that the use of a power is still limited by the psychic’s Strength, no matter how many success levels they may achieve on an Art Task.