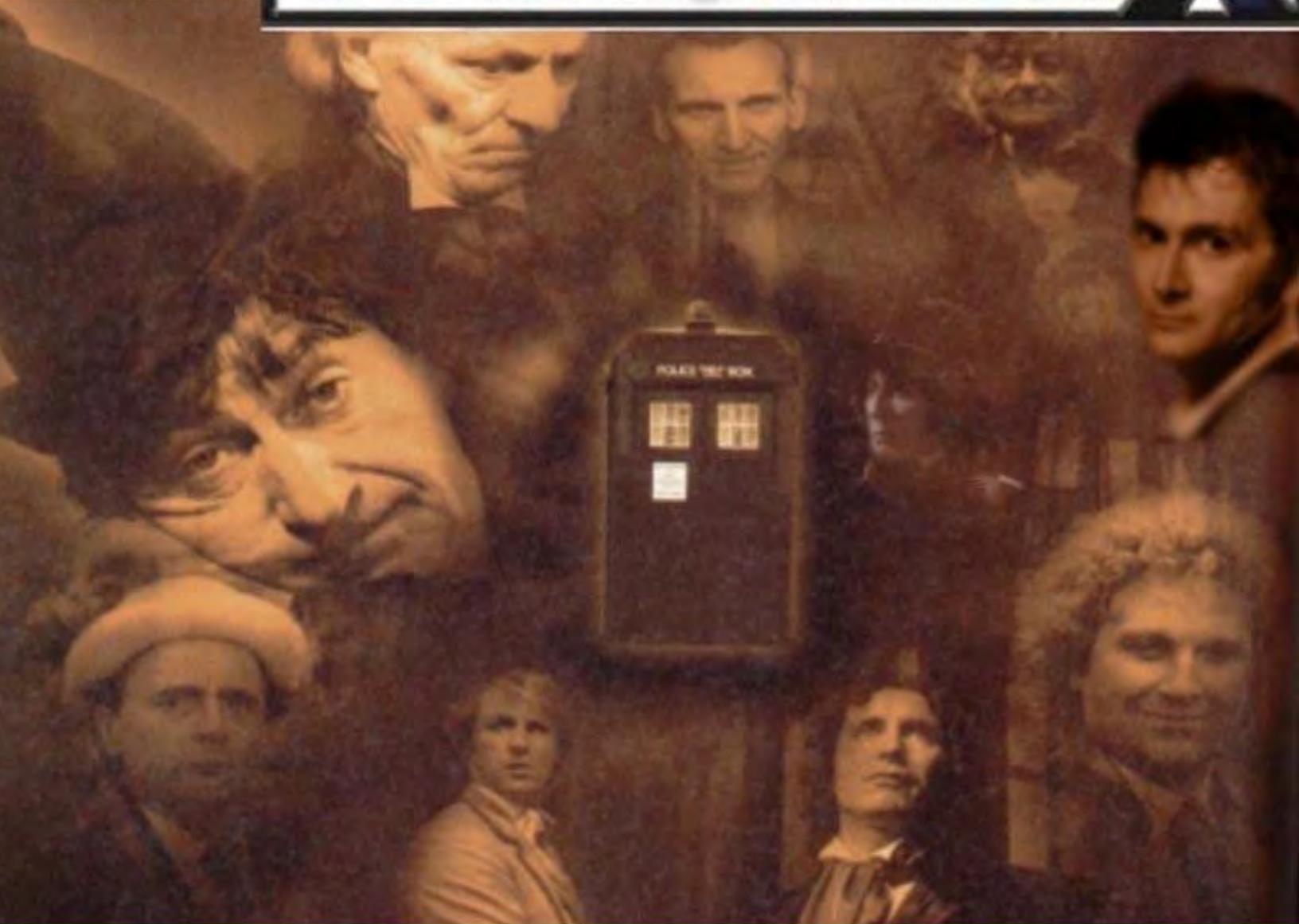




UNISYSTEM  
RPG

# DOCTOR WHO

## CONSPIRACY X



AN UNOFFICIAL SOURCEBOOK BY JASON VEY



AN UNOFFICIAL SOURCEBOOK FOR  
**CONSPIRACY X**

By  
JASON VEY

POWERED BY



**Writing, Editing, Graphic Design, Layout:** Jason Vey

**Additional Text:** Tim Brannan, Topher Harris, and multitudes of others credited inline

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# DOCTOR WHO



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# INTRODUCTION: SHORE LEAVE

By David Carroll

She was thinking of the Doctor again. It was not a distraction she needed—though she reckoned she could do the airline safety demonstration whilst wrestling with a Cyberman, if it came to it.

But still, too much reminiscing would make her claustrophobic. Tegan Jovanka glided silently among the Business Class passengers on the upper deck of the 747-400, keeping her expression calm and her eye out for special care passengers. Forget about weird diets or reduced mobility, she was more concerned about anyone likely to throw his wine glass somewhere unwanted.

"Quiet as lambs, this lot," said Kathy. Tegan nodded at the junior stewardess, who had appeared silently behind her. "You go down, I'll look after it."

Tegan scowled, just a shifting of muscles imperceptible at any distance. Her rank meant such decisions were hers; she knew her reputation as a hard taskmaster, and if anyone thought she was this easy to butter up, they would be in for a surprise. Still...

"For the moment," she said, and walked down to the lower deck. She supposed she should go up fore to the station there, but she ducked into the galley instead, to try to clear her head.

*No, no, don't leave.*

It's what the Doctor had said to her, sounding lost and alone as she stumbled away from him.

*Not like this.*

Tegan let the memories wash away from her, feeling the smooth power of the huge plane crossing the Atlantic. Fifteen hours to Heathrow, and another anonymous

hotel room, and another flight, somewhere else. Repeat forever, if need be.

She opened her eyes; there was something wrong on her aircraft. The tempo had changed somehow, subtle but there. There were no screams, but somehow she felt that there would be soon. She peeked through the curtain that shielded the galley, and saw the man with the gun.

Her first thought was the sickening thud of bullets in flesh—only a memory, though gut-churningly real—and the likely results of bullets through the fuselage.

The man turned towards the stairway. Kathy was there, but he wasn't trying to hide. "Quiet as lambs," the stewardess said again, and they nodded in eerie synchronicity.

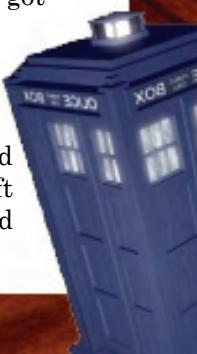
He didn't look like a terrorist, or at least, not like those ones on TV who drag passengers off to Cuba or Syria or wherever. Standard protocol was that if a gun ended up on deck, it was her job to keep people calm and get the gunman what he wanted. Let the ground authorities deal with it. Tegan thought it a stupid rule, and not just because of the explosion of that plane over Scotland. Someday it was going to lead to trouble.

Kathy headed back upstairs. Tegan doubted it was because she was doing her duty and keeping calm. And there was more than these two, she also knew. The change in tempo she had felt was bigger than this.

Enough internal debate. Hesitation got people killed.

People like Adric.

She grabbed a hot jug of coffee and burst out of the galley in one swift motion, swinging it towards the hand





carrying the gun. The guy turned, shouting, and threw her aim off; she missed the gun, but brought her knee up sharply where it would hurt the most. That was about the extent of her self-defence training, really, but she also clawed at his face, hoping to direct his attention toward his vulnerable eyes.

All hell was breaking loose along the lower deck. There were more of the thugs, and the crowd had properly noticed. There was even some woman with a knife and strange robes, shouting something. *Probably yelling about freedom*, Tegan thought bitterly. *Freedom for you, lady, not for me*. There was a loud *pop!* and the woman in the robes clutched her arm, cried out, and fell back. Her knife went skittering out of sight.

Tegan couldn't afford to worry about that, now. The guy she was fighting had about six inches on her, and her knee hadn't seemed to do much damage. He'd been taken by surprise, but he was getting himself balanced to meet her attack.

And then a couple of the passengers from the seats in front of her jumped him as well, and the gun went off.

Tegan fell back, crying out, almost certain the hull was going, people were dying. She opened her eyes and saw Kathy on the stairs, looking down at her uniform, where an orange stain spread from the wound.

Orange blood.

Orange Kathy, twisted and snarling into some organic, domed carapace, lined with strange nodules. The alien shape-shifter stumbled upstairs again, emitting some unearthly hiss as it ducked out of sight.

Tegan lent back against the wall, getting her breath back. She thought she was grinning at the sheer adrenaline of it all. She looked at the melee beneath her, and made her decision. She started up after

Kathy instead. The passengers up there were in her care.

But the adrenaline rush was subsiding fast and her original unease was returning. She thought again of the Doctor, so vulnerable amidst the madness he traveled through.

How many steps were there, she wondered as she climbed. No more than ten, surely. She started to count, reached ten and kept on going.

She was very tired, and the noise from the deck below was fading fast. She reached out to the wall to steady herself, and kept climbing though the steps were surely flattening out.

When her hand ran over one of the roundels on the wall, glowing softly with some alien light, she stroked it like an old friend, and kept on upwards.

\* \* \*

Martha Jones wasn't thinking of the Doctor at all. "Are these bullet wounds?" she said sharply.

She wasn't sure anyone would answer her in the chaos, but a paramedic came over. "On who, the hippie chick? We figured that was just something breaking up and hitting her arm. See the knife sheath?"

Martha had indeed seen the abstractly detailed scabbard on the woman's belt, but she didn't break from her inspection of the most pressing wounds. "Did they find the knife?" she asked—perhaps a stupid question, but airline security never did fill her with confidence. It wouldn't surprise her if they'd fail to notice a machete whilst x-raying her shoes. Nobody answered—the paramedic had moved on. He was probably off duty soon, anyway, trying to put all this carnage out of his mind.

It had been almost eight hours since the crash. It had been some way out of London, but almost a quarter of the

immediate survivors had been brought here to the Royal Hope Hospital—those who required the more specialised treatment, but could survive the trip. Martha had first heard that casualties were being transferred here five hours into her shift. It was going to be a long, long day—which was to say, about average.

She did a final check for unnoticed injuries, apart from the wounds, mild head trauma and various scratches—noting the woman's shoes wouldn't need much x-raying, since they seemed to be merely slips of some silk-like material over her feet. They were done in the same red and gold as her robes. She made a quick notation on the chart (not with regard to the patient's fashion sense), and went back to the injuries on the arm and torso.

Definitely bullet wounds, and probably sustained in a quick burst at that. Very odd—though it might explain why the woman had been brought here, whatever the paramedic thought. The people she had already looked at had sustained much worse. Whether there were guns involved in the crash was not a mystery for her to solve. At worst it would drag her into court on some distant date to give testimony on her observations.

*Thanks a lot,* she thought wryly (but without any bitterness) to whoever had shunted the patient in her direction.

"I'm sorry," the woman said, sitting up. "This has got unexpectedly complicated. Wrong plane crash. Have you seen my knife?"

Martha just stared.

"Xoanon's teeth!" the woman winced, suddenly less lucid and clutching her injured arm. "That will teach me. Are you coming along?"

"No," she Martha carefully. "And you're not going anywhere either."

"You're needed."

"Yeah well, unless everyone else suddenly wakes up, I'm needed here too."

The woman nodded, then slipped off the table and ran through the crowded emergency room with the grace of a predator, an effect only marginally diminished by the fact she was still favouring the arm.

People looked up briefly, but kept to their patients.

Martha knew she would follow, knew that the work around her was in hand. She was good—that year trekking across an apocalyptic landscape did wonders for a whole lot of skills needed in emergency care—but there were a lot of other good people here as well. Security should be around somewhere, but she simply knew they were out of the picture in this particular case.

So she followed, and it wasn't into the corridors of the Royal Hope Hospital at all.

It was a maze, vast, silent and empty. Sometimes there was a ceiling, but mostly there was a strange glowing void. Most of the passages were of dingy brick, weather-beaten and irregular. One stretch of wall was broken up by an array of circular glass windows set in antique iron work. She peered through one, seeing strange shifting shadows through the thick glass, but hurried along. There were occasional doors as well, some opening only to a blank wall, some into vast rooms, mostly empty, one with a blood red necktie arranged in a precise spiral just inside.

"Anybody?" she yelled, but there was no echo, and never a sign of the woman in the robes. She figured shouting out for "hippie chick" was not going to help.

Once she passed a large painting of a fencing duel in some strange throne room (a penguin acting as second to one participant, dressed in garish chaos),





hung in an ornate frame against the ugly brickwork. She continued.

"Hello there," said a delighted voice, and a man bustled in from a side alley (corridor?). He was all teeth and curly hair, and shook her hand vigorously.

"Hi," she said, warily.

"If you don't mind, I've just got to..." And despite herself, she was hustled backwards into a doorway. The stranger closed the door carefully, and they both crouched silently as several sets of heavy footsteps stamped by.

"That was close, but I think they're gone," he said in a dramatic stage whisper, after a few seconds silence. He grinned again, and it was as disconcerting as the first time.

"I'm Martha Jones," she said, trying to take the initiative. "And you..."

"Splendid, splendid. You know, that's very odd. Very odd. I was here just a moment ago, I'm sure, but that was somewhere entirely different."

They both stood up and looked around. There was a swimming pool in the middle of the room, and patio furniture amidst a profusion of potted ferns and faux-Mediterranean decorations. But the pool was choked with weeds and even the ferns looked feral.

"Doctor?"

Martha was so distracted by the newcomer, picking her way through the foliage, that the name took a moment to register. Then the woman leaped forward, briefly hugging the man.

"It is you. I thought you'd be around here somewhere." The woman's Aussie accent was thick, and she was wearing some weird purple uniform.

"Doctor?" Martha said. "Is this like a club or something." They turned to look at her, and she realised. "You are the Doctor! You've regenerated, like the Master!"

"Well, not *just* like that, I hope," he said, still grinning. She didn't know how she could mistake him for a moment.

"I'm Tegan," said the other woman, then turned back to the Doctor. "I guess you haven't met me yet. I was there when, well..."

He held up his hand to silence her. "Yes, yes, better not say. We're having enough trouble with time right at the moment. The Sontarans are putting their big feet in it, and I probably haven't thrown them off for long."

"Don't worry, Doc. The moment will be prepared for. It'll all end happily."

He laughed. "Doesn't it always?"

"No," said Tegan.

"No," said Martha.

"Well, yes. But have a jelly baby to tide you over."

They did, and then he left them because he said he had to take care of the Sontarans, and he was pretty sure they shouldn't be along.

The two women just looked at each other when he was gone.

"Drives you mad, right?" said Tegan.

"Oh yeah."

"Come on. I think I'm starting to work out what is going on."

\* \* \*

"That is not a Terran artifact," said Ace, patiently.

"My dear," said Ellifex Balkin ebulliently, "it was found in the ohtoo cache, perfectly preserved with many other specimens of historical significance, and I thought of you *immediately*."

Ace snorted. "I heard some of those shipments were light." Ellifex spread his marbled hands innocently. "I don't care if it was found in Queen E's bed. It's as Terran as that Dogon Sixth Eye you tried to off-load on the Earth iiMu last month. You're getting sloppy."

"My dear..." This was all standard repartee really, but there was a note of desperation hidden underneath his entreaty. Maybe business was going bad for him. Ace wondered if she should care. "It's a nice knife," he finished, quietly.

"So we've moved from discussing precious relics of an ancient civilisation to some half-decent cutlery, right?"

He sighed. "Sixteen."

"Five. At most!"

So it went, half-heartedly. She got it for eight-three, and when she twirled it experimentally around her hand, it flowed like silk. Then she balanced it point down on Ellifex's metal counter top, and it slid down to the hilt without a whisper of protest.

She whistled. "Nice knife."

She left him, and walked through the port, awash with badly filtered air and multi-lingual advertisements clashing with the bright contrails of spaceships above. Maybe she was thinking of the Doctor, but she had learned to suppress that below conscious level—most of the time.

She made a turn which looked wrong, and then ducked through an alley which turned strangely, and backtracked into a white void vaster than the spaceport itself.

"Am I meant to guess, or do we get subtitles?" she called out.

"I like a good guessing game," said a voice behind her. She whirled, having to go a full 360 degrees to face up to an old man in a colourful robe. "But I should warn you, I play to win. You are in the Celestial Toyroom now, and you must win or die..." He was gone, leaving only a lingering chuckle behind him, and through the void a multitude of prismatic images started to coalesce, of marionettes and spinning columns and fat-faced school boys with vampiric eyes.

"Bollocks," said Ace.

She was three games in when she started to wonder. Her new knife was being carried at her belt (by the hilt, as was necessary). It was not just a matter of attacking her tulgey opponents, she'd worked that one out already. But it was indeed a very sharp knife.

She knelt and starting cutting through the very void on which she stood, whilst HoHo the Clown jumped up and down petulantly. Without pausing to wonder, she slipped into the gap she created into another void, pink and restful, sort of dreamy.

"What are you doing in the Zero Room?" said a cross Australian voice.

"Hi, I'm Martha," said another. Ace smiled, warily, and introductions were made.

"You know," said Tegan, looking around the restorative chamber. "For a place that is supposed to be 100% free of outside influences, this is really easy to get into."

\* \* \*

"Jamie!" cried the man. Jamie jumped, startled, and looked sideways along the side of his hut, then back to the newcomer. The man was dressed in a brown suit inappropriate for this time





and place, and everything about him seemed out of control, from the cut of his long, flapping coat up to his wayward mop of light brown hair.

"Well, I never! Jamie McC, and you have your pipes. Oh, brilliant! Absolutely brilliant!" The man held his hand out to accept the bagpipes, and let it fall away again when it was clear they weren't being offered. "Play something. Oh, go on, play something! I always thought it was a shame I never heard them properly in action, but there was that whole running away from the English thing, and I guess I had my recorder back then, and maybe we would have clashed, well, I don't know..."

"Ah, ye prancing jackanape, never ye mind about the English. Who are ye then?"

The Doctor smiled, sadly. "Oh, come on, Jamie. I know you kept your memory when the Time Lords tried to take it away. And besides, I'm afraid no-one else is around to care."

They stepped forward and embraced. "Aye, you taught me well, Doctor. Are yer staying?"

"No, can't I'm afraid. I'm just looking for something. Echoes, really. Seen anything strange lately, on the moors maybe?"

Jamie's eyes darted sideways again. "Nae, Doctor. Nothing but you bouncing round like a seagull skrechin. But come, for dinner at least. There's mutton."

The Doctor studied him, searchingly. "Alas, no. Time waits and all that." He gave a little bow and considered a minute before adding, "Thank you, Jamie."

And he was off, heading out across empty moor—although Jamie reckoned there was likely to be a police box hidden in some glen long before Inverness.

He turned to the woman in red and gold robes standing against the far side of his

hut. "Yer could have come out and said hello, you know."

"No, I couldn't. Not that incarnation, anyway. There is a barrier between us. I don't know what it is, but I'm sure he does. Too well."

He shook his head. "Call yerself Time Lords and ye can't turn a corner."

"I'm not a Time Lord, Jamie. I just said I worked with them. Are you coming?"

He looked back across the fine drizzle of a Scottish afternoon, after the vanished Doctor, and sighed. "I reckon. Is this anything to do with that barrier you mentioned?"

"I'm not sure. Maybe so."

She offered her hand and he accepted her strong grip, allowing her to lead him into familiar corridors.

\* \* \*

"Thank God," said Ace, when Jamie McCrimmon appeared from the interior door. "The estrogen levels in here were about to kill me."

He frowned at her.

"That's my knife," intoned the woman he was with. It was a statement of fact, offered without malice.

Ace looked her up and down. "You think you can take it?"

"I am Leela of the Sevateem, and I could disarm you from here." Again, a statement of fact, and Ace had the disconcerting feeling that this Leela bird was more than capable of carrying it out.

"Ladies, please," said Tegan, with some steel in her voice. The five of them stood silent for a moment. The room they were in was done in tasteful wooden panels, complete with the ubiquitous roundels,

with a hexagonal desk on a raised dais in the centre.

"It still doesn't look much like the TARDIS," said Martha. "It's a bit cramped."

"But it is, sort of," Tegan spoke again. "I worked it out when we found the Zero Room. It's the quarter of the TARDIS we had to jettison, to get out of one of the Master's traps. We were rushing back to event one, and this was the only way we could get enough thrust to escape. I suppose this is some sort of back-up console room."

"Yes," said Leela. "There are a few, actually."

"I figured the whole thing had been destroyed."

Leela held out her hand, and Ace gave up the knife quietly. Leela slid the sleek blade into a sheath obviously designed against its subtle edge. "Everyone thought so. But we picked up echoes on Gallifrey, signs it might be out there, trying to rebuild itself somehow, find familiar figures to connect to."

"You come from Gallifrey?" said Martha, aghast. "But, the Time War... I mean, should I, can I...?"

"Maybe there was a war," said Leela. "But not yet. Maybe not for millennia."

"Bloody time travel," said Tegan.

"You should have seen her when I explained about the Dalek wars," interrupted Ace. "Apparently they're a bit harder to kill these days."

"That's all great," said Jamie. "But what are we supposed to do? And where's the Doctor? He said he was looking for echoes, too."

"Well, we have a console room," said Leela. "I have some instructions. We could find out."

"Hold on a sec," said Tegan. "I left the TARDIS for a perfectly good reason. You just want to drag me back again?"

"What was the reason?"

"Because... Oh, rabbits! It's complicated."

"Because he drove you mad?" said Martha.

"Yes," said Ace. "He kept playing his games, over and over. I joined the Dalek wars for some peace."

"Yes," said Tegan. "Because of all the death. Because of Adric. Because if I walk too far in those corridors I wonder if I'm going to find a graveyard."

"Yes," said Leela, quietly.

"You're all mad right enough," said Jamie. "He's not like that. He does his best. I didn't get a choice to leave, and I bet life outside for you lot is just as flat now he's gone."

Silence fell over them, and the TARDIS—or at least, the pieces of it—hummed softly as always.

"You said you had an instruction manual?" said Martha.

And they were away.



# CHAPTER ONE: TIME AND RELATIVE DIMENSIONS

*"Do you wanna come with me? 'Cause if you do then I should warn you, you're gonna see all sorts of things. Ghosts from the past. Aliens from the future. The day the Earth died in a ball of flame. It won't be quiet, it won't be safe, and it won't be calm. But I'll tell you what it will be. The trip of a lifetime!"*

*-The Ninth Doctor, Promo for Series One*

Welcome to the **Doctor Who Unisystem** netbook for *Conspiracy X*. This book has been a labor of love more than a year in development, and I have tried (with the help of countless individuals) to make it as complete as possible in a single work. Herein you will find all you need to run a Unisystem campaign set in the “Whoniverse,” including popular enemy villains, technology, new Qualities and Drawbacks, new rules, and even an entire “first season” of your own series, with complete pre-generated Cast stats! Please note that this is not a core role playing game; this netbook assumes ownership of at least one of the following **Unisystem** Core Rulebooks: *Conspiracy X Second Edition (Con X)* or *All Flesh Must be Eaten (AFMBE)*. Having both will add to the utility of the book, as many alien statistics herein were written using the *AFMBE* “Zombie Creation” system, but it is not absolutely necessary to own both. In addition, to get the most out of this book, you should own a copy of the *All Tomorrow’s Zombies (ATZ)* science fiction sourcebook for *AFMBE*. In the end, this book is written on the assumption that you own *Con X 2* and *All Tomorrow’s Zombies*.

It should also be noted that for all my best efforts, this book is absolutely *not* to be viewed as any sort of “Definitive Guide to *Doctor Who*.” I don’t have nearly enough room to do the series justice unto itself, let alone provide details on all the novels, audio plays, and spinoffs. What I’m offering here is a toolkit which hopefully hits all the important bases. For source material, I can heartily and enthusiastically recommend Wikipedia’s entry on the series, which is bloody expansive. And finally, some knowledge of the series, its themes, characters, and

even its spinoff *Torchwood* is assumed herein. I just don’t have the space to write whole sections on those issues, and let’s face it: this is probably one of the biggest freebies you’ve ever downloaded for your game, right?

Well, I’m not one for longwinded introductions, so let’s jump right in, shall we? I hope you enjoy using this as much as I’ve enjoyed putting it together.

## CHAPTER SUMMARY

**Chapter One: Time and Relative Dimension** includes these opening remarks.

**Chapter Two: Travelers in the Fourth Dimension** includes all the information you need to create characters and get off and running in the Whoniverse, with new Qualities, Drawbacks, rules, and writeups on some of the most important and ubiquitous technology found in the TV series, and in our included campaign.

**Chapter Three: Aliens and Enemies, Old and New** is a Who bestiary, including some popular classic foes like Daleks and Cybermen, and dropping in a bunch of brand new alien threats for your Cast to face, and run for their lives!

**Chapter Four: A (Nearly) Complete History of the Doctor** is our setting chapter, providing a biography of all the incarnations of the Doctor through Series Three of the revival (incarnation number ten), and tidbits of universal information, with an explanation of what the Time War was, and just how and why the Doctor destroyed two worlds stopping it!

**Chapter Five: Saving the Forgotten** presents a complete “first series”



campaign using an original crew, so you can get up and running with as little prep as possible.

**Appendix: Cast** includes character sheets for our original cast, for use in the *Saving the Forgotten* campaign.

## CONVENTIONS

*Doctor Who* uses the following conventions, most of which are exactly like the other **Unisystem** books.

### TEXT CONVENTIONS

This book uses different graphic features to identify the type of information presented. This text is "standard text," and it is used for general explanations.

**CERTAIN TEXT IS SET OFF FROM THE STANDARD TEXT IN THIS MANNER. THIS IS SIDEBAR TEXT, AND IT CONTAINS ADDITIONAL, BUT TANGENTIAL INFORMATION, SUPPLEMENTAL CHARTS, OR CHRONICLER-ONLY INFORMATION AND BACKGROUND.**

Text formatted like this is commonly known as "Boxed Text," and is meant to be read aloud to your players. It sets the scene or provides vital information about a scene or episode.

### DICE NOTATIONS

This book uses several different dice notations. D10, D8, D6, and D4 mean a ten-sided die, an eight-sided die, a six-sided die, and a four-sided die, respectively. A number in parentheses after, or in the middle of, the notation is the average roll. This number is provided for those who want to avoid dice rolling and just use the result. So the notation d6 x 4 (12) means that players should roll a d6 and multiply the result by four, but those who want to skip rolling can just use the value 12. Some notations cannot provide a set number because their result depends on a variable factor. For example, D8 (4) x Strength is used because the Strength value to be plugged into this notation varies depending on who is acting.

## GENDER AND POLITICAL CORRECTNESS

Every roleplaying game faces a decision about third person pronouns and possessives. While the male reference (he, him, his) is customarily used for both male and female, there is no question it is not entirely inclusive. On the other hand, the "he or she" structure is clumsy and unattractive. In an effort to "split the difference," this book will switch off at random between male and female designators.

## MEASUREMENTS

This book primarily uses U.S. measurements (feet, yards, miles, pounds, etc.). Generally, equivalent metric values appear in parentheses. In the interests of ease of use, the conversions are rounded. For example, miles are multiplied by 1.5 to get kilometers (instead of multiplied by 1.609), meters are equal to yards (instead of 1.094 yards), pounds are halved to get kilograms (instead of multiplied by 0.4536), and so on. If a Chronicler feels she needs more precision, she should take the U.S. measurements provided and apply more exact formulas.



## ABOUT THE AUTHOR

Jason Vey has been writing stories as long as he can remember, from superheroes to swords and sorcery to space ships to Gothic horror. Telling tales that evoke emotion in other people is his passion. He has been gaming since the age of five, and actually *understanding* role playing games since the age of seven or eight. He has currently published three



books for Eden Studios, one for Palladium Books, and contributed to works by Misfit Studios, Palladium, and Eden. He has celebrated his 29th birthday several times over, and lives in Pittsburgh, PA with his girlfriend Julie and their crazy cat, Seamus. His website can be found at <http://www.grey-elf.com>.

## ACKNOWLEDGEMENTS

Before we get into the meat of things, I have to thank my gaming group: Eric, Robert, Julie, Don, Tom, and Daryl, for playing through the campaign herein and creating the Cast stats included in the Appendix. I also need to thank absolutely everyone on the RPGNet discussion thread for *Doctor Who* adventure scenario ideas, found at <http://forum.rpg.net/showthread.php?t=318636>, and from which several of the episodes herein were taken. Brilliant stuff, there, and lots of room for more seasons than the one I've got here! A very special thanks goes to AesirRaven, whose idea for a Skaro adventure formed the

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# CHAPTER TWO: TRAVELERS IN THE FOURTH DIMENSION

*"Our lives are important - at least to us - and as we see, so we learn... Our destiny is in the stars, so let's go and search for it."*  
*-The First Doctor*

This chapter will explore the nuts and bolts of gaming in the Whoniverse: character types, new qualities and drawbacks, new rules, and equipment. To get started with your game, this is the section you'll need.

## NEW QUALITIES AND DRAWBACKS

### EMOTIONAL PROBLEMS AND SLEEP DISORDERS

This is more of an errata than a new addition, but Emotional Problems and Sleep Disorders should now universally operate on the same Mild, Moderate, and Severe scale as Psychological problems do (See *Conspiracy X*, p. 77-78 for scale). Not only does this smooth out the functionality of these differing, yet related, Drawbacks, it allows the free addition of new Psychological, Emotional, and Sleep problems without needing to work out a detailed writeup for each.

### INCARNATION

4-point per level Quality

For each level in Incarnation, the character has lived a single past life which he remembers and has assimilated into his current existence. This ability provides additional skill points equal to the character's Intelligence score, minus 1 (Minimum 1). For Time Lords regenerating, the Quality provides skill points equal to the previous incarnation's Int score.

In addition, those with past lives are also sometimes able to tap into the knowledge of their previous lives. These attempts require the character to pass a Willpower and Intelligence Test, and may be done once per week at no penalty, with a cumulative penalty of -2 per successive attempt, until a full week has passed per each attempt, without an effort being

made. Penalties reduce exactly as they accumulate, however.

**For Example:** a character with Incarnation attempts three different times in the space of a week to access the skills of her past life. Her first attempt to do so is unpenalized. Her second is at -2, and her third is at -4. She must now go three weeks without attempting to access previous incarnations before she again has no penalty. If she goes a week, she still suffers -4 (no removal for the first week). If she goes two weeks, the penalty is reduced to -2 (but she then must still go two weeks before that -2 goes away).

When attempting to perform an unskilled Task, the character may receive a flash of knowledge from one of her previous lives. If the player took the time to decide what her character's previous lives knew, then the character gains, for that one Task, a skill level equivalent to the character's Incarnation level, but only the skills that the character knew in her previous lives are available. If the previous lives are not known, then the character uses only one half of the Incarnation level (rounded down), but virtually any skill might be known. The only exception would be high-tech Skills that a previous life would be unlikely to know.

Note that characters with this Quality are aware of their previous incarnations, and can tap many of the memories of those incarnations at will; only skills require effort.

### TIME LORD

16-point Racial Quality

You are a traveler in the fourth dimension, a wandering native of the planet Gallifrey with thirteen lives, seeking to battle evil and injustice throughout time and space. Whether



an exile of your people, a secret operative for the Time Lord council, or a lone (so you think) survivor of the Last Great Time War, your existence away from your home world leaves you lonely, and your abilities likely make you more than a bit arrogant. Still, you know what needs to be done and aren't above making the hard decisions to do it...so long as it doesn't involve guns. Nasty things, those. Get people killed. And you've only got twelve lives to spare.

### Benefits

+2 to Int, and +1 to Per and Will. Time Lords may raise Int to a maximum of 9, and may raise Per and Will to a maximum of 8.

**Baseline Psychic:** Time Lords can sense psychic energy and use any of the basic human abilities (hunch, ken, etc.) once per session with automatic success. This does not grant the ability to learn new psychic powers, however; to do so they must purchase the Psychic or Gift Qualities as standard.

Jack of All Trades (3)

Jury Rigging (3)

Resistance (Radiation) (3)

Time Lord Regeneration (5)

Time Lords have a regenerative cycle, allowing them to escape death a limited number of times. Every Time Lord is born with thirteen lives, or twelve regenerations, and a connection to the Eye of Harmony which powers all Gallifreyan technology. This innate connection to their lineage allows Time Lords to tap into the racial memories and knowledge of the past and future. Each new regeneration results in the Time Lord completely changing in appearance, abilities, and even personality. Such an occurrence automatically costs a Time Lord four Drama Points (Time Lords may "borrow against the bank" if they don't have enough) and results in the player creating an entirely new character. Players should total the amount of points they have invested in attributes, skills, and Qualities (Excluding Incarnation, which never changes except to increase), and build a new character by "redistributing"

these points. Each regeneration also adds one level of Incarnation. Additional Skill points from this level of Incarnation are gained based on the Int score of the *previous* incarnation. See the Incarnation Quality for more information.



**For Example:** a Time Lord dies and regenerates. The dead Time Lord had an Int score of 5; the new Time Lord has an Int score of 6. The gained level of Incarnation grants 5 points to skills, because those points are gained based on the previous life, not the new one.

Even Drawbacks do not necessarily carry over from one incarnation to the next, though a character must always accept the same value in Drawbacks from one incarnation to the next, and may not add extra points for gaining Drawbacks. Characters may always spend Experience Points to buy off Drawbacks (even those packaged with the Time Lord Quality) upon gaining a new incarnation.

**For Example:** a Time Lord who regenerates with 10 points' worth of Drawbacks (not including those gained with the Time Lord Package, which always transfer from one incarnation to the next) must accept 10 points' worth of Drawbacks in the new incarnation, though he gains no points for these Drawbacks.

In many cases, a Time Lord needs to recover and complete a regeneration after the physical form changes. This can be anything from a few hours in a TARDIS "Zero Room" to a day or two of complete amnesia, to spotty consciousness and weakness until he receives a good cup of



tea, at the discretion of the Chronicler. On one occasion, the Doctor went briefly psychotic!

During the first fifteen hours of regeneration, a Time Lord receives the Regeneration (Con per Round) ability, and can even re-grow entire limbs if they're severed or regenerate again without losing one of his twelve! After these first hours are passed, however, this ability vanishes. Female Time Lords can sometimes control their appearance shift, "trying on" new bodies, as when Romana regenerates into her second incarnation; males cannot.

### Downfalls

In addition to these benefits, Time Lords also have the following Drawbacks, for which they gain no points. Cast Member Time Lords may, if they so choose, increase the value of these Drawbacks to gain extra points, however. At the Chronicler's discretion, a Time Lord Cast Member may begin play *without* any or all these Drawbacks; however, this increases

the cost of the package equal to the total value of the Drawbacks the player chooses to omit. If, for example, a player wants a Time Lord without Honorable (Mild), the cost of the Time Lord Quality increases by 1.

Honorable (Moderate). Time Lords are known for their sense of duty and dedication.

Mental Problems (Delusions of Grandeur) (1-level). Time Lords are notoriously arrogant, believing they have the right and duty to police the rest of the universe and the sole responsibility to safeguard the integrity of time and space.

Emotional Problems or Mental Problems (Choose one) (1-level). Due to the nature of their travels and their alien nature, Time Lords do not always relate well to human beings; this manifests as a variety of emotional and mental problems, such as a fear of commitment, fear of rejection, arrogance, prejudice, etc.



## NEW SKILLS

### Pilot (Temporal-Dimensional Spacecraft)

This skill works exactly as other piloting types, with one exception: a minimum of one rank in Science (Temporal/Dimensional Physics) is required to effectively pilot a temporal-dimensional spacecraft. Characters with this skill can attempt to pilot a TARDIS at -2. This skill is also necessary to properly operate a *Vortex Manipulator* (p. 25). As with all Piloting Skills, what attribute links to this skill varies by situation; operating the controls of a ship should be Dexterity, while operating a Vortex Manipulator is Intelligence-based.

### Pilot (TARDIS) (Special)

Pilot (TARDIS) is different than other Piloting skills, being a special skill that allows one to pilot *any* temporal or dimensional spacecraft, and to pilot a TARDIS of any make and model. Like Pilot (Temporal-Dimensional Spacecraft), Pilot (TARDIS) requires one rank in Science (Temporal/Dimensional Physics) as a prerequisite. Piloting a TARDIS is difficult, however, and landings are often...rough, to say the least. For fun, Chroniclers should require a Pilot (TARDIS) and Dexterity Task every time the TARDIS lands; fewer than three success levels means the Cast are thrown to the ground or generally flung around unless they make a Difficult Dexterity Task. Unless it's a plot point in a game, however (in which case Drama Points should be awarded), no damage should be suffered from such a "fender-bender" crash landing.

### Science (Temporal/Dimensional Physics)

This skill works as other science skills, but provides knowledge of temporal and dimensional physics outside of current, early 21<sup>st</sup>-century Earth theories. These characters know how the Time Vortex works, and the mechanics of dimensional and temporal travel. Besides Time Lords, Time Agents from the 24<sup>th</sup> century will

have this knowledge, though anyone not aware that the Time Lords are extinct may have poor information when it comes to inter-dimensional travel.

### Systems Operations (TARDIS)

This skill is necessary to plot courses, take readings, do analyses, diagnose problems, and generally use the computers and systems in a TARDIS, which are far more complex than those to which most Cast Members will be used. It can default to other Systems Operations skills, or to Computers, though at a -2 penalty and a limit of 2 success levels.

## 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.greyelf.com/buffy/quickstart.pdf>

Additional Drama Points are awarded by the Chronicler for good role playing, amusing in-character quotes (only once per session, in this case), for heroic deeds and self-sacrifice, and in exchange for some bad plot-based event that happens to the Cast Member. In addition, they can be purchased with Experience Points at a cost of 2 XP per DP. Once a Drama Point is spent, it's gone and doesn't refresh.

## 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 expositional 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.

## EQUIPMENT

### CHAMELEON ARCH

A fob watch, engraved with Gallifreyan symbols, used to store the memories and biology of a Time Lord who uses the Chameleon Arch. The watch uses a



perception filter to prevent the transformed Time Lord from noticing it. Those with telepathic abilities are apparently immune to the filter, as are those already aware of the watch's nature. The Family of Blood can also smell the Time Lord stored within. When opened by the Time Lord, it restores their original physiology. Anyone else opening it gets flashes of the memories stored within. The Tenth Doctor uses this in "Human Nature" to "rewrite" every cell in his body, enabling him to hide from the Family of Blood in 1913. It causes extreme pain as it makes him fully human, and gives him a set of TARDIS-created false memories in place of his own, creating the persona of 'John Smith'. He retains a small amount of "residual awareness", resulting in dreams about life before the change. The chameleon arch stores the Doctor's Time Lord self in a fob watch that slots into the device as it is



operated. In "Utopia", Martha discovers that the Master used the same process, generating "Professor Yana" as his persona.

## CROWN OF THORNS (NEW)

This piece of Gallifreyan technology



resembles a simple titanium circlet with an emitter similar to that on the end of a Sonic Screwdriver. When placed on a victim's head and activated, the circuitry sends P-wave energy into the brain of the victim, looking for patterns of emotional trauma and stress lines. It then constructs a virtual hell based on past experiences and direct manipulation of the brain's receptors, creating agony more intense than anything that can be experienced through physical nerves. Such torture is usually *very* illegal, but just the threat of it is enough to break most people. Combined with the proper psychic collection matrix, it can be used to extract memories, feelings, or thoughts from a victim.

## THE SONIC SCREWDRIVER

The Sonic Screwdriver is integral to the character of the Doctor, and so should be integral to the feel of any game series in general. It is assumed that every Time Lord character begins with a TARDIS, a Sonic Screwdriver, and Psychic Paper.



In game, the Sonic Screwdriver functions as a sort of limited MacGuffin for the Time Lord and Chronicler to use jointly. Its two basic functions (those which it is assumed to do) are as follows:

1. Operate any lock that isn't "deadlock sealed" (a technobabble term referring to, basically, a lock that can't be opened by a Sonic Screwdriver).
2. Function as a multi-tool which can be used for most repair purposes.

Other functions exist for the sonic screwdriver, and in the series it has even been seen to be used as an offensive weapon on occasion. Whenever a Time Lord (or anyone who has the knowledge to use the tool) wishes to use it for any purpose other than the two listed above, she must first clear said use with the Chronicler and then, must spend a Drama Point. Following this, she should record the use on her character sheet somewhere; at the Chronicler's discretion, this same use will be available in the future and will not usually (though may sometimes, depending on dramatic appropriateness) cost more Drama Points to access.

## NITRO-9 EXPLOSIVE

Nitro-9 is a high explosive invented and cooked by Ace, a companion of the Seventh Doctor. The mixture is based on nitroglycerine, but is stable until Ace primes it and then it is more explosive than common nitro. Creating an extremely focused and small-area explosion, Nitro-9 has a Ground Zero range of 1 yard at d6x6 (18) damage, a General Effect of 3 yards at d6x4 (12), and a maximum range of 6 yards at d6x2 (6). Nitro-9 is so devastating that at Ground Zero and General Effect ranges it ignores all armor, including the armor and force shields used by Daleks, and at Ground Zero the victim or object suffers damage cumulative for all three range increments. Timers on Nitro-9 canisters are generally ten seconds, give or take two or three seconds. Ace is a bit reckless in that respect.

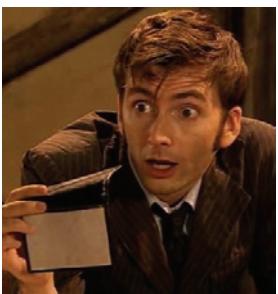


## PSYCHIC PAPER

Psychic Paper, quite simply, shows the viewer whatever the paper's holder wishes him to see. The paper can even be made to fool computer systems, acting as a pass card when swiped or scanned. However, anyone who has undergone psychic training, or possesses the Gifted or Psychic Quality



is immune to psychic paper and will simply see a blank card. Likewise, anyone with an Intelligence or Perception score of six or higher may roll Intelligence and Perception against the user's Simple Willpower Test to see through the paper. As with the sonic screwdriver, players can cook up other uses, with Drama Point expenditure, and Chronicler approval.



the Perception Filter with a Simple Perception Test, though still at -5. If the wearer of the filter does anything to draw attention to themselves, an unpenalized Perception and Notice Task will cancel out the field.

## PERCEPTION FILTER

A perception filter is a field generated by a TARDIS that convinces people to ignore it, which in the case of the Doctor's TARDIS makes the normally anachronistic police box seem perfectly ordinary wherever it lands, no matter how out of place it may be. The field extends to objects associated with the TARDIS, such as the keys used to open it. Perception filters can also be added to other objects, such as the fob watches used by the Doctor and the Master. The TARDIS also imparts a perception filter to a stone slab near a fountain in Cardiff during the events of "Boom Town", which Torchwood Three has attached to an elevator. The field does not work if the object it surrounds draws too much attention to itself, or if someone is specifically searching for the object in question. Those with even minor telepathic abilities are also immune. Martha Jones uses the one installed on her TARDIS Key to protect her from the Master's detection during the year he ruled the world. In game terms, the only way to "notice" someone under the influence of a Perception Filter, provided they do not draw attention to themselves, is to succeed at a Difficult Perception Test at -5. Situational Awareness bonuses apply, but Acute Eyesight does not. Psychics (even baseline psychics) resist

the Perception Filter with a Simple Perception Test, though still at -5. If the wearer of the filter does anything to draw attention to themselves, an unpenalized Perception and Notice Task will cancel out the field.

## SONIC BLASTER

The blaster uses a sonic wave projected into the form of pulsing squares of blue light which could cut through thick walls, and also had a reverse function which could replace the removed chunk of material afterwards. The blaster used digital technology, so by implication, the blaster could encode the molecules of the destroyed materials and re-integrate them from the same source. However, this function only works on simple, non-biological matter, not on animal or living plant matter.



In game terms, a Sonic Blaster in pistol form does D6 x 5 (15) Energy Damage, and in rifle form deals D8 x 5 (20) Energy Damage. Being hit with a Sonic Blaster is excruciating; even if the victim survives he must make a Consciousness Test with a penalty equal to the success levels of the hit or be paralyzed with pain for D4(2) rounds. Sonic blasters also have a stun setting, dealing damage to Endurance instead of Life Points. The excruciating nature of the weapon's blast makes it highly illegal technology.

## THE TARDIS

*This section will deal with the TARDIS in general, and make specific references to the TARDIS of our original Time Lord, the Artist, whose background and statistics can be found in the Saving the Forgotten campaign. The campaign begins on page 101; details on the Artist can be found on page 149.*



Short for “Time and Relative Dimension in Space,” the TARDIS is the vessel of the Time Lords. Ostensibly capable of traveling to any point anywhere in the multiverse at any point in history, the TARDIS is a powerful device. More than just a powerful time ship, TARDISes are actually living organisms which are grown, not built, on the Time Lords’ home planet of Gallifrey. They are possessed of at least an animal intelligence and rudimentary emotion, including, it is mentioned at one point, sentimentality.

## DEFENSES

The TARDIS contains a great many defensive systems. The most well-known, of course, is the *Chameleon Circuit*. This circuit allows the ship to appear as a mundane object that is best suited to the exact time, world, and place that it lands. Often this means it looks like a pillar, mundane vehicle, or even simply an elaborate gateway, though it can appear as anything from a portaloo (port-a-John, to Yanks) to a dumpster, to an oversized fire hydrant, to a large Ming vase (all forms the Artist’s TARDIS have adopted). The natural form of a TARDIS is rather unimpressive: a plain beige box, a foot taller than a phone booth or police box and wider by several feet. One of the outer walls opens up to allow entry. The Artist’s TARDIS, like the Doctor’s, is twitchy, though rather than being stuck in the form of a police box as the Doctor’s is, the Artist’s often simply gets its forms just slightly wrong (appearing as a port-a-John right in front of a cathedral, or a dumpster in the middle of an open park).

Such snafus could be fatal, if it weren’t for the secondary visual defense of the TARDIS, the *perception field*. This field makes the TARDIS imperceptible to the average person. It is important to note that the field doesn’t make the ship *invisible*. People see it; they just don’t register its presence. It’s just another object sitting right where it’s always been, in the point of view of anyone not specifically looking for it. It becomes, in effect, “someone else’s problem, not my

business”. The perception field, like psychic paper, does not function against anyone who is even remotely psychic.



As the Doctor once observed, “The assembled hordes of Genghis Khan couldn’t get through that door.” Without the proper code sequence or key, no one can get into a locked TARDIS. The Artist’s TARDIS is of a more advanced type than that the Doctor had in the original series, but he is not sure, yet, exactly which model of TARDIS it is. Rather than a standard key, the Artist’s TARDIS uses a select sequence of frequencies from his sonic screwdriver to open, or a complex alphanumeric sequence keyed to the DNA of a crew member, which the Artist can set painlessly with the push of a few buttons for anyone he invites along in his ship. Once set, the sequence is ingrained within the genetic coding of the individual and becomes “instinctive,” which means





that no amount of psychic or technological mental probing can draw out an individual's code.

The TARDIS exterior is nigh indestructible; it can withstand normal (and even explosive) gunfire and impact with no ill effects whatsoever, can survive in heat up to and exceeding 3,000 degrees Fahrenheit, and can survive falls of several miles. This is largely due to a persistent force field generated by the TARDIS power center, which resists almost all conventional attacks. However, certain extraordinarily advanced weapons systems (such as heavy Dalek weapons) may be able to penetrate this force field and damage the ship. This is left to the discretion of the Chronicler. In addition, the TARDIS has a functional HADS, or Hostile Action Defense System, which allows the vessel to teleport away when attacked or in danger. The Artist's TARDIS tends to be a bit twitchy, and activates its HADS at seemingly random (and sometimes inconvenient) times. To date, however, it has always returned and not abandoned him.

Finally, the interior of the TARDIS is protected by being in a state of "temporal grace," established by means of a dimensional stabilization field generated by the TARDIS power center. What this means is that anything within the TARDIS exists outside of time, or from the perspective of those within the flow of time, does not exist at all, while inside the vehicle's walls. This has several added effects. Firstly, those inside the TARDIS do not age while within its rooms and corridors. Secondly, no complex weapons, such as guns or energy weapons, should function inside the ship itself. Unfortunately, due to the dimensionally transcendent nature of the TARDIS, this field is imperfect and does not always function properly. Even during the Time War, the most advanced Type 100 TARDISes were not able to perfect the temporal grace field within their confines.

Some advanced TARDISes during the Time War are said to have had weapons systems installed. These so-called "Battle TARDISes" were few in number, and presumably have all been destroyed along with the population of Gallifrey. If they exist still, Battle TARDISes would be far more "bare bones" than their exploratory counterparts, possessing a control room, extensive laboratory, and weapons array, but seldom outfitted for comfort. Most TARDISes do not possess inherent weapons systems, being vessels of exploration and observation, not of war.

## FUNCTIONALITY

The TARDIS possesses telepathic controls, though these are not foolproof, and are not designed to interface directly with a single mind. The TARDIS's consciousness is vast and overreaching, being connected to both the Eye of Harmony, and to the Time Vortex itself, and looking into these two interconnected gateways to eternity can drive one completely mad. Thus, for vessels operated by a single pilot, manual control, though extremely difficult, is always the preferred method.

The primary control panel of a TARDIS is a circular, pentagonal, hexagonal, or octagonal console at the center of the main, or control, room, with a column rising from the center. This tube pulses, rises, and falls, indicating the status of the TARDIS heart (indeed, it beats in rhythm much like a giant heart). The TARDIS is technically designed to be piloted by anywhere from three to six different operators, and thus a single pilot often must run wildly around the console, throwing levers, adjusting dials, and pushing buttons in just the right sequence to keep it on course. Naturally, this is the sole cause of many TARDIS "accidents" which result in the ship landing in different times, places, or dimensions than originally intended, and almost always this results in what feels like a crash landing to occupants, hurling them to the floor when the ship stops (but rarely resulting in injury). Even still, Gallifreyans tend to be an adventurous

lot, and manic at that. Many enjoy the rush of piloting a TARDIS unassisted, and often joke to alien companions about having “failed the driver’s test” when a mishap occurs.

At times, the TARDIS control panel has been described as “isomorphic,” meaning only its designated operator can use the vehicle; however, it’s more likely that since the TARDIS is alive and sentient, even in a rudimentary sense, that it can choose not to function for certain individuals that it doesn’t like. However, thus far in the Whoniverse, no Time Lord has failed to be able to operate a TARDIS.

Many TARDISes have secondary and even tertiary control rooms, allowing the pilot to access the vessel’s primary functions from other locations in case of emergency.

The appearance of the TARDIS interior reflects its Time Lord operator’s tastes; each TARDIS reshapes its appearance to reflect the likes and dislikes of its Time Lord, and can even change from incarnation to incarnation. Like many modern computer software packages, the TARDIS interior can be thought of as “Skinnable.” The Artist’s TARDIS control center, at the beginning of the series resembles the lobby or information center of a museum, with the control panel where the main desk would nominally be located.

The power source for the TARDIS is twofold. First, the Heart of the TARDIS, located beneath the central control panel (and visible only by the pumping column rising from the same) is a direct link to the energies of the Time Vortex, a sort of energetic, nebulous void between and outside of time and space, which forms the medium through which the TARDIS travels. It is said that looking into the Time Vortex is to see the entirety of creation and eternity, and that some have been driven stark raving mad by viewing its depths. It is possible also to absorb the energies of the Time Vortex, imparting godlike powers to the recipient for a short time, though these energies invariably

result in the death of the absorber (or in a forced regeneration, in the case of a Time Lord recipient). However, given that the abilities gained by doing so are quite literally godlike powers over time, space, and creation, presumably one who knew how to wield such powers could stave off such death or regeneration and become a true god (or, as the Doctor theorizes, a *vengeful* god, in the case of a Time Lord).

Secondly, the TARDIS, like all Gallifreyan technology, maintains a link to the Eye of Harmony, an artificially created black hole in the vicinity of Gallifrey, which provides nearly unlimited energy and the ability to access the Time Vortex for purposes of travel. In brief, the Eye of Harmony (and presumably other properly manipulated black holes) theoretically provides the gateway to the Time Vortex, which without it would be inaccessible. Since the destruction of Gallifrey, the Doctor’s TARDIS has been seen on to require “Refueling”, which indicates that the Eye, if it still exists, doesn’t provide the unlimited energy stores it once did. Any Doctor Who game set in the timeline of the revived (post-2005) series, should assume this to be the case. If the Eye exists post-Time War, and all TARDISes still maintain a link to it in their Cloister Room, it now merely provides a gateway to the Time Vortex, and not a power source for the Heart of the TARDIS. Every so often, a TARDIS without the benefit of the Eye needs to stop for roughly twenty to thirty seconds on an active temporal or spatial rift to absorb the energies emitted for power. This, again, is a MacGuffin that is left to the discretion of the Chronicler.

Finally, elements needed for the proper functioning of the TARDIS and requiring occasional replenishment include mercury (used in its fluid links), the rare ore Zeiton 7 and “artron energy.” The latter is a form of temporal energy, generated by Time Lord minds, which is also said to help power TARDISes. Another form of energy, “huon energy”, is found in the



heart of the TARDIS and (apart from the activities of the Torchwood Institute) nowhere else in the universe. Ancient particles from the Dark Times, Huon particles are potentially deadly and contain a great amount of energy, and can cause people to inadvertently teleport as they magnetise with other sets of Huon particles.

## INTERIOR

As much as we hate to overuse the word, where the TARDIS is concerned, the term “MacGuffin” takes on an almost archetypal meaning. The interior of the TARDIS, due to being dimensionally transcendent, is larger than the outside. While the outside of the vessel weighs exactly as much as whatever form it undertakes at the time, the mass of the interior can be over 5,000 tons—quite literally the mass of a good-sized mansion. In general, the TARDIS can have a room for whatever the Chronicler needs it to have, in addition to a literal maze of corridors within which the unwary can get quite lost. Rooms that have been demonstrated to exist in the Doctor’s TARDIS (and probably in most) are as follows:



*The Artist's Primary Control Room*

- **Primary Control Room:** This is the front room, where the primary control

panel is located. Many of the scenes in the TARDIS take place in this room. Secondary and Tertiary control rooms may also exist.

- **Zero Room:** This is a “healing” room which grants any resting within its confines the ability to heal nearly any poisons, illness, or injury. In game terms, it grants the convalescent the ability to regenerate life points every hour, equal to her Constitution score, and will eliminate poisons or disease from the system at a rate of one hour per Strength level of the toxin or infection.
- **Cloister Room:** Effectively the “alarm” room of the TARDIS. It houses the ship’s link to the Eye of Harmony and the Cloister Bell, which rings when a catastrophe is about to occur, and the crew should “assume battle stations” (whatever that means on a ship with no weapons systems).
- **Wardrobe:** The wardrobe contains appropriate clothing for any time period in Earth’s history, likely separated by era. It may, at the Chronicler’s discretion, also contain appropriate clothing and disguises for alien worlds as well.
- **Art Gallery/Exhibit Hall:** Exactly what it sounds like, this is where Time Lords display their private collections of art or mementos. The Artist’s contains many of his own works as well as those of great artists throughout the ages and worlds.
- **Living Quarters:** Self-explanatory.
- **Bath hall with swimming facilities:** Contains a large whirlpool/sauna and full-sized heated swimming pool.
- **Storage Areas:** These large bay-like rooms are exactly that: storage areas and attic space.





*The Great Hall in the Artist's TARDIS*

The Artist's TARDIS also contains a private workshop for his art, several dressing rooms off of the wardrobe, and an extensive paper library and study. Also, the Artist's TARDIS has a "Great Hall" just beyond the Primary Control Room, from which the rest of the ship is accessible. This hall is enormous, having staircases, doorways, and passageways leading from it; perhaps worse, the TARDIS tends to change its interior on a whim, meaning that what is a passage to a certain room once, may not be the way the next time. Visitors often must ask the TARDIS to allow them access to a given area before entering a hallway.

No game statistics for the TARDIS are provided, as we firmly believe it should be treated as a plot device or, more appropriately, a Supporting Cast

nominally controlled by the Chronicler. For more on the TARDIS, see the Wikipedia article at: <http://en.wikipedia.org/wiki/TARDIS>.

## VORTEX MANIUPULATOR

A vortex manipulator allows travel through time by barely controllable "hops" through the Time Vortex. The primitive technology is compact enough to be worn on one's person, often as the wrist-mounted device issued to Time Agents like Jack Harkness. The Family of Blood also had one capable of moving a small spaceship. The Doctor disdainfully compares the "space hopper" vortex manipulator to his "sports car" TARDIS. The Manipulator can also be programmed to teleport its operator (and anyone hanging on) from place to place. Traveling through the Vortex without the protection of a time ship, as the manipulator does, is described by the Doctor as, "That's a *killer*," referring to the disorientation and pounding headache resulting from such a hop. In game, characters traveling with a Vortex Manipulator are stunned for d4(2) rounds after each hop from stiff joints, a headache, and general vertigo. Using a Vortex Manipulator requires the Pilot (Temporal-Dimensional Spacecraft) or Pilot (TARDIS) skill.



# CHAPTER THREE: ALIENS AND ENEMIES, OLD AND NEW

*"There are some corners of the universe which have bred the most terrible things. Things that act against everything we believe in. They must be fought."*  
*-The Second Doctor*

This “bestiary” is far from complete; a multi-volume series could be written to cover every alien race, hostile and friendly, that has appeared in the television series alone since 1963. Rather, this bestiary covers some classic and popular recurring enemies of the Doctor, and creatures that appear in the included “Saving the Forgotten” Campaign. Where creatures have appeared in the “new series” (post-2005), the creatures’ writeups focus heavily on their game statistics and abilities as they currently appear. Wikipedia entries exist for most of these creatures; stat adjustments based on classic versions should be simple enough to achieve using the information therein.

Finally, many of the stat blocks herein were composed by SunlessNick, over at the Eden Studios *All Flesh Must Be Eaten* forum. More monsters can be found in his two threads over that way, to further threaten your crew!

Old Series Monsters:

[http://p205.ezboard.com/fedenstudiosdiscus\\_sionboardsfrm3.showMessage?topicID=383\\_6.topic](http://p205.ezboard.com/fedenstudiosdiscus_sionboardsfrm3.showMessage?topicID=383_6.topic)

New Series Monsters:

[http://p205.ezboard.com/fedenstudiosdiscus\\_sionboardsfrm3.showMessage?topicID=348\\_2.topic](http://p205.ezboard.com/fedenstudiosdiscus_sionboardsfrm3.showMessage?topicID=348_2.topic)

## All Flesh Must Be Eaten!?

Yes, we’re aware this is a sourcebook for *Conspiracy X*. However, the “Zombie Creation Rules” in *All Flesh Must Be Eaten* are an amazingly utilitarian system for creating *any* kind of monster, alien, or creature you can imagine, and knowing exactly how powerful it is, in relation to your Cast, simply by comparing the power level to the point value of your Cast. For example, two Power Level 35 creatures are equivalent to one 70-point character.

If you don’t own *AFMBE*, fear not: the stat blocks herein should still be quite usable; the Aspects simply explain why the attributes, skills, and powers are what they are, and most are relatively self-explanatory anyway. In the end, while owning *AFMBE* will enhance your ability to use these creatures, not owning it will not hinder you. Either way, we’ve got you covered!

## Bog Beasts

Bog Beasts are evolved masses of moss, lichens, protoplasm, and plants created by the energies released from improperly controlled Temporal-Dimensional experiments. When ripples in time become tears in the dimensional fabric of space, the Time Vortex leaks energies that cause bizarre mutations and sudden evolution in various forms of life. The Bog Beasts are one such evolution; unfortunately, they did not evolve to a higher state of consciousness and are still bestial and dangerous. Fortunately, they’re subject to harm from

most forms of attack, especially from heat and cold (which do double damage). Bog Beasts are mindless, and seek only to reproduce, which they do by implanting spores into the skin of human beings; these spores grow at a massive rate, transforming humans into new Bog Beasts within minutes of infection. Whenever a human being is hit by a successful attack from a Bog Beast, a Simple Constitution Test is called for; failure means the human has been impregnated and if not treated in d10 (5) minutes by cutting away the infected tissue (which in turn inflicts D4 x 3



slash/stab damage), will turn into a Bog Beast themselves.

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## GAME STATISTICS

(*All Flesh Must Be Eaten*-style)

Str 4	Con 2
Dex 2	Int 1
Per 2	Will 2
LPs 34	EPs n/a
Speed 4	Essence 13

**Drama Points:** 3

**Attack:** Claws D6 x 4 (12) slash/stab

**Skills:** Brawling 2, Dodge 2

**Weak Spot:** All [0], Fire/Cold [-6]

**Getting Around:** Life-Like [3]; The Lunge (+2 Initiative) [3]; Aquatic [2]; Climbing [2]

**Strength:** Strong Like Bull [5]; Claws [8]

**Senses:** Like the Living [1]

**Sustenance:** Daily [0]; Photosynthetic [0]

**Intelligence:** Tool Use 1 [3]

**Spreading The Love:** One Claw and You're Hooked [8]

**Power:** 29

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## CYBERMEN

Cybernetic beings bred to conquer and assimilate other races into their collective consciousness through "Upgrading," these creatures are feared throughout the galaxy. Once thought extinct, an army of parallel-dimension Cybermen invaded the Earth at the Battle of Canary Wharf, opposed by a small army of Daleks. At the end of the battle, it is believed that all Cybermen and Daleks were banished to the Void between dimensions; however, as it was later shown that at least four Daleks escaped this fate, it is possible that a few Cybermen did as well. These statistics reflect the redesigned alternate-universe Cybermen of 2006.

## CHARACTERISTICS

Cybermen are humanoid, but have been cybernetically augmented to the point where they have few remaining organic parts. Like many species, Cybermen "evolve," though their evolution is technological; the earliest appearances of these monsters had human parts combined with robotic.



Their most recent appearance, however, indicates that only the brain remains human, wired into a completely robotic shell. Cybermen are usually constructed from human brains bonded to a Cyberman exoskeletal shell with an artificially grown nervous system throughout, al-





though direct grafting of cyber-components is another method of conversion; due to lack of time and proper technology, the Canary Wharf Cybermen resorted to "upgrading" entire human bodies to serve their army. Presumably these "upgrades" would have been completed at a later date, the brains removed and implanted into a complete cyber-shell.

Evidence indicates that Cybermen view emotion as the greatest weakness of organic species and that the cyber-conversion process is designed primarily to eliminate this weakness and create a coldly logical hive mind mentality. Although the Cybermen often claim that they have done away with human emotion, some Cybermen seem to experience rare flashes of emotional memory from the time before they were converted, which are then usually suppressed. In addition, some Cybermen retain some memories of their pre-conversion lives, although their emotional response varies. In some cases, unfinished partial conversions lead to a degree of permanent insanity. To date no partially converted cyber-victim has been successfully restored to humanity. Also, apparently, the Cyberman lack of emotion does not preclude frustration; humans especially seem to confound the creatures, as we act in an illogical fashion which confuses the creatures. Unlocking the 'emotion files' of converted Cybermen through de-activation of the emotional inhibitor has proven a valid strategy on a small scale, but this is too unreliable and complicated a method to be deployed as a large-scale tactic. Usually, however, when emotion files are unlocked, the realization of what the cyberman has become leads it to commit suicide.

Cybermen have historically displayed a number of major weaknesses, of which the most notable is the element gold. The recent invasion, however, indicates that they have overcome this allergy. Cybermen are also rather efficiently killed when shot with their own guns. Other

weaknesses include solvents (acid), gravity based technology, and excessive levels of radiation. Conventional weapons will destroy a Cyberman, but the creature is resilient and its shell provides a fair degree of armor.

EMP grenades have been shown to disable a Cyberman and shut down its emotional inhibitor.

Some Cybermen are given titles, being credited as "Cyber Leader" (or variants thereof), "Cyber Lieutenant", "Cyber Scout" or the "Cyber Controller", indicating that there is a hierarchy within the hive mind of the creatures. The Cyber Controller in particular has appeared in multiple forms, both humanoid and as an immobile computer, and has also been referred to as the "Cyber Planner" or "Cyber Director", although these may not be the same being. The Controller also may or may not be the same consciousness in different bodies, as it appears to recognize and remember enemies from previous encounters. Destroying the Cyber Controller or Cyber Leader will disrupt the entire network; however this always seems to be temporary. The current theory is that Controller/Leader files are uploaded and transferred into either another Cyber body or to an unknown file storage facility wherein a new Controller can be built and download the files.

## PHYSICAL APPEARANCE

Current Cyberman design is physically imposing, being about 6 feet 7 inches tall, in a style reminiscent of Art Deco, with the Cybus Corporation logo on their chests and made to look like burnished steel instead of silver. The other distinct Cyberman design is that of the Cyber-Controller, which has glowing eyes, a transparent forehead revealing the brain, and sockets on its chest-plate providing connectors to other systems.

## WEAPONS

Cybermen have been shown with various forms of weaponry. Originally they had

large energy weapons attached to their chests. Later, they had an electrical discharge from their hands, which stunned the target. They also made use of a large laser cannon. They have also been seen to use a smaller, hand-held cyber-weapon shaped like a pistol that fires concentrated beams of X-rays. Some have carried large rifles. Some have "eye lasers" built into their helmets. They possess weapons of mass destruction, cobalt bombs, sometimes known as Cyber-bombs, which were banned by the galactic Armageddon Convention. A "Cyber-megatron bomb" has been rumored, supposedly powerful enough to destroy all

life on Earth. The parallel Earth Cybermen seen most recently electrocute their victims by touching them and are equipped with retractable energy weapons housed within their forearms, but also used modified human weapons. The energy beam fired from the arm can be set to stun the part of the body at which it is aimed.

For more information on Cybermen, including the history of the creatures as they have appeared in the television series, see  
<http://en.wikipedia.org/wiki/Cyberman>.

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## GAME STATISTICS

(*All Flesh Must Be Eaten*-style)

Str 7	Int 2	<b>LPs</b> 46
Dex 2	Per 2	<b>EPs</b> -
Con 2	Will 2	<b>Spd</b> 4

**Essence** -.

**Drama Points:** 3

**Skills:** Beam Weapon 4, Brawling 4, Computer Hacking 4, Computer Programming 4, Medicine (Cyberdoc) 4, Science (Biology, Robotics, Cybernetics, Xenobiology) 4.

**Attacks:** Electrical hands 6, (D6 x 5 (15) energy damage per turn of contact and paralyzes the victim so long as the Cyberman holds on, unless resisted with a Con + Will Test at -5) [5]. Electrical Discharge via arm or rifle 6; damage D10 x 5(25) energy [5].

**Weak Spot:** All.

**Weight:** Dead Weight.

**Getting Around:** Life-Like.

**Strength:** Monstrous Strength, Damage Resistant, Fire Resistant (at the +3 level).

**Senses:** Like the Living.

**Sustenance:** Electrical Power [-1].

**Intelligence:** Language, Problem Solving, Long Term Memory (bought twice over; Int is 4 for memory purposes).

**Spreading the Love:** Rip out human brains and implant them into cyberman bodies - or as they put it, "Every citizen will receive a free upgrade" [-1].

**Special:** Natural Armour (skin like iron) AV D8 x 5 (20). Emotionless. Noisy - they make a hell of a racket when they walk, giving humans a +2 to detect them while they're moving [-1].

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**Power Level** 62

## CYgni

Alpha Centauri IV is the fourth planet in the system that is home to the beautiful binary stars Alpha Centauri A and Alpha Centauri B, with a delightful Red Dwarf called Proxima Centauri that orbits around the solar system.

Of course, the natives don't call it "Alpha Centauri IV", they call it "Ixion." The brighter star, Alpha Centauri A, is called the Mother, while the dimmer, Alpha Centauri B, is the Father. The Red Dwarf, visible from



Ixion's surface once a month, is called "The Unwelcome Child."

The Unwelcome Child was not always a part of the Alpha Centauri binary system. It was originally a rare phenomenon called a "wandering star," that is, a burning cloud of gas, rock, and plasma hurling through space, similar to a comet, but superheated instead of frozen, consuming celestial bodies as it traveled its course. Several millennia ago it wandered into the Alpha Centauri system and was trapped in the pull of the binary Ixionite stars. Eventually, it became a true red dwarf.

It is called the Unwelcome Child for two reasons: first, for the two Ixion days (sixty-four hours Earth time) when it appears, the sky turns a deep crimson, a color which signifies death amongst the indigenous people of Ixion. Second, a small percentage of the population, for reasons unknown, exhibit severe and often violent and psychotic mood swings when the Unwelcome Child appears in the sky. Since the populace is empathically linked (see below), this leads to a general emotional imbalance and sense of unease amongst the Cygni people. To this end, the populace takes great care to identify these unfortunates early in life; when the Unwelcome Child is due to appear in the sky, they are removed from society and placed in "protective custody," that is, confinement not unlike that of a psychotic mental patient on Earth. They are well cared for during this time, and generally looked upon with pity rather than malice or contempt by the rest of the population. These people are known as *Chokh'mah ti'Tlazim*, or "Children of the Red Goddess".

The natives are called the Cygni. They have the standard binary genders that humans are used to, a matriarchal society, and resemble humans to a degree, though with females being significantly larger than males. They are a silicon-based lifeform, and as such have a crystalline matrix rather than standard cellular structure, and thus move slowly compared to humans. In addition, while advanced psychic abilities are no more common to the Cygni than to humans, the entire race has the Psychic Link Quality, with the recipient of that Link being the entire race. Because of this Link, the Cygni have a peaceful society, and do not know war or violent crime, because the pain of one is the pain of them all. The Cygni are an ancient race: the sheer age of their species makes humanity look like a freshly fertilized ovum, though they are only slightly more advanced technologically than humans due to their "slower speed of living," with FTL travel having just become possible within the past few decades.

In the equivalent of the Terran year 3000 AD, the Cygni have made First Contact with humans, though due to humanity's lack of FTL travel, most common folk just hear their name on the Ixion News, and have never seen a human in person. The current situation on Ixion, as far as the Artist knows (since that's what it was like the last time he visited, and the Cygni are slow to adapt to change), is that everyone is in a hubbub over their new Terran friends, eager to trade culture, technology, food, and even citizens. Their contact with Earth is commonly held to be the prologue to the Golden Age of Ixion and Earth culture is "all the rave."



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### GAME STATS [CYGNI CULTIST\*]

Str 3	Int 3	LPs: 54
Dex 3	Per 4	EPs: 38
Con 5	Wil 3	Spd: 16

**Essence:** 21

**Drama Points:** 3

**Qualities and Drawbacks:** Antisocial Impulses

(Violence), Hard to Kill 4, Situational Awareness, Zealot  
**Skills:** Dodge 2, Brawl 2, Guns (Pistols) 3, Hand Weapon  
(Knife) 3, Medicine 1

**Attack:** Punch D4 x 3 bash or Sonic Blaster D8 x 5 (20)

Energy\*\* or Knife D4 x 3 slash/stab

**Powers/Metaphysics:** Psychic, Natural Armor AV D6 x 2

**Gear:** Sonic Blaster, Knife

\*Most Cygni are not trained to use guns or hand weapons, instead having skills in science or humanities.

\*\*Stun setting does damage to Endurance



## DALEKS

No enemy in the history of *Doctor Who* has ever been more popular with fans, or feared by serial characters, than the dreaded Daleks. The following entry is designed both as game material and as a Torchwood, Aegis, or UNIT file that can be accessed by Cast Members with the right Pulling Strings.

## TECHNOLOGY

Externally, Daleks resemble human-sized salt or pepper shakers around five to six feet (152 to 183 cm) tall, with a single mechanical eyestalk mounted on a rotating dome, a telescoping robot manipulator arm, and a gunstalk containing an energy weapon capable of firing concentrated blasts of Delta-spectrum radiation, killing or even vaporizing organic material instantly. This mount can also be fitted with a projectile weapon. In most cases, the manipulator arm resembles a sink plunger, but Daleks have been shown with arms that end in a tray, a mechanical claw, or other specialised equipment like flamethrowers and blowtorches. Plunger-like manipulator arms allow interface with technology, including bioelectric computers (including human brains, for purposes of measuring the intelligence of a subject, or extracting the brainwaves from a human mind, which invariably proves

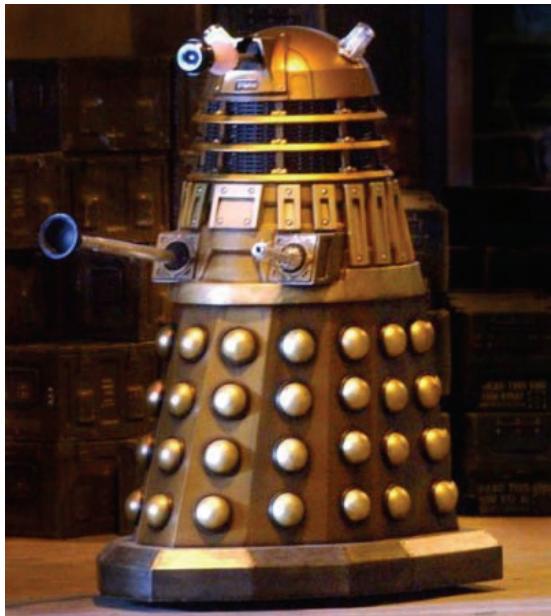
fatal) and have the strength to crush a human skull.

Dalek casings are made of a bonded polycarbide material known as "dalekanium". This material is stronger than titanium and is believed to be a metal alloy indigenous to the Dalek homeworld but which Daleks can artificially reproduce on other worlds (including Earth) given the proper conditions.

The lower half of a Dalek's shell is covered with protrusions — colloquially called "Dalek bumps" — which are spheres embedded in the casing. These function as a sensor array and are part of a self-destruct system. Perhaps due to their self-destruct function, the casings are vulnerable to "bastic"-headed bullets, and when breached tend to explode spectacularly. As sensors, these spheres are capable of recording and analyzing startling amounts of data in great detail, including the ability to take samples of DNA, break down and reproduce said material, and use it to repair damage to the Dalek shell and the creature inside. It is recommended that an operative never touch a Dalek casing with bare flesh, unless absolutely certain the machine



is completely nonfunctional and the creature inside deceased (See *Biology*).



Dalek casing is also an armour which generates a forcefield that evaporates most bullets and absorbs most types of energy weapons, though normally ineffective firepower can sometimes be concentrated on the eyestalk to blind the Daleks. This, however, often leads to blind, continuous, erratic firing of the Dalek energy weapon resulting in massive collateral damage. Daleks also have a radio communicator built into their shells, and emit an alarm to summon other nearby Daleks if the casing is opened from outside.

For many years, it was thought that the greatest weakness of the Daleks was that due to their gliding motion, Daleks were unable to tackle stairs, ladders, or any sort of climbing. The Daleks have traditionally made up for their lack of mobility with overwhelming firepower (a Dalek has no need to climb stairs when it can simply destroy the building). However, recent developments indicate the species has evolved, and now demonstrate a degree of amphibious capability and antigravity capability, but their awkward forms still limit their mobility in tight quarters. Even still, this

new technology means Daleks possess the ability to hover and fly using an energy thruster; even, perhaps, traversing the vacuum of space. Regardless, high ground is no longer considered safe haven from a Dalek pursuer.

## BIOLOGY

The creature inside the mechanical casing is an octopoid, multi-tentacled creature which is soft and repulsive in appearance and vicious even without its mechanical armour, and may be cybernetically enhanced even without their casings, including claws and artificial means of mobility. Organic Daleks possess one central eye, with a second, smaller (possibly vestigial) eye in the vicinity of the primary. The brain is often exposed, though protected by a clear membrane that acts as a soft exoskeleton. The interdependence of biological and mechanical components makes the Daleks a type of cyborg.

Likewise, the mental capacity of these creatures is not to be underestimated. The Dalek as a genius: it can run through an electronic lock's billion combinations in seconds and download all of the information on the internet into its memory in minutes, showing the union of the biological and mechanical components. Daleks are coldly logical and possessed only of the emotions of hate, rage, and aggression. They do not show compassion, love, worry, joy, or any of the so-called "positive" emotions. Torchwood records indicate that they have shown fear, but only towards the Time Lord known as The Doctor, to whom they refer as "The Coming Storm," or "The Great Enemy."

The voice of a Dalek is electronic; the Dalek creature is apparently unable to make much more than squeaking sounds when out of its casing.

## RESEARCH AND DEVELOPMENT

Experimentation has revealed that once the mutant is removed, the casing itself can be entered and operated by



humanoids, providing a powerful weapon or adequate disguise to hide amongst a Dalek army. However, operation of the armor is complex, and requires many (if not all) of the Dalek creature's tentacles to perform adequately, meaning only limited functionality may be enjoyed by a human pilot. The speech synthesizer inside the casing will alter a human voice to sound like that of a Dalek. Experiments with casing are ongoing; operatives are not to attempt use of a Dalek shell before authorization is released. Thus far, several operatives after varying amounts of time inside a Dalek shell have gone mad and attempted to destroy bases, crying "Exterminate!" in the same fashion as the prior occupants. In all cases, operatives have had to be retired following operation of a Dalek shell. Research continues as to the cause of this madness and reversion to Dalek attitudes and outlooks. Thus far the only certainty is that psychic agents seem to possess a greater resistance than those without developed paranormal senses. It is hoped that whatever aspect of the armor causes it can be removed, and the armor retrofitted to form a powerful

new defensive weapon against Daleks and other alien species.

As a final note, several weapons have recently been unearthed buried in the sewers of New York City which resemble a combination of Thompson Sub-machineguns and Dalek Delta-Wave particle beams. These weapons are somewhat corroded and fouled, having apparently rested in the sewers since the 1920's, judging by the decor of the wreckage surrounding them. Given the age of the weapons, it is unclear what their origin is, since the technology did not exist decades ago for humankind to create such destructive firepower (else it would certainly have surfaced during World War II), and Daleks have no need of handheld energy weapons. AEGIS, in conjunction with Torchwood Cardiff, is attempting to restore functionality to these weapons, as we believe that mass production would greatly benefit operatives in case of another Dalek invasion.

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## GAME STATISTICS

(*All Flesh Must Be Eaten*-style)

These game statistics were taken (with slight skill modifications) from the *All Flesh Must Be Eaten* message boards, where they were worked up and posted by SunlessNick.

### Dalek

Strength 7	Intelligence 5
Dexterity 2	Perception 7
Constitution 2	Willpower 2.

**LPs** 46

**EPs** N/A

**Spd** 8

**Essence** 14 (based on the organism - see below).

**Drama Points:** 3

**Skills:** Guns (Fixed Weapon) 5, Brawling 1, Computer Hacking 4, Computer Programming 4, Science (All) 4.

**Attacks:** Gun Arm 7 (a Dalek usually waits and aims); damage D8 x 10 (stun setting either deals Endurance damage, or incapacitates a limb, which requires a called shot). Plunger arm grapple 9

**Weak Spot:** All.

**Weight:** Dead Weight.

**Getting Around:** Life-Like, the +4 version. 1 level of Flight.



**Strength:** Monstrous Strength The plunger-arm is really a morphing unit that can shape itself to whatever the Dalek is trying to manipulate (such as smothering someone to death, crushing a skull, or overlaying a door's keypad to try out combinations) - the sucker-arm has Iron Grip.

**Senses:** Like Nothing You've Ever Seen.

**Sustenance:** Who Needs Food? Daleks presumably eat something, and the travel machines presumably need power, but they can store enough for the duration of any likely game.

**Intelligence:** Language, Long Term Memory, Problem Solving. Daleks are limited in their use of human tools - while they can operate the controls for a machine of any complexity, they can't manipulate an object larger than their sucker-hand in a way conducive to actual use - however, as they have their own tools, I gave them no discount. +3 levels of Intelligence and skills.

**Spreading the Love:** Daleks are manufactured, for a -3. In the absence of sufficient dalek biomass, they may resort to harvesting and mutating other species, including humans.

### SPECIAL ASPECTS:

**Natural Armour:** Skin Like Iron (the eyestalk is a little weaker, D8 + 8 rather than D8x2 +8).

**Flame Resistant (the +3 level).**

**Communications** (limited Hive Mind) [+6]

**Forcefield:** When active, this provides another layer of protection, dusting projectiles before they even hit - each turn, the field can provide D8x8 + 80 points of protection - however, successive hits in a turn subtract from this, so concentrated fire can get through. Anyone who touches the Dalek while the field is active gets one turn's worth of fire damage. On the plus side, the field doesn't protect against things like explosions, heavy impact, and certain very advanced and heavy energy weapons. [+15]

**Turret Body:** As well as the head, the central torso section holding the gun- and sucker-arms can rotate.

**Gun-Arm:** d8 x 10 (40) energy damage [10].

**Power Level** = 125.

### THE DALEK ORGANISM

**Weak Spot:** All.

**Weight:** Withered - not really a corpse - Thing.

**Getting Around:** Life Like (with the normal Speed reduction).

**Strength:** Ninety-Pound Weakling.

**Senses:** Like a Hawk.

**Sustenance:** Some kind of food. +0.

**Intelligence:** Language, Long Term Memory, Problem Solving, +3 Intelligence, Skills, no Weapon Skill.

**Spreading the Love:** None

**Special Aspects:** Boneless.

**Power Level** = 50.

### THE DALEK EMPEROR:

The Emperor organism looks like a regular Dalek organism, but somewhat bigger and butcher, about the size of a child. It's in a fluid-filled cylinder suspended below a giant Dalek (machine) head - all that is supported by three giant struts bearing spheres similar to those on Dalek bases. For some reason, the whole thing reminds me of the Taj Mahal. It's about four or five times as tall as a Dalek, and about as wide at the base as it's tall. It seems to be sessile.



**The Organism:** Replace Ninety Pound Weakling with Dead Joe Average. Power Level becomes 33. Intelligence is increased to 6.

**The Machine:** The Strength and Getting Around Aspects are removed; the categories become N/A.

It loses Turret Body and Gun-Arm. It's armoured like nothing else, effectively buying Skin Like Iron another four times, making the armour D8x10 +40 (without the eyestalk being more vulnerable).

**Power Level** becomes 95.

## DAVROS

*Statistics and writeup by Ashley Tattersall, with alterations by Jason Vey*

A megalomaniac of epic proportions, Davros created the Daleks to be his legacy to the universe, and although he thought to guide them as there master, found he created his subjects far too well. Despite time and again attempts to end his existence by Time Lord, human and Dalek alike, he has always returned and even at last rose to the rank of Emperor. Due to the time traveling nature of the Daleks and the Time War his place in their history is in doubt, though given that he has survived so many attempts on his life is bound to return sooner or later.

### GAME STATS

Str 3	Int 7	LPs: 73
Dex 2	Per 2	EPs: n/a
Con 4	Wil 8	Spd: 4 fly 6

**Essence:** 26    **Drama Points:** 20

**Qualities and Drawbacks:** Attractive -3, Charisma 3, Emotional Problems (Cruelty) 3, Hard to kill 5, Increased Life Points 2, Nerves of steel, Physical disabilities (4), Psychological problems (Delusions of Grandeur) and (Zealot) 3.

**Skills:** Brawling 1, Computers 5, Computer Programming 5, CyberDoc 4, Dodge 1, Engineer (Biological) 6, Engineer (Robotics) 5, Influence 5, Science (Chemistry) 3, Science (Biology) 4, Science (Metallurgy) 6

**Attacks:** Electric bolt D8 x 4 (16) energy (stun setting damages Endurance) from his cyber eye or hand (use pistol ranges). Also, hidden in his controls Davros carries a series of drug dispensers that contain various poisons and mind control drugs. These require a melee attack.

**Armour:** Davros's armoured base offers AV (D8 x 2) + 8 (16) to his lower body. In his guise as Emperor Dalek, Davros has this AV covering his full body. Likewise, it is reasonable to assume that a resurrected Davros can generate a weaker equivalent of a Dalek force field over his entire body, imparting AV d8 x 8 + 30 (62) and not dealing fire damage as does a standard Dalek field (Davros has no protection against fire). Well aware of his frailty, he has been known to use decoy replicants of himself to avoid attack.

### Special Powers:

*Regeneration* (Con per hour) while in his chair

*Suspended Animation:* Davros, if reduced to -10 Life Points, will enter a state of suspended animation that can last for thousands of years until he is revived. It is also likely he has an escape contingency in this event, either a teleport that will transport him to a random set of space-time coordinates, or a trap that will destroy whatever structure he is in, safely burying him beneath tons of rubble.



# DROSMIANS

Eons ago, when the galaxy was still quite young, the Time Lords were involved in a great war with a race of beings known as the Drosmians. The Drosmians were a semi-insectoid race, with venomous retractable tail-stingers, retractable pincers that fold out from their arms over their hands, and advanced weaponry and space-time-warp technology. They were also a plague upon the galaxy, descending on systems like locusts, consuming resources and converting the populace into new Drosmian foot soldiers via the venom in their stingers. Before the Drosmians could turn the galaxy into a desolate wasteland and spread their influence

throughout history, the Gallifreyans, already guardians of the Time Vortex, leapt into action. In the end, the Drosmian civilization (such as it was) was destroyed, and the few survivors banished to the Void where they would remain imprisoned forever.

Except that recent events, including the Time War and the incursion of the Cybermen to Earth from an alternate dimension, has made the Void accessible, and the Drosmians have returned. For now their numbers are small, but they will inevitably expand, becoming a menace to the galaxy once more...

## GAME STATISTICS

(statistics created with *All Flesh Must Be Eaten*)

Strength 7	Intelligence 3
Dexterity 4	Perception 3
Constitution 2	Willpower 2
LPs: 52	EPs: 35
Essence: 21	Spd: 12
Drama Points: 3	



**Skills:** Brawling 3, Computers 2, Dodge 2, Humanities (Ancient Cosmic History) 5, Notice 4, Science (Biology) 2, (Physics) 2, (Temporal Physics) 2, Systems Operations (Drosmian Time Ship) 2, Guns (Drosmian Death Ray) 2

**Attacks:** Claws D6 x 7 slash/stab, plus 10 per round crushing. Stinger Attack (D4-1) x 7 slash/stab, plus Strength 4 paralytic poison (See "Spreading the Love.") Requires Dex and Brawling at -2 to hit. Death Ray D4 x 10 energy.

**Weak Spot:** All, Sound, Psychic Assault (5)<sup>+</sup>

**Getting Around:** The Quick Dead (10); Special Dex (+1); Leaping (3)\*; The Lunge (3)\*\*

**Strength:** Monstrous Strength (10); Claws (8); Iron Grip (1); Damage Resistant (5); Flame Immune (3)

**Senses:** Like a Hawk (2); Scent Tracking (3)<sup>#</sup>

**Sustenance:** n/a. The Drosmians are like locusts, moving from system to system, consuming every last natural resource (including native population) and moving on.

**Intelligence:** Language (1); Tool Use 3 (0); Teamwork (4); Long-Term Memory (5); Problem Solving (16)

**Special Abilities:** Acid Blood (6 dmg. per turn) (3); Armor AV 10 (10); Venom Str 4 (8); Hard to Kill 2

**Spreading the Love:** Only the Dead (-2)<sup>##</sup>

**Power:** 113

**Gear:** Primitive Networked Image Inducer, Drosmian Death Ray, Time Ship Transport Device

+ Psychic assault combined with high-frequency sound requires Simple Will or death. Either of these attacks separately bypasses armor and DR, and deals double damage.

\*6' High, 12' Long



\*\* +2 Initiative

# D10 + 6 for tracking by scent

## Those who succumb to their poison attack are coated in a thick resin and suffer 1 point of Constitution Damage per round, after which the resin explodes off to reveal a brand new Drosmian.

## GELTH

(AFMBE-style statistics by SunlessNick;  
background from Wikipedia)

### BACKGROUND

The Gelth were intelligent gaseous lifeforms, blue and spectral in nature, who claimed to have lost their corporeal forms as a consequence of the Time War. They arrived on Earth via the spacetime rift at an undertaker's house in 1869 Cardiff and proceeded to take possession of recently-deceased corpses. Their forms could not be maintained for long in Earth's atmosphere and they required a gaseous medium to sustain them — gas from decomposing bodies or coal gas in the gas pipes common to Victorian era households.

Claiming to be on the verge of extinction, the Gelth convinced the Doctor to aid their entrance into our plane of existence via Gwyneth, the undertaker's servant girl who had developed psychic powers due to growing up near the rift. The Gelth proved instead to number in the billions and intended to take the Earth by force and murder its population to provide vessels for themselves. Ultimately, the Gelth were thwarted when Gwyneth sacrificed herself, blowing up the building and sealing the rift. Whether all the Gelth that had entered our world perished as well is unclear.

### GAME STATISTICS

#### GASEOUS FORM

Str N/A	Int 2
Dex 2	Per 2
Con N/A	Will 2

LPs N/A	EPs N/A
Spd 8	Essence 8

**Drama Points:** 3

The scar left by sealing of the rift continued to emit radiation into the 21st century. It appeared in the episodes "Boom Town" and "Utopia" when the TARDIS parked on top of it to refuel. The Rift features in the spin-off series *Torchwood*, in which it continues to serve as a bridge between Earth and other worlds, through which aliens and other associated debris come through.

While the Gelth cannot affect the physical world in their gaseous state, they can animate the dead; indeed, this new physicality has become a consuming obsession for them. Unfortunately, in their weakened condition, they can't remain in these bodies for long (D4-1(1) hours at most). To obtain permanent physicality, they need "help" from our side of the rift.

Any character who can channel Essence can provide this help. Feeding 1 Essence to a Gelth in gaseous form allows it to assume a more coherent form and communicate with human observers. Sacrificing all of one's Essence to the rift opens it, and allows them to come through at full strength - under these circumstances Gelth can animate bodies permanently, but whoever made the sacrifice will remain animate only as long as they stand on the rift. Whether a subject's Essence can be stolen for this purpose or must be freely given is at the Chronicler's discretion.



**Weak Spot:** None (it's hard to hurt vapour). Gas (-1): if the gas the Gelth is lodging in is explosive, then detonating the gas will kill it. Slow burns do not harm the Gelth; only explosions count.

**Getting Around:** Life-Like [+4 version], One level of Flight.

**Strength:** N/A

**Senses:** Like the Living. Gelth can also "see" the pressure of any nearby gas; I costed this equal to Perception, so that's 2 in their case.

**Sustenance:** Who Needs Food?

**Intelligence:** Long Term Memory, Problem Solving (they get a 9-point discount, as they can't use tools of any kind). They don't have Language, because they can only communicate with humans if the latter initiate the process.

**Spreading the Love:** None.

**Special:** Stealthy.

**Power Level:** 42

#### ANIMATED FORM:

Str 2	Int 2
Dex 2	Per 2
Con 2	Will 2

**LPs 26 EPs N/A**

**Spd 4 Essence 8** (based on the gaseous form).

**Drama Points:** 3



**Weak Spot:** Spine - this doesn't kill the Gelth, but renders the body useless, for an extra +1. Gas (-1): if the air or "air" pressure around the body increases above atmospheric normal, it may force the Gelth out; make this a resisted Test between the Gelth's Willpower and each extra 0.05 atmospheres of pressure.

**Getting Around:** Life-Like, the +3 version.

**Strength:** Dead Joe Average.

**Senses:** Like the Living +1.

**Sustenance:** Who Needs Food?

**Intelligence:** Long Term Memory, Problem Solving (no discount), Language.

**Spreading the Love:** Only the Dead, and only when Gelth are around (total -3).

**Power Level:** 42

## KRILLITANES

(AFMBE-style statistics by SunlessNick;  
"Background" section from Wikipedia)

#### BACKGROUND

The Krillitane are a composite race who pick and choose physical traits they find useful from the species they conquer, incorporating them into their own bodies. When the Doctor last encountered them they looked like humans with very long necks, but by the time of "School Reunion", they possessed a bat-like form which they obtained from the conquest of Bessen ten generations prior. However, they were able to maintain a morphic

illusion of human form, which could be discarded if needed.

They had infiltrated the Deffry Vale comprehensive school on present day Earth, increasing the intelligence of the pupils with Krillitane oil. Using the children as part of a giant computer programme, they hoped to crack the secrets of the Skasis Paradigm, the Universal Theory that would give them control over the basic forces of the universe and turn them into gods. Their scheme was foiled by the Tenth Doctor and his companions, though not before they attempted to ask the Doctor to join them in remaking the universe. This conversation showed that the Krillitanes



were aware of the Time War, of the Time Lords and of their fate. This ruse failed as miserably as the main plot of the Krillitane.

A side effect of their rapid evolution made the very oil they were using to enhance the intelligence of Deffry Vale's children toxic to their own systems, reacting with them like an acid. As bat creatures, they

sleep in a way similar to Earth bats, hanging from a ceiling with wings covering their bodies. Like Earth bats, they are sensitive to loud or high frequency noises, as demonstrated when they were temporarily disabled by the school's fire alarm. They are also carnivorous and have no qualms in devouring other sentient lifeforms for food.

## GAME STATISTICS

### BASELINE KRILLITANE

These are the Aspects that all Krillitane possess, no matter what form they've adopted.

**Weak Spot:** All; Krillitane Oil -2 (the Oil is a secretion from their original form, which remains useful to them, so they keep it around - however, their physiology has changed so much that it's toxic to them on skin contact, inflicting D10(5) damage per turn).

**Strength:** Damage Resistant.

**Senses:** Like the Living.

**Sustenance:** Occasionally, All Flesh Must Be Eaten.

**Intelligence:** Long Term Memory, Problem Solving, Language, +2 to Intelligence.

**Spreading the Love:** Normal Breeding [0].

**Special:** Locust. Doppelganger (when they consume a sentient, they can assume elements of the victim's physiology, amending their own package; this effect is permanent and irreversible).

**Power Level:** 40

### BAT-FORM KRILLITANE:

Most Krillitanes have the form described above; they have the capacity to disguise themselves as humans, with a kind of solid illusion, but their true shape is unchanged, and any damage to the illusion reveals the true shape.

Str 4	Int 4
Dex 2	Per 2
Con 2	Will 2

LPs 34	EPs 29
Spd 8	Essence 14

**Drama Points:** 3

**Skills:** Per individual Krillitane. Assume Brawling 3, Dodge 3, and various scientific skills.

**Attack:** Bite D6 x 4(12) slash/stab



**Weak Spot:** Loud Noises - eg a fire alarm - stun the Krillitane. Have it make a Simple Willpower Test; it's stunned for 10-success levels turns. [-1]

**Weight:** Life-Like.

**Getting Around:** Life-Like, except with Speed calculated normally. [+4]

**Strength:** Strong Like a Bull, Teeth.

**Special:** Winged Flight 2, Wall Crawling, Living Form [+3 level]

**Power Level** becomes 59, modified by individual skills.

### HUMANIFORM KRILLITANE

Krillitanes have the ability to temporarily adopt the forms of other conquered species, altering their standard form (which at last appearance was the bat-form above). Some seem to particularly enjoy taking humanoid form.



Str 7                    Int 4

Dex 2                    Per 2

Con 2                    Will 2

LPs 46                    EPs 38

Spd 8                    Essence 17

**Drama Points:** 3

**Skills:** Per individual Krillitane. Assume Brawling 3, Dodge 3, and various scientific skills.

**Attack:** by weapon or brawling.

**Weak Spot:** Loud Noises.

**Weight:** Life-Like.

**Getting Around:** Life-Like, again +4.

**Strength:** Monstrous Strength (I assume that the batform ones had a similar level of increase above the natural strength of the species they took the shape from). Teeth.

**Special:** Living Form at the +6 level - he looks visually human, but a close examination could tell the difference.

**Power Level** also becomes 59, modified by individual skills.

### KRILLITANE OIL

Krillitane oil can drastically increase the raw intelligence of humans who consume food cooked in it, but it also makes the subject more pliable and susceptible to suggestion. Used to fry food that the human subsequently eats, it imparts +1 to Intelligence per day of consumption (with no apparent maximum), but -1 Willpower per D4(2) days. If use is discontinued, the effects wear off in a day or so. Finally, the oil is like an acid to the Krillitane, causing D10(5) damage per round of contact.

## NESTENE CONSCIOUSNESS (AUTON)

(AFMBE-Style Statistics by SunlessNick)

The Nestenes are one of the oldest beings in the *Doctor Who* universe, described as

creatures which existed in the "Dark Times", presumably referring to the period before Rassilon instituted the grand reforms that changed the face of Gallifreyan society. They are described as being creatures of "living plastic," which feed on toxins and can animate and



control via remote transmitter, anything made of plastic.

Eventually, the Nestenes sought to invade the Earth, using human-looking Autons to replace key government figures, although these plans were thwarted by UNIT with the help of the Doctor, who also destroyed their invasion form, a multi-tentacled cephalopod.



The Nestenes subsequently returned, making use of more mundane objects, animating plastic toys, inflatable chairs and artificial flowers in addition to their Auton servants. The Doctor convinced the Master that the Nestenes were too dangerous to be reliable allies, and they reversed the radio beam the invasion force was coming in on, sending it back into space.

In their most recent, third attempt to invade the earth, their intent was to overthrow and destroy the human race, as Earth was ideal for their consumption

needs, being filled with smoke, oil and various pollutants, following the destruction of their own protein planets during the Time War. The Doctor eventually defeated them when a vial of his "anti-plastic" solution spilled into the vat of molten plastic which housed the main bulk of the Consciousness, causing it to explode.

The most common animated bodies used by the Nestene are normal plastic mannequins known as "Autons." Autons are essentially life-sized plastic dummies, automatons animated by the Nestene Consciousness, an extraterrestrial, disembodied gestalt intelligence which first arrived on Earth in hollow plastic meteorites. Their name comes from "Auto Plastics", the company that was infiltrated by the Nestenes and subsequently manufactured their Auton shells in Spearhead.

Somehow, when the Nestene animate an Auton, the construct also gains the ability to fire explosive blasts from a fixed weapon concealed in its wrist. The typical Auton does not look particularly realistic, resembling a mannequin, being robotic in its movements and mute. However, more sophisticated Autons can be created, which look and act human except for a slight sheen to the skin and a flat sounding voice.

## GAME STATISTICS

### AUTON

Str 7	Int 1
Dex 2	Per 1
Con 2	Will 2

**LPs:** 46      **EPs:** n/a

**Spd:** 8      **Essence:** n/a

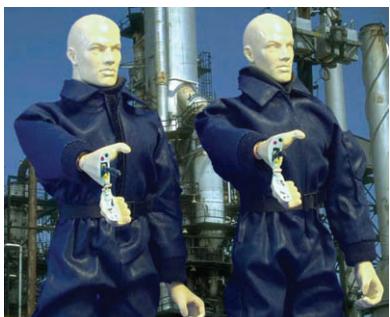
**Drama Points:** 3

**Skills:** Brawling 4, Guns (Fixed Weapon) 6

**Attack:** Fist or Explosive charge D8 x 5 (20) Energy

**Weak Spot:** All

**Getting Around:** Life-like



**Strength:** Monstrous Strength

**Senses:** Like the Dead

**Sustenance:** Who Needs Food?

**Intelligence:** Dumb Like Dead Wood, Teamwork

**Spreading the Love:** Special (Animated by Nestene)

**Special Features:** Damage Resistant, Iron Grip, Hand-Gun

**Power:** 36

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## OSIRANS

The Osirans were an ancient race of space travelers, a species of enormous technological and telepathic power, known in Earth history as the deities of Ancient Egypt. Most were benign, though with a strong bent towards guile. They came to Earth chasing a renegade member of their species. Sutekh, the most powerful of them, was malevolent and megalomaniacal. He feared that other life might grow to rival him over time, and chose to destroy it wherever he found it, beginning with his own world, and later ancient Mars, and so he became Sutekh the Destroyer, the destroyer of all living things. The surviving 740 Osirians – led by Sutekh's brother Horus tracked Sutekh down to Ancient Egypt. As it was against their code to kill him, they used their powers to restrain and imprison him in a pyramid, trapped in a chair, held by a forcefield controlled by another pyramid on Mars.

In the year 1911, the archaeologist Professor Marcus Scarman broke into the inner chamber of the Pyramid of Horus on Earth, discovering Sutekh and allowing him a chance of escape. Scarman's cadaver was used to construct Osiran service robots and a rocket aimed at the controlling Eye of Horus on Mars. The Doctor was successful in destroying the rocket, but then taken over by Sutekh and made to take Scarman and the Robots to Mars, where they succeeded in destroying the Eye and freeing Sutekh. The Doctor was eventually able to defeat the freed Sutekh by trapping him in a time tunnel for thousands of years — longer even than the extended life span of an Osiran.

Any given Sutekh scenario likely involves his attempts to have the pyramid of Mars destroyed. If he gets out, that's a losing condition. Even the Time Lords would be unable to stand against him, and the Earth would be only the first world doomed.

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## GAME STATISTICS

### CULTISTS

A human cult exists that considers Sutekh to be the true god. They aren't common; Sutekh prefers to slaughter the living rather than work with them, but they're useful for supervising the Mummies in the absence of an Animated Servant.

Str 3	Int 2
Dex 2	Per 2
Con 3	Will 2

LPs 34	EPs 32
Spd 10	Essence 19

**Drama Points:** 3

**Qualities and Drawbacks:** Contacts 5 (the rest of the cult, the Mummies, and Sutekh), Increased Essence 1, Mental Problems (Cruel) 1, Zealot



**Skills:** Acting 1, Brawling 3, Bureaucracy 1, Dodge 3, Driving 1, Guns 2, Hand Weapon Sword 2 and Club 3, Intimidation 3, Mechanic 1, Notice 3, Research/Investigation 2, Rituals 5 (note that these have no metaphysical effect for the most part), Science 1.

**Attack:** By Weapon

**Gear:** Control Ring (see below)

## OSIRIAN TECH

**Control Rings:** These allow a human to control any Mummies they encounter, effectively granting the Teamwork Aspect the Mummies enjoy, reduced to +3 as verbal communication is needed on the part of the human. Anyone can use the rings if they get hold of them; the Mummies aren't bright enough to tell the difference.

**Deflection Barrier:** Sets up a forcefield around an area Sutekh wishes to protect. The corners are marked with devices that resemble Canopic jars, and can be defused with the Gadgeteering rules in Pulp Zombie (they are a Futuristic, Technical, and have Horrible Consequences if they're mishandled. The forcefield itself has an Armour Value of 100, Damage Capacity of 200 (regenerating 1/turn), and a Barrier Value of 100.

**Gateway Box:** Creates a psychic gateway – for travel or communication - between Sutekh's prison and some location in the outside world. Activating it without Sutekh's say-so uses the same Gadgeteering conditions as the deflection barrier.

## MUMMIES/SERVICERS

Mummies/Servicers are service robots used for manual labour and assembly. They look like bandage wrapped humanoids; beneath is a delicate looking framwork and several pieces of unidentifiable technology. The Mummies are partly telepathic constructs when working.

Sutekh has several. Horus also placed several to guard the pyramid of Mars.

Str 4	Int 1
Con 2	Per 2
Dex 1	Will 1

LPs 34	EPs N/A
Spd 2	Essence N/A.

**Drama Points:** 3

**Weak Spot:** All.

**Weight:** Life-Like.

**Getting Around:** Slow and Steady.

**Strength:** Strong Like a Bull.

**Senses:** Like the Living.

**Sustenance:** Who Needs Food?

**Intelligence:** Long Term Memory, Tool Use 3, Teamwork.

**Spreading the Love:** Manufacture, -3.

**Special:** Regeneration, per turn, Bulletproof. Note that Essence attacks cause damage to the Mummy's Life Points

**Power Level = 38**



## ANIMATED SERVANT

The Animated Servant is the corpse of a human raised by Sutekh - only corpses in Sutekh's presence can be raised this way, but once they have been, his control over them can extend



across the interplanetary distances. Once Sutekh gets some Servants, he usually has them kill any human cultists, as the Servant can do anything they can.

A Servant usually looks human, albeit pale and waxy; to closer examination, it lacks a pulse and other life-signs. It can also adopt a form with the head of a set-beast, mainly when Sutekh focuses his power through it - and a form looking like a cross between a mummy and a robed priest, all metallic (which leaves burning footprints).

The Servant is cold and cruel, and is in a sense both a servant and an extension of Sutekh himself. A Servant has dim memories of its previous life, which provoke an emotional reaction when it is confronted with them. But not enough of a reaction to turn from its service.

Str 4              Int 2  
Con 2              Per 2  
Dex 2              Will 2

**LPs** 34            **EPs** N/A  
**Spd** 4              **Essence** 14.

(They could be deemed to have the attributes of the former human, with Strength +2)

**Drama Points:** 3

**Weak Spot:** None. Servants can only be killed by breaking the contact between them and Sutekh - this can be accomplished with the use of Gadgeteering or Psychic powers (the use of Mind Control or Telepathy at a Strength equal to half the Servant's Essence Pool will do it), or by destroying the entire body (reducing it to -250 Life Points). However, they can be temporarily defeated by dropping Life Points to -10; they will regenerate per minute in this case. Likewise, decapitating a servant makes it unable to see to find its way around, and often, the controller will simply break the contact for simplicity's sake in this case.

**Weight:** Life-Like.

**Getting Around:** Life Like.

**Strength:** Strong Like a Bull.

**Senses:** Like the Living.

**Sustenance:** Who Needs Food?

**Intelligence:** Language, Problem Solving, Long Term Memory, Teamwork.

**Spreading the Love:** Die in Sutekh's presence, which I made a -4.

**Special Aspects:** Living Form (at the +5 level), Burning Hands - inflicts D4 damage per turn of contact

**Power Level:** +58



## SUTEKH THE DESTROYER

Sutekh is confined to a chair by Horus' forcefield, beneath a pyramid near Saqqara. His freedom depends on destroying the Eye of Horus within the Pyramid of Mars - if gets out, there's no standing against him.

Sutekh is humanoid with a head resembling the dome-shaped crown sometimes worn by Egyptian kings and priests; he can also shape his head to resemble a set-beast (jackal/hyaena-like). The rest of him is draped in a thick black and red robe.

Assigning stats to Sutekh borders on the farcical, but what the hell. Also, saying that Sutekh is more powerful than his brethren is one thing, demonstrating it statistically is

another. For all intents and purposes, any Osiran encountered by the Cast can use these stats.

Str 7	Int 5
Con 7	Per 7
Dex 2	Will 20
<b>LPs</b> 566	<b>EPs</b> 607
<b>Spd</b> 0 (18)	<b>Essence</b> 548
<b>Drama Points:</b> 20	

**Weak Spot:** None (well, if you can trap him in a time field that accelerates him through about 17000 years, he'll die of old age, but that's close enough to None to deny him a discount).

**Weight:** Life Like.

**Getting Around:** Immobile, for -4.

**Strength:** Monstrous Strength, Monstrously Tough (defined as providing Constitution 7 for a +10 Power Level).

**Senses:** Like Nothing You've Ever Seen.

**Sustenance:** Who Needs Food?

**Intelligence:** Language, Long Term Memory, Problem Solving, +3 Intelligence, +18 Willpower.

**Spreading the Love:** Nobody Loves Me.

**Special Aspects:** +500 Life Points, +500 Endurance, and +500 Essence, Regeneration, per turn, Psychic

**Powers:** Clairvoyance, Mind Control, Psychokinesis, Pyrokinesis, Read Mind, and Telepathy, along with Biokinesis (Heal and Harm); all at Art 10 and Strength 20.

**Power Level:** 1508!!

## SIRENAS

The Sirens are actually aliens from another dimension known as Sirenas, who (similarly to the Gelth) were, as a result of the Time War, trapped in spirit form and driven mad. The Sirenas have always been a mischievous species, playing pranks that all-too-often resulted in the deaths of their marks, but the Sirenas have never been outright malicious. Rather, they called young men to them to play at games of love, which often resulted in the deaths of those young men via drowning or the Sirenas's inherent ability to drain the life energy of their playmates. Their primary abilities revolve around manipulating the ambient psychic matrix of the physical world using sounds, specifically the proper sequence of chords and notes sung in just the right combination to produce powerful psychic

emotional effects. Girls who fall prey to this effect are drawn to the spirit Sirenas, who drain their souls with their ghostly kiss, replacing the Essence Matrix of the victim with that of a spirit-matrix Sirenas. Men who fall prey to this deadly kiss simply die.

Now, however, the Sirenas are lonely and crazed, and no longer seek the companionship of young men. Rather, they need bodies to come through into this world, and as they are an all-female race, they need the bodies of girls. Older women (post-pubescent) are too well-established in their sense of self and psyche, and adults are in general less receptive to psychic phenomena, so young girls have proven the best subjects.



The Sirenas blame the “higher races” for their near-extinction and no longer seek to play games of love, but now to destroy and ravage the universe, building their own empire to enforce their will upon time and space.

To use their emotional influence power, the Sirenas must make a Willpower and Singing Task, opposed by the Simple Willpower Test of any victim who hears the song, who suffers a penalty equal to the value of the Emotional Influence ability (generally 3). The Sirenas use this power to entrance a victim to come to them, even convincing someone who cannot swim to leap into a deep water just to be with them, but can use the ability to create any emotion they desire, from fear, rage, or hate to love, joy, or sadness. They can even create a sort of mystical lullaby

which puts the victim to sleep, allowing them to kill or feed at leisure. The song can also be used to create illusions in the minds of the victim, making the Sirenas appear to be a beautiful young woman, a hideous monster, or whatever other image she wishes to implant. The Sirenas can target specific victims; i.e. young girls, men, women, etc., and any who hear the song but aren’t in the intended victim group simply are stunned for d4 Turns.

As elemental creatures associated with water, the Sirenas are terrified of fire, which does double damage to them and does not regenerate, and as creatures of music, cacophonic sound deals damage directly to their Essence Matrix, draining d10 Essence per attack or per round of continuous noise.

## GAME STATISTICS

(All Flesh Must Be Eaten-style)

Str 3	Int 4	LPs 57
Dex 5	Per 4	EPs 44
Con 5	Will 5	Spd 20

**Essence Pool** 51

**Drama Points:** 3

**Skills:** Brawling 3, Dodge 4, Humanities (Galactic History) 3, Seduction 5, Singing 5, Swimming 5, Science (Temporal/Dimensional Physics) 3

**Attack:** Claws D6 x 3 slash/stab plus D6 venom per turn, Soul Sucker d4 x 5 Essence (requires kiss), emotional Influence.

**Weak Spot:** Fire (-5), Cacophonic Sound (-1)\*

**Sustenance:** Occasionally (+2); Soul Sucker (+5)

**Spreading The Love:** Only the Dead (-2)

**Special:** Cruel 3, Damage Resistant (except fire), Regenerate per Minute (4) Special Attributes (14), Attractiveness 4, Charisma 4, Hard to Kill 5, Increased Essence 6, Emotional Influence 3\*, Nerves of Steel, Situational Awareness, Venom (Claws) 3, Zealot

**Power:** 85

\*see text for description



# SLITHEEN

(AFMBE-style statistics by SunlessNick;  
background from Wikipedia)

## BACKGROUND

The Slitheen are a crime family from the planet Raxacoricofallapatorius, a ruthless criminal sect whose main motivation is profit, but they have an almost ritualised love of hunting, being trained to hunt and kill from a young age. The members of the family are convicted criminals on their planet, being subject to the death penalty if they return, a sentence to be carried out through their dissolution in acetic acid (vinegar). They do many of the same things as other criminal syndicates, just on a vaster scale – for example, breaking the Earth up to sell.

Raxacoricofallapatorians have a greenish tint to their skin and are eight feet tall with long forearms that end in powerful claws. They have a very developed sense of smell, able to track a single target across a few city blocks, and can sense if one of their own dies. Female Raxacoricofallapatorians can produce poisons within their bodies which they then use against their enemies. Known methods of delivery include a poisoned dart that is formed in the finger and then fired and exhalation of poisoned breath.

The Slitheen are also able to disguise themselves by fitting into the skins of their victims, using compression fields created by a collar worn around their necks to squeeze their huge size into a slightly smaller space. The exchange of gases that compression entails also builds up within the acquired skin, causing a condition similar to flatulence in humans (the expelled gas smells like bad breath, which the Doctor noted was a form of

calcium decay). Initially, the compression field had its limitations, and only large-bodied people could be used. Both this



limitation and the side-effect were later overcome by newer technology.

The compression field also seems to have the side effect of weakening their calcium structures, making them vulnerable to acetic acid, which reacts explosively — and fatally — with their bodies. One of the Raxacoricofallapatorian methods of execution is the lowering of the condemned into a cauldron of acetic acid, which is then heated to boiling. The acidity of the solution is formulated to dissolve the skin, allowing the internal organs to drop into the liquid while the condemned is still alive, reducing them to "soup" and resulting in a slow and painful death. In "World War Three", when a single Slitheen was electrocuted, the effects were somehow transmitted to other Slitheen, even those across the city. This could be attributed to the fact that the electrical device was placed on the compression collar of the Slitheen, and that the collars are all connected. One was also able to sense the death of another Slitheen. Whether this "connection" is a racial trait, limited to family members, or a side-effect of the compression collars they wore is unclear.

## GAME STATISTICS

Strength 7	Intelligence 2
Dexterity 2	Perception 3
Constitution 2	Willpower 2

Life Points 46

Endurance Points 38



**Speed 8**  
**Drama Points: 3**

**Essence Pool 18.**

**Skills:** Vary per individual Raxacoricofallapatorian.

**Attack:** Claws D6 x 7 (21) slash/stab, Finger Dart D4-1 x 7 (7) slash/stab plus Str 4 injected poison.

**Weak Spot:** All, Vinegar/acetic acid -4 (does damage to them as the Acid Blood Aspect).

**Weight:** Life-Like.

**Getting Around:** Like the Living.

**Strength:** Monstrous Strength, Claws.

**Senses:** Like a Hawk, Scent Tracking.

**Sustenance:** Daily, Normal Food, All Flesh Must Be Eaten.

**Intelligence:** Problem Solving, Long Term Memory, Language.

**Spreading the Love:** Breeding [0]

**Special:** Living Form, Hive Mind (technological; allows communication rather than working as one mind); Females can fire a poisoned dart from their fingers, or exhale the poison in their breath; treat as Spitter 4 and Shuriken Nails.

**Power Level:** 59 (female) or 54 (male)

## TOCLAFANE

(AFMBE-style statistics by SunlessNick;  
background from Wikipedia)

### BACKGROUND

The Toclafane are the degenerate cyborg remains of humans from the far future. Originally intending to travel to Utopia, the last refuge of the dying universe, they found nothing but "the dark and the cold" of space. With nothing else left, they turned on themselves, cannibalising their own bodies to create a new cyborg race. As part of this process they regressed into little more than children (for example, when one is asked why they would kill their own kind, it responds, "Because it's fun") with shared memories. The name "Toclafane" was given to them by the Master, who takes it from the Gallifreyan equivalent of the bogeyman.



The cyborg forms of the Toclafane possess energy devices capable of disintegrating targets and are equipped with numerous retractable blades.

The first four also exhibit apparent teleportation or cloaking abilities, not

displayed by others of their race. All that remains of their bodies are barely recognisable human faces wired into the roughly basketball-sized mechanical spheres.



In "The Sound of Drums"/"Last of the Time Lords", the Master rescues four Toclafane from the end of the universe, using them to fake a first contact situation in order to draw the world's leaders into one place for easy capture. He then uses a "paradox machine" built from the cannibalized remains of the Doctor's TARDIS to summon six billion more. The machine also allows them to kill their ancestors without damaging the timeline, and thus establish the Master's rule over Earth. After subduing Earth, the Master aims to establish a new Time Lord empire with himself as the leader and the Toclafane as his people and ground troops. This plan is foiled when the paradox machine is destroyed, causing time to



rewind and trapping the Toclafane back at the end of the universe.

The organic form of a Toclafane is no more than a face and brain. They live in spherical vessels a little larger than a head - these have surfaces like printed circuit boards, lower quarters that rotate separately from the main body, four retracting bladed arms extending from each of the two sections, and little lights running over the surface - they call

themselves "pretty." In the episode, they can exist in the past through the use of a "paradox machine," which enables them to do things that would cause time paradoxes (like massacring their ancestors) - if the paradox machine is destroyed, the Spheres' arrival and subsequent events un-happen, and time resets to the point just before their arrival (though anyone in close proximity to the paradox machine will remember the deleted events).

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## GAME STATISTICS

Str 2            Int 2  
Dex 2            Per 2  
Con 2            Will 1.  
LPs 26            EPs n/a

**Spd** 16 (Flight only)    **Essence** 2.

**Drama Points:** 3

**Skills:** Brawling 7, Dodge 7, Guns (Disintegrator Beam) 7

**Attack:** Blades D8 x 2 (8) slash/stab or Disintegrator Beam D8 x 10(40) energy

**Weak Spot:** Electricity.

**Weight:** Withered Corpse.

**Getting Around:** Like the Living.

**Strength:** Dead Joe Average, Claws (bladed arms).

**Senses:** Like the Living.

**Sustenance:** Who Needs Food?

**Intelligence:** Problem Solving, Long Term Memory, Language, Tough Decisions, -1 Willpower.

**Spreading the Love:** Nobody Loves Me (except the Master; he's our friend).

**Special:** Flight 2, Disintegrator Beam, Armour AV (D8 x 8)+8 (40); does not defend against electrical or energy attacks, Fireproof at the +3 level; and an equivalent +3 chemical proof.

**Power Level:** 86.



# CHAPTER FOUR: A [NEARLY] COMPLETE HISTORY OF THE DOCTOR

By Topher Harris at RPGNet and Jason Vey

*"It all started out as a mild curiosity in the junkyard and now it's turned out to be quite a great spirit of adventure."*

*-The First Doctor*

What follows is a summary of every classic Doctor Who serial and a complete synopsis of the *Eighth Doctor Adventures* novel series. These summaries were compiled and written by Topher Harris of RPGNet, and the author/editor of this netbook expresses his sincere gratitude for such an invaluable reservoir of source material for any *Doctor Who* game. Also included (by Jason Vey and others) are game statistics for each incarnation of the Doctor and companions. The stat blocks for Jamie, Zoe, and Ace were done by Tim Brannan.

Following Topher's summaries, synopses of the 2005 series are included by Jason Vey, using Wikipedia as the primary source. Likewise, quotes from each Doctor were compiled from Wikiquote: [http://en.wikiquote.org/wiki/Doctor\\_Who](http://en.wikiquote.org/wiki/Doctor_Who).

Finally, for unparalleled information on the Whoniverse, don't forget the *Doctor Who TARDIS Index File*, found at <http://tardis.wikia.com/>

## THE FIRST DOCTOR PORTRAYED BY WILLIAM HARTNELL

*"Have you ever thought what it's like, to be wanderers in the fourth dimension? Have you... to be exiles? Susan and I are cut off from our own planet, without friends or protection. But one day we shall get back. Yes, one day. One day."*

### GAME STATISTICS

Str 1	Int 8	LPs: 35
Dex 2	Per 4	EPs: 35
Con 3	Wil 6	Spd: 10
<b>Essence:</b> 24		<b>Drama Points:</b> 10

**Qualities and Drawbacks:** Bad Luck 2, Dependent 2 (Susan), Emotional Problems (Cruel) 1, Emotional Problems (Paranoid) 1, Hard to Kill 3, Jack of All Trades, Jury Rigging, Mental Problems (slightly senile) 1, Nerves of Steel, Time Lord

**Skills:** Computers 4, Computer Repair 1, Dodge 3, Electronics 2, Humanities (History) 4, Mechanic 2, Notice 2, Pilot (TARDIS) 1, Science (Physics) 3, Science (Dimensional/Temporal Physics) 5, Systems Operations (TARDIS) 1.

**Attack:** Are you kidding?

**Powers/Metaphysics:** Psychic

**Gear:** Type 40 TARDIS (in poor repair; -3 to all attempts to pilot the vehicle)



## INTO THE VORTEX

In *An UneARTHLY Child*, the premiere episode, two schoolteachers follow the mysterious girl Susan Foreman back to her home - which turns out to be a junkyard containing a police call box. There they meet Susan's grandfather, the Doctor (they call him Doctor Foreman, to which he responds "Who? Doctor who?"). Hearing Susan's voice in the box, they suspect foul play and barge their way in, only to discover that it's bigger on the inside than the outside. Susan and the Doctor explain that they are travelers in space and time, exiled from their home. The Doctor, who is kind of a bastard at this point, refuses to let Ian and Barbara

leave for fear that they will expose his secrets, and launches the TARDIS.

Adventures follow at the dawn of humanity (100,000 BC) and on the planet Skaro, where the Doctor has his first encounter with *The Daleks*. A TARDIS malfunction causes the cast to turn against one another in *Edge of Destruction*. The crew then returns to Earth to meet *Marco Polo*, and then heads to space again to go on a McGuffin hunt for *The Keys of Marinus*. The Doctor begins to become more sympathetic, but unfortunately the TARDIS is old and badly repaired, and he's not too great at piloting it, so despite trying to get Ian and Barbara home to Earth in 1963, they continue to bounce around randomly...

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### IAN CHESTERTON

*"I know that free movement in time and space is a scientific dream I don't expect to find solved in a junkyard."*

-*An UneARTHLY Child*

Str 3 Int 3

**LPs:** 34

Dex 2 Per 3

**EPs:** 32

Con 3 Wil 3

**Spd:** 10

**Essence:** 17

**Drama Points:** 15

**Qualities and Drawbacks:** Emotional Problems (Humorless) 1, Honorable 2, Natural Toughness

**Skills:** Brawl 2, Dodge 2, Humanities (Earth History) 4, Instruction 4, Mechanic 1, Notice 2, Research/Investigation 3

**Attack:** Punch

**Powers/Metaphysics:** None

**Gear:** None



### BARBARA WRIGHT

*"It isn't perfect, I know, but it's all we have"*

-*The Invasion*

Str 1 Int 3

**LPs:** 22

Dex 2 Per 4

**EPs:** 25

Con 2 Wil 4

**Spd:** 8

**Essence:** 16

**Drama Points:** 15

**Qualities and Drawbacks:** Emotional Problems (Easily Flustered) 1, Emotional Problems (Easily Insulted) 1, Obligation (Susan) 1, Situational Awareness

**Skills:** Dodge 3, Instruction 4, Notice 3, Research/Investigation 2, Science (Biology) 3, Science (Chemistry) 3, Science (Mathematics) 3, Science (Physics) 3



**Attack:** Duck and Cover!  
**Powers/Metaphysics:** None  
**Gear:** None

For statistics on Susan Foreman, see p. 119

## DISILLUSIONMENT AND DISCOVERY

An encounter with The Aztecs teaches history professor Barbara a harsh lesson about trying to interfere with the course of history. A jaunt back into space reveals Susan's latent telepathic powers (*The Sensorites*). The next visit to earth is unfortunately during *The Reign of Terror*, but our heroes manage to avoid the guillotine. Finally things seem to be going well when they return to Earth in the sixties - but a malfunction caused by opening the doors while still in the Vortex causes the TARDIS and its inhabitants to shrink to the size of insects (*Planet of Giants*).

## HAIL AND FAREWELL

Landing in war-torn future London, the crew discovers that humanity has been decimated by *The Dalek Invasion of Earth*. The Doctor and his companions manage to defeat the invaders, and when he discovers that Susan has fallen in love with the leader of the human resistance movement, the Doctor locks her out of the TARDIS, allowing her to stay and get married without feeling guilty over leaving him. Susan's place in the crew isn't empty for long, though, as the Doctor, Ian, and Barbara discover a crashed spaceliner and take in orphaned teen Vicki (*The Rescue*).

## THERE AND BACK AGAIN

The crew visits *The Romans* in the show's first mostly-comedy storyline. The Doctor watches Nero fiddling while Rome burns. Next is a visit to *The Web Planet* in what was, for the time, a costume and special effects extravaganza; then back to earth to take part in the conflict between Richard the Lionheart and Saladin (*The Crusade*). The TARDIS "skips a time track" in its

next jump, leading the crew to discover themselves as time-frozen exhibits in *The Space Museum*.

At this point, a faction of future Daleks develops time-travel technology and begins to hound the Doctor throughout time and space, determined to destroy him. By the end of *The Chase*, the TARDIS has a new crew member – future astronaut Steven - and Ian and Barbara have, at long last, returned to London - albeit two years later than when they left.

## HIGHER STAKES

Visiting earth again in 1066, the Doctor encounters a fellow member of his own people for the first time in the show. Disguised as a simple monk, *The Time Meddler* is planning to change the course of human history by wiping out the Viking fleet so that the Battle of Hastings takes a different path, but the Doctor manages to defeat him and disable his TARDIS. The crew next visits *Galaxy 4* and learns that beauty is only skin deep; the show then leaves the Doctor and his companions behind for one episode to focus on the pulpy adventures of a Space Security Agent who discovers a horrible secret - this was a sort of "teaser" for an upcoming storyline (*Mission to the Unknown*).

Returning to earth, this time during the Trojan War, the crew does another comedy episode that ends with Vicki departing to marry Troilus (and taking the new name Cressida), and with newcomer Katarina joining the cast (*The Myth Makers*).

Then came the epic storyline *The Daleks' Masterplan*. At 12 episodes, it's still the longest Who story ever done on TV. The Doctor manages to foil the Daleks and their Time Destructor by the end, but in the process Katarina sacrifices herself to



save him and Steven, and new friend Sara Kingdom dies as well.

## DARK TIMES AND PLACES

The Doctor and Steven revisit Paris in 1572, and experience *The Massacre of St Bartholomew's Eve*; afterward they stop briefly in modern London and accidentally pick up spunky teen Dodo Chaplet, who thought the TARDIS was a real police call box. With Dodo aboard, the TARDIS then visits the far future and the last remnants of humanity aboard *The Ark* - humans who sadly have no resistance to Dodo's common cold virus.

After a surreal confrontation with *The Celestial Toymaker* - a mad godlike being who forces lesser beings to play his twisted games - the crew visits the Old West and endures shootouts, cattle rustling, and bad attempts at American accents in *The Gunfighters*. Then, in a far future world, the Doctor helps end the conflict between the civilized-but-amoral Elders and *The Savages*, and Steven stays

behind to help build and lead a new society.

## WEARING A BIT THIN

Returning to sixties Earth, the Doctor, Dodo, and new friends Ben and Polly fight against a sentient, evil supercomputer and its servants, The War Machines. Dodo decides to return to her home, while Ben and Polly agree to a short trip with the Doctor, who they don't quite believe is a time traveler. Their trip to the seventeenth century convinces them (*The Smugglers*), and they travel into their own not-too-far-off future, helping the Doctor repel an invasion from *The Tenth Planet* in 1986. This is the Doctor's first encounter with the Cybermen, and their malevolence is too much for the old, frail, and tired Doctor, who collapses onto the floor of the TARDIS, seemingly dying.

## THE SECOND DOCTOR

PORTRAYED BY PATRICK TROUGHTON

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*"I am not a student of human nature. I am a professor of a far wider academy of which human nature is merely a part."*



### GAME STATISTICS

Str 2 Int 8  
Dex 2 Per 4  
Con 5 Wil 5  
Essence: 25

LPs: 47  
EPs: 41  
Spd: 14  
Drama Points: 10

**Qualities and Drawbacks:** Clown, Hard to Kill 3, Incarnation 1, Jack of All Trades, Jury Rigging, Mental Problems (Delusions of Grandeur) 2, Resistance (Radiation) 1, Time Lord

**Skills:** Computers 3, Computer Programming 1, Dodge 3, Electronics 2, Humanities (Alien Cultures) 3, Humanities (Earth History) 3, Play Instrument (Wind) 2, Pilot (TARDIS) 1, Running (Sprint) 4, Science (Biology) 3, Science (Chemistry) 3, Science (Physics) 3, Science (Temporal/Dimensional Physics) 3, Science (Xenobiology) 3, Systems Operations (TARDIS) 1

**Attack:** By weapon, if he has to  
**Powers/Metaphysics:** Psychic, Telepathy Str 5 Art 2  
**Gear:** Sonic Screwdriver



## EVERYTHING OLD IS NEW AGAIN

The Doctor dies and regenerates, becoming a younger and healthier man. His personality changes as well - the Doctor was always secretive, but this new Doctor is downright shifty, using trickery and misdirection to accomplish his goals. He also has much more of a sense of humor.

The Doctor takes Ben and Polly - who don't quite trust this new guy who claims to be their friend - to the planet Vulcan (no relation), where human colonists have discovered and reactivated some Daleks, who claim to want to help the humans. The Doctor's suspicions about the aliens' true motives are proven correct, and he helps the colonists overcome *The Power of the Daleks*.

### JAMIE McCrimmon

*Jamie: "Me? Foreign? You're the one that's foreign - I'm Scottish."*  
- *The Evil of the Daleks*

Str 4	Int 3	LPs: 48
Dex 3	Per 3	EPs: 38
Con 4	Wil 3	Spd: 14
Essence: 20		Drama Points: 15

**Qualities and Drawbacks:** Amnesia\* (when Jamie is forced to leave the Doctor his memories of him are erased), Attractive (1), Charisma (1), Hard to Kill (2)

**Skills:** Acrobatics 2, Brawling 3, Dodge 3, Hand Weapons (Dagger 3, Sword 3), Running (Dash, 1), Survival (Wilderness, 2), Throwing (knife, 2), Tracking 1,

**Attack:** Dagger d6(3) x 4 (12), EV 2

**Gear:** Dagger

\*Jamie's memories are eventually recovered; whether he ever actually lost them, or it was the Time Lords misunderstanding of human memories that led to their return is a subject of fan debate.



## MONSTERS

The Doctor and Jamie travel back and forth between modern and Victorian London to defeat *The Evil of the Daleks* - by story's end, the Emperor Dalek has been destroyed and the Doctor has

Back to earth and the historical Battle of Culloden, where young Scotsman Jamie joins the crew (*The Highlanders*), followed by an encounter with the mad Professor Zaroff ("Nuffink in ze VORLD can shtop me now!") in an outpost of the ancient city of Atlantis (*The Underwater Menace*). The crew encounters the Cybermen again in earth's future (*The Moonbase*), and the Doctor prevents them from gaining control over the earth's weather. The Doctor and his friends then visit a "holiday planet" that is secretly being invaded by *The Macra Terror*. Finally, Ben and Polly return to London in 1967, but not before helping the Doctor and Jamie defeat an invasion of shapeshifting aliens in *The Faceless Ones*.

infected a sizable portion of the Daleks with "the human factor", giving them the capability to feel compassion, trust, etc. The resulting civil war causes what the Doctor solemnly proclaims to be "the final end of the Daleks". Ha! When her father is



murdered by the aliens, Victorian teenager Victoria joins the cast.

The Doctor, Jamie, and Victoria next land on the far-future planet of Telos, and fall in with an archaeological team that makes the mistake of opening *The Tomb of the Cybermen*. Back on earth, in Tibet, they face off against the Great Intelligence, a rather Lovecraftian entity, and its servants *The Abominable Snowmen*. In a far-future ice age, the Doctor and friends help humanity resist an invasion by *The Ice Warriors*, an ancient Martian race. A rather James Bond-esque story follows, as the Doctor battles his lookalike Salamander, *The Enemy of the World*. Returning to modern-day London, the crew helps soldier Alastair Lethbridge-Stewart to defeat the returning Great Intelligence, who has filled the London Underground with *The Web of Fear*. Lethbridge-Stewart goes to the U.N. to propose a force that can fight off these sorts of alien invasions...

An evil seaweed monster attacking an oil refinery is the premise for the creepy *Fury from the Deep*, which sees Victoria leaving the crew for a more normal life.

## PARTY OF THREE

Victoria is quickly replaced by Zoe, a super-intelligent and overly logical girl from the future ("The Doctor is almost as clever as I am," as she puts it. "Logic, my dear Zoe, merely enables one to be wrong with authority" is his take), who helps the Doctor and Jamie repel the Cybermen from *The Wheel in Space*. The three quickly form a tight family-style bond as they help rescue the pacifist Dulcians from *The Dominators* and fight their way out of The Land of Fiction in *The Mind Robber*.

Returning to earth, they help newly-promoted Brigadier Lethbridge-Stewart and his fledgling UNIT (United Nations Intelligence Taskforce) to defeat evil industrialist Tobias Vaughn and prevent *The Invasion* of his secret allies, the Cybermen. Then they return to space, where they help free a primitive society from the oppressive rule of *The Krotons*. Another encounter with the Ice Warriors follows, as the Martians attempt to use *The Seeds of Death* to change earth's climate into one more suitable for them.

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### ZOE HERIOT

*Zoe (screaming): "DOCTOR!!!"*

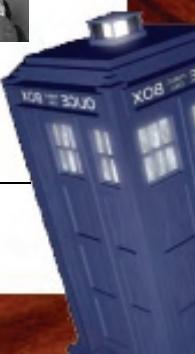
- Every episode Zoe appeared in

Str 1	Int 7	LPs: 32
Dex 3	Per 6	EPs: 29
Con 3	Wil 4	Spd: 12
Essence: 24	Drama Points: 15	

**Qualities and Drawbacks:** Academic, Amnesia\*(when Zoe is forced to leave the Doctor her memories of him are erased), Attractive (2), Hard to Kill (2), Photographic Memory

**Skills:** Computer Hacking 2, Computer Programming 4, Dodge 1, Engineer (Electrical) 2, Running (Dash, 2)

**Attack:** Run away



## RUNNING OUT OF TIME

After helping a down-on-its-luck mining company against *The Space Pirates*, The crew become trapped on a patchwork planet, where soldiers from various periods in earth's history are forced to fight in *The War Games*. The evil alien War Lords, aided by the War Chief (a renegade Time Lord) are attempting to build a perfect army to conquer all time and space. Unable to defeat this enemy on his own, the Doctor does what he hoped he'd never have to do: he contacts his people (revealed as the Time Lords here for the first time). They throw the aliens into a time loop and send the humans,

including Jamie and Zoe, home, erasing their memories.

The Time Lords try the Doctor as an interventionist, and convict. He is forced to regenerate, his TARDIS disabled, his memory how to repair it suppressed, and he is exiled to 20th century earth, no longer able to indulge his wanderlust.

IN ORDER FOR SOME LATER APPEARANCES OF THE SECOND DOCTOR TO MAKE SENSE WITHOUT BREAKING CONTINUITY, MANY FANS POSITED A "SEASON 6B" WHICH FEATURES THE SECOND DOCTOR WORKING DIRECTLY FOR THE TIME LORDS AS A SORT OF BLACK OPS AGENT IN THE TIME BETWEEN HIS SENTENCING AND HIS ACTUAL EXILE. THAT THEORY WAS LATER MADE CANONICAL IN THE NOVEL SERIES.

## THE THIRD DOCTOR PORTRAYED BY JON PERTWEE

"Courage isn't just a matter of not being afraid. It's being afraid and doing what you have to do anyway."

### GAME STATISTICS

Str 3 Int 8  
Dex 4 Per 4  
Con 4 Wil 4  
**Essence:** 27

**LPs:** 50  
**EPs:** 38  
**Spd:** 16  
**Drama Points:** 10

**Qualities and Drawbacks:** Adversary (Various, including the Master and Nestene Consciousness) 3, Bag of Tricks, Hard to Kill 4, Incarnation 2, Jack of All Trades, Jury Rigging, Nerves of Steel, Resistance (Radiation) 1, Situational Awareness, Time Lord

**Skills:** Drive (Automobile) 3, Engineering (Electrical) 4, Engineering (Mechanical) 4, Engineering (Robotics) 2, Martial Arts (Venusian Aikido) 3, Mechanic 3, Notice 3, Pilot (Hovercar) 3, Pilot (TARDIS) 2, Science (Biology) 4, Science (Chemistry) 4, Science (Physics) 4, Science (Robotics) 2, Science (Temporal/Dimensional Physics) 3, Science (Xenobiology) 2, Stealth 2, Systems Operations (TARDIS) 2

**Attack:** Martial Arts or by weapon

**Powers/Metaphysics:** Baseline Psychic, Reverse the Polarity (oft. of the Neutron Flow)\*

**Gear:** "Bessie" (Canary Yellow 1940's Roadster) and "Whomobile" (advanced hovercar)

\*Exact Effects at Chronicler's Discretion



## EXILED

The Doctor wakes up on earth with a new face. Now a rather dandified "man of action" with skill in Venusian Aikido and

a fetish for vehicles of all kinds, he hooks up with UNIT and manages to convince Lethbridge-Stewart that he is, indeed, the same Doctor that helped the Brigadier



twice before. Stranded with a nonfunctional TARDIS, the Doctor takes a position as UNIT's scientific advisor, working with brilliant scientist Liz Shaw to uncover the truth behind a recent meteor shower and a series of attacks by seemingly harmless plastic mannequins (*Spearhead from Space*).

The Doctor and UNIT manage to repel an attack by a reawakened species of humanoid reptiles (*The Silurians*) and combat the radioactive menace of *The Ambassadors of Death*, but the whole time

the Doctor is attempting to repair his TARDIS and escape from his imprisonment on earth. One such experiment leads the Doctor into a parallel world where his UNIT friends are evil, eyepatch-wearing fascists. That world is destroyed by Professor Stahlman's *Inferno* project, but the Doctor is able to escape back into his own timeline and stop the "real" Stahlman before he can breach the earth's core. Afterwards, Liz leaves UNIT to work with a similar organization, PROBE.

### **BRIGADIER ALISTAIR GORDON LETHBRIDGE-STEWART**

*"Five rounds, rapid."*

-Various episodes.

Str 3 Int 4

**LPs:** 49

Dex 3 Per 3

**EPs:** 35

Con 3 Wil 4

**Spd:** 12

**Essence:** 20

**Drama Points:** 15



**Qualities and Drawbacks:** Contacts (UNIT) 5, Cool Under Fire, Emotional Problems (Easily Flustered) 2, Emotional Problems (Humorless) 2, Hard to Kill 5, Honorable 2, Military Rank 7, Nerves of Steel, Obligation 2, Status 5, Resources 4

**Skills:** Bureaucracy 5, Computers 2, Demolitions 3, Engineering (Combat) 3, Guns (Pistols) 4, Guns (Rifles) 3, Hand Weapon (Knives) 3, Hand Weapon (Swords) 2, Humanities (History) 2, Instruction 3, Martial Arts 3, Military Tactics 3, Science (Biology) 1, Science (Chemistry) 1, Science (Mathematics) 5, Science (Physics) 1, Writing (Technical) 2, Writing (Academic) 2

**Attack:** Enfield Service Revolver D8 x 4 (16)

**Powers/Metaphysics:** None

**Gear:** Enfield Service Revolver, Pen and Pad, Access to UNIT facilities.

### **LIZ SHAW**

*Liz: Into the future?*

*The Doctor: Yes, but only by fifteen seconds.*

*Liz: But I haven't been anywhere. You vanished.*

*The Doctor: No, no. You vanished first. I only seemed to have vanished because you went into the future, and I wasn't there yet.*

- "The Ambassadors of Death"

Str 2 Int 6

**LPs:** 33

Dex 3 Per 4

**EPs:** 32

Con 3 Wil 4

**Spd:** 12

**Essence:** 22

**Drama Points:** 15



**Qualities and Drawbacks:** Attractive (1), Hard to Kill (1), Obligation (UNIT, 2), Pulling Strings UNIT (Alien Tech, Laboratory, Medical Support),  
**Skills:** Acrobatics 1, Bureaucracy 2, Computers 2, Dodge 2, Notice 1, Research/Investigation 4, Running (Dash, 3), Sciences (Biology 6, Chemistry 5, Medicine 4, Physics 6), Systems Operations 2

**Attack:** By weapon, if she must

**Powers/Metaphysics:** None

**Gear:** Access to UNIT facilities.

## MASTER PLANS

The Doctor is introduced to his new assistant, trainee spy Jo Grant, and they go up against another renegade Time Lord. The Master was once the Doctor's best friend, but now he seeks to manipulate the timelines for the sake of power and control. He's on earth helping the plastic-controlling Nestene Consciousness with a second invasion attempt, but the Doctor foils the *Terror of the Autons*.

The Master strikes again, using a mental parasite in an attempt to hijack an atomic warhead (*The Mind of Evil*) and allying with the alien organism Axos in an attempt to consume the earth's lifeforce (*The Claws of Axos*). The Doctor seemingly manages to get the TARDIS working, but

in truth it's simply the Time Lords remotely controlling it, sending him to a mining planetoid in the future to prevent the Master from stealing the Doomsday Weapon (*Colony in Space*). After completing the mission, the Doctor and Jo are returned to earth - the exile is still in force.

In an attempt to conquer earth, the Master uses "black magic" (actually ancient scientific formulae) to ally with Azal, the last of *The Daemons*, powerful reality-bending aliens. Jo's willingness to sacrifice herself to save the Doctor causes Azal's powers to backfire; he destroys himself and the Master is finally captured and sent to prison.

## JO GRANT

"You know, Doctor, you're quite the most infuriating man I've ever met."

-The Time Monster

Str 2 Int 3

LPs: 31

Dex 4 Per 5

EPs: 32

Con 2 Wil 5

Spd: 12

Essence: 21

Drama Points: 15

**Qualities and Drawbacks:** Attractive (2), Hard to Kill (2), Honorable (1), Iron Mind, Nerves of Steel, Obligation (UNIT, 1), Pulling Strings UNIT (Laboratory, Medical Support)

**Skills:**\* Acrobatics 2, Brawling 1, Climbing 2, Dodge 2, Escape 5, Guns (Pistols) 1, Lock-Picking 2, Notice 1, Research/Investigation 1, Running (Dash, 3), Sleight of Hand 2, Streetwise 1

**Attack:** By Weapon, if she must

**Powers/Metaphysics:** None

**Gear:** Access to UNIT facilities.

\*As with the brigadier, some of Jo's skills are extrapolated from her role as trainee spy.



## BREAKING OUT

The Doctor and Jo prevent a group of terrorists from an alternate future from inadvertently causing the very catastrophe they were trying to prevent, and the Dalek-conquered alternate timeline ceases to exist (*Day of the Daleks*). Soon after, the Time Lords send the pair on yet another mission, requiring them to defeat the Ice Warriors and aid the planet Peladon in its entry into the Galactic Federation (*The Curse of Peladon*).

Back on earth, the Master's hypnotic powers have brought his jailers under his control, and he escapes with the aid of *The Sea Devils*, aquatic cousins to the Silurians. The Doctor manages to nullify the threat, but is unable to prevent his old friend's escape. The Time Lords send the Doctor and Jo on yet another covert mission to the future, this time helping a colony planet to break free from the corrupt and oppressive Earth Empire (*The Mutants*).

The Master returns again, this time using the TOM-TIT device and an ancient Atlantean crystal to steal the power of Kronos, a godlike member of the Kronovore species - beings who exist in the Vortex and literally eat Time. The Doctor manages to free *The Time Monster* and successfully convinces it not to destroy the Master - The Doctor still, for all his enemy's evil, doesn't want to see the Master dead. The capricious Kronos agrees to spare the Master, and sends him off to a random point in spacetime.

## FREE AT LAST

The Doctor's home planet of Gallifrey comes under attack by a mysterious force, and the Time Lords are helpless to stop it. Desperate, they scoop up the first and second incarnations of the Doctor from the timestream and bring them together with the third - a serious violation of the Laws of Time, but only the combined abilities of *The Three Doctors* can save the Time Lords now. Their foe turns out to be

Omega, one of the three founders of Time Lord civilization. Omega was the stellar engineer who created the Eye of Harmony, the contained black hole that powers Gallifrey's technology (such as the TARDISes), but the exploding star trapped him in an antimatter universe. Together the three versions of the Doctor manage to defeat and re-imprison Omega, and as a reward, the Doctor's exile is finally lifted.

The Doctor and Jo immediately go on a trip, and run afoul of illegal miniaturising technology in the futuristic *Carnival of Monsters*. Still in earth's future, they prevent the Master from causing a war between the Earth Empire and the warlike but honorable Draconians (*Frontier in Space*). Too late, they discover that the Master was working with another old enemy, and they must fight to survive a crash landing on the *Planet of the Daleks*.

The Doctor returns Jo to earth, where they get caught up in a struggle between environmentalist scientists and the evil supercomputer BOSS. In between fighting giant maggots, Jo falls in love with one of the scientists and decides to leave the adventuring life and marry him (*The Green Death*).

## RESOLUTION

The Doctor and his new friend, investigative reporter Sarah Jane Smith, become involved in a search for missing scientists. They discover that the missing people have been kidnapped into the medieval past, where a Sontaran warrior is using them to repair his crashed starship. After defeating *The Time Warrior*, they return to modern London, only to find it has been overrun by dinosaurs! *The Invasion of the Dinosaurs* is a result of Operation Golden Age, a temporal experiment by radical scientists, and the Doctor is dismayed to learn that Mike Yates, one of his old UNIT friends, is part of the conspiracy.



A trip into space finds the Doctor and Sarah Jane, as well as a group of stranded human colonists, forced to ally with a team of similarly stranded Daleks on the energy-draining planet Exxilon (*Death to the Daleks*). Then the Doctor makes a return trip to the planet Peladon, where he must help the new queen and overcome his own prejudice against the Ice Warriors, who really *aren't* the bad guys this time (*The Monster of Peladon*).

Meeting up with another renegade Time Lord - this time a pacifist masquerading as a Buddhist monk - the Doctor and Sarah Jane are dragged into an attempt to invade present day earth by giant spiders

from the future world of Metebilis 3. The Doctor manages to send Sarah back to earth from the *Planet of Spiders*, but while defeating their leader, the Great One, he is exposed to lethal amounts of radiation from her nest of crystals. He's barely able to stumble back into the TARDIS and return to earth - a trip that lasts a few weeks from the viewpoint of Sarah Jane, but about a hundred years from the Doctor's perspective. K'Anpo, the Time Lord monk, helps the Doctor to regenerate, while Sarah Jane and Brigadier Lethbridge-Stewart watch, stunned.



# THE FOURTH DOCTOR

## PORTRAYED BY TOM BAKER

*"Someone once tried to build a machine as efficient as the brain. The only problem was, it would have had to be bigger than London—do you remember London?—and powered by the entire European grid. And that was just a human brain. Mine's much more complex."*



### GAME STATISTICS

Str 2 Int 9  
Dex 4 Per 4  
Con 3 Wil 5  
**Essence:** 27

**LPs:** 42  
**EPs:** 35  
**Spd:** 14  
**Drama Points:** 10

**Qualities and Drawbacks:** Bag of Tricks, Clown, Adversary (Various, including Daleks and the Master) 4, Hard to Kill 4, Honorable 2, Incarnation 3, Jack of All Trades, Jury Rigging, Mental Problems (Delusions of Grandeur) 1, Mental Problems (Reckless) 1, Situational Awareness, Time Lord

**Skills:** Computers 3, Engineer (Robotics) 3, Humanities (Earth History) 3, Humanities Specialization (Art History) 5, Martial Arts (Fencing) 4, Pick Locks (Mechanical) 3, Pilot (TARDIS) 2, Research/Investigation 2, Science (Temporal/Dimensional Physics) 5, Sleight of Hand 4, Stealth 2, Systems Operations (TARDIS) 2

**Attack:** By weapon, if he absolutely has to.

**Powers/Metaphysics:** Baseline Psychic

**Gear:** Sonic Screwdriver, K-9

### BOHEMIAN RHAPSODY

The new Doctor is a much younger man, with googly eyes, a wide grin, and a mop of curly hair. Perhaps due to the massive exposure to radiation and delay before his regeneration, he's also quite eccentric and seemingly unstable. He tries on a variety of outfits in the TARDIS wardrobe before settling on one (including his famous scarf) and takes off for a short trip in the TARDIS - but returns almost immediately (from his perspective, he was gone for months - and some of the adventures he

had in his unstable state will come back to haunt him).

Worried about this new and weird Doctor, the Brigadier assigns Harry Sullivan, a navy medical officer recently transferred to UNIT, to watch over him. The Doctor, Sarah Jane, Harry, and UNIT immediately get caught up in a scientific conspiracy that ends with a confrontation with a giant *Robot*, which the Doctor defeats as his regeneration finally stabilizes.



## SARAH JANE SMITH

*"There's nothing 'only' about being a girl."*

-*The Time Warrior*

Str 2	Int 3	<b>LPs:</b> 44
Dex 3	Per 4	<b>EPs:</b> 32
Con 3	Wil 4	<b>Spd:</b> 12
<b>Essence:</b> 19		<b>Drama Points:</b> 20



**Qualities and Drawbacks:** Contacts (UNIT) 2, Emotional Problems (Idealistic) 1, Good Luck 2, Hard to Kill 3, Honorable 3, Mental Problems (Reckless) 2, Nerves of Steel, Situational Awareness

**Skills:**\* Acting 1, Brawling 1, Climbing 2, Computers 1, Dodge 3, Humanities (History) 1, Notice 4, Questioning 2, Research/Investigation 4, Writing (Journalism) 3

**Attack:** Not if she can help it.

**Gear:** Notepad and pen.

*\*As of her appearance in the 2006 episode "School Reunion," Sarah Jane's skills should be adjusted as follows: Computers 4, her Humanities (History) 3, Questioning 2, Research/Investigation 5, and she should have Computer Hacking 1, and picked up an Acting specialization (Undercover Impersonation) 3. She has, by that time, also obtained a mild Emotional Problems (Abandonment Issues) drawback due to being unceremoniously left in the wrong place by the Doctor, who never returned. By the end of the episode, however, she has lost this Drawback, acquired a new version of K-9, and has a miniature Sonic Screwdriver.*

## HARRY SULLIVAN

*"Why is it always me that puts a foot in it?!"*

-*Genesis of the Daleks*

Str 3	Int 4	<b>LPs:</b> 40
Dex 3	Per 3	<b>EPs:</b> 29
Con 3	Wil 3	<b>Spd:</b> 14
<b>Essence:</b> 19		<b>Drama Points:</b> 15



**Qualities and Drawbacks:** Bad Luck 1, Contacts (UNIT) 2, Emotional Problems (Humorless) 1, Hard to Kill 2, Mental Problems (Old-fashioned) 1\*, Military Rank 2, Situational Awareness

**Skills:** Brawling 2, Bureaucracy 4, Computers 2, Dodge 2, First Aid 5, Guns (Pistols) 2, Hand Weapon (Knife) 2, Medicine (Surgery) 4, Military Tactics 2, Science (Biology) 4, Science (Mathematics) 1, Science (Physics) 1

**Attack:** Punch or by weapon

**Powers/Metaphysics:** None

**Gear:** None

*\*Harry has old-fashioned, slightly anachronistic views on women's place in society. In addition, some skills are extrapolated from his position and military training, rather than skills seen on screen.*

The Doctor, Harry, and Sarah then go for a jaunt in the TARDIS, ending up on space station Nerva, *The Ark in Space*, which contains the last cryogenically frozen members of the human race,

sleeping until the earth below is habitable again after a series of solar flares. The Doctor manages to prevent the humans from being destroyed by the parasitic Wirrrn aliens, and volunteers to transmat



down to the surface to check on conditions so the humans can recolonize their homeworld. He and his friends quickly run afoul of a Sontaran scout who is conducting cruel experiments on some human survivors (*The Sontaran Experiment*).

Before they can return to Nerva, a Time Lord scoops them out of the timestream. We discover that all the missions the Doctor has done for the Time Lords were actually on behalf of the CIA (Celestial Intervention Agency), a secret group of Time Lords who break the non-interference policy in order to make sure that history follows a course that allows Gallifrey to retain its supremacy. Now the CIA has another task for the Doctor: he must travel to ancient Skaro and prevent the Daleks from ever being created! Arriving at the *Genesis of the Daleks*, The Doctor and his companions meet the brilliant but insane Kaled scientist Davros (p.34), who has created mutated versions of his own race and cyborg shells for them, in order to ensure their survival and the defeat of their ancestral enemies, the Thals. The Doctor gets a chance to blow up the Dalek mutant nursery, but gives his famous "Do I have the right?" speech and decides that someday, some good may come out of the existence of even something as evil as the Daleks. The mutants turn on their creator and the Doctor traps them in an underground bunker, setting back their development considerably, which the CIA judges as a good enough completion of their mission.

The crew are sent back to Nerva, but in the wrong time period. They get into the conflict between humans, Cybermen, and Voga, the planet of gold (gold being the one substance Cybermen are vulnerable to). The Doctor prevents the *Revenge of the Cybermen* and manages to get the crew back to the TARDIS, and back to earth. There he helps UNIT against the Loch Ness Monster in *Terror of the Zygons*. Harry decides he's had quite enough of this nonsense, but Sarah Jane decides to keep traveling with the Doctor.

## LITERARY GOTHIC

The Doctor and Sarah explore the *Planet of Evil*, a world on the border between the matter and antimatter universes, then visit the *Pyramids of Mars* and encounter the evil godlike alien Sutekh in Edwardian England. They team up again with UNIT to foil *The Android Invasion*, and narrowly avoid being used for parts when the mad Doctor Solon attempts to build a new body to house *The Brain of Morbius*, a renegade Time Lord who was executed for war crimes. The Doctor and Sarah then discover *The Seeds of Doom* and manage to prevent the alien Krynoid plants from devouring all animal life on earth. A trip to Renaissance Italy turns into a nightmare of conspiracies, occultists, and a bizarre alien energy being in *The Masque of Mandragora*, and Sarah Jane becomes possessed by the remains of an ancient silicon-based life form in *The Hand of Fear* - the story that inflicted the phrase "Eldrad Must Live" on an entire generation of children.

At this point, the Doctor receives a sort of psychic warning, and unceremoniously dumps Sarah Jane back on earth for her own protection, and takes off for his home world of Gallifrey. Once there, he is quickly framed for murdering the president (whom he had been trying to save). Eventually he discovers that his old enemy the Master is *The Deadly Assassin*, although he's just a shadow of his former self - he's used up all his regenerations, is keeping himself alive with sheer willpower, and resembles a rotting corpse. This story was very controversial at the time it was first shown, since it abandoned the old concept of Gallifreyans as godlike, perfect beings and replaced it with the concept of Time Lords as extremely powerful but hidebound old men, obsessed with meaningless rituals and politics, and somewhat deranged.

## SOOTHING THE SAVAGE

The Doctor is appointed President of Gallifrey and flees in terror at the



prospect, landing on a primitive world where the Sevateem, descendants of an earth "Survey Team", live in fear of the Tesh - descendants of "Techs" - who serve the mad god Xoanon. Together with the savage (but extremely intelligent) warrior woman Leela, the Doctor solves the problem he himself created - Xoanon is a computer, and during his "regeneration instability" period, the Doctor reprogrammed it with his own brain patterns and accidentally gave it multiple personalities. Leela invites herself along when the Doctor leaves, and he allows it on the condition that she stops killing people (*The Face of Evil*).

The pair encounter *The Robots of Death* on a massive sandminer and must help the crew solve a rather Agatha Christie-like SF murder mystery, then travel to Victorian London and face giant rats, a killer Chinese doll, and *The Talons of Weng-Chiang*. Jumping ahead a few years, they defeat a shapechanging Rutan alien that was killing shipwrecked people at a lighthouse (*Horror of Fang Rock*), then visit a future medical space station and help to destroy a sentient virus in *The Invisible Enemy*, aided by a helpful computer in the shape of a dog, K-9 (who decides he likes the Doctor and Leela and joins the TARDIS crew).

## K-9

*"Affirmative, Master."*

-Every episode K-9 was in

Str 1	Int 9	LPs: 56
Dex 2	Per 7	EPs: n/a
Con 3	Wil 2	Spd: 10
<b>Essence:</b> n/a		<b>Drama Points:</b> 5

**Qualities and Drawbacks:** Hard to Kill 10, Honorable 3, Jack of All Trades, Robot, Socially Inept (Blunt and Caustic) 3

**Skills:** Computers 3, Computer Hacking 3, Computer Programming 3, Guns (Fixed Laser) 6, Notice 4, Research/Investigation 3, Science (All) 4, Stealth 4, Systems Operations (Sensors) 6

**Attack:** Laser D6 x 5 (15) Energy (Stun Setting damages Endurance)

**Powers/Metaphysics:** Sensor Array and Advanced Analysis abilities



## LEELA OF THE SEVATEEM

*"Enjoy your death, as I enjoyed killing you."*

-*Horror of Fang Rock*

Str 4	Int 3	LPs: 47
Dex 4	Per 5	EPs: 41
Con 3	Wil 5	Spd: 14
<b>Essence:</b> 24		<b>Drama Points:</b> 10

**Qualities and Drawbacks:** Cool Under Fire\*, Fast Reaction Time, Hard to Kill (3), Honorable (2), Nerves of Steel, Psychological Problems (Cruel, 1), Situational Awareness

**Skills:** Acrobatics 3, Brawling 2, Climbing 2, Dodge 3, Escape 1, Hand Weapon (knife, 4), Intimidation 1, Myth and Legends (Sevateem, 2), Notice 2, Running (Dash, 4), Survival (Wilderness, 5), Throwing (knife, 4), Tracking 3



**Attack:** Knife d4 x 3 (6), Janis Thorn d4 x 3 (6) plus Str 5 poison as per curare (*ConX*, p. 174)

**Powers/Metaphysics:** None

**Gear:** knife, pouch of Janis thorns

\**Found in Armageddon Armed Forces; adds an additional +2 to Nerves of Steel bonus*

Back on present-day earth, the Doctor, Leela, and K-9 prevent an ancient evil once thought destroyed by the Time Lords from resurrecting itself (*Image of the Fendahl*). Then they visit a future Pluto which is heated by several artificial suns. They help the exploited Worker class to obtain their freedom from the ruthless Company that dominates them (*The Sunmakers*). When the TARDIS gets trapped in the gravity well of an artificial planetoid, the crew meets the Minyans, descendants of a people who destroyed themselves with advanced technology given to them by the Time Lords - the incident that spurred the Time Lords' non-intervention policy (*Underworld*).

The Doctor suddenly goes back to Gallifrey and claims his position as Lord President, leaving Leela and K-9 confused as to his motives. He seemingly betrays the planet to a Sontaran invasion force, but eventually reveals that it was all a ruse to draw out the real enemies and destroy them. Leela, who has fallen in love with chancellery guard Andred, decides to remain on Gallifrey, as does K-9 (*The Invasion of Time*).

## THE KEY TO TIME

The Doctor has just finished construction of K-9 Mk II when he is visited by the White Guardian, a cosmic being who embodies Order. Apparently the timelines are in danger of falling into chaos, and the only way to repair things is to use an incredibly powerful artifact called the *Key to Time*. The problem is that to prevent the Key from being abused, it has been split into six segments and scattered, disguised, throughout time and space. The Guardian wants the Doctor to collect the pieces so he can repair the damage to the timestream. He also assigns a new assistant to the Doctor, the young Time

Lady Romanadvoratrlundar (which the Doctor very sensibly shortens to "Romana," to her chagrin; she prefers "Fred"). Neither is very happy about the arrangement, as the Doctor feels that by-the-book ice queen Romana will cramp his style, and Romana considers the Doctor her intellectual inferior (and she's right, she outscored him by a wide margin in the Time Lord Academy exit exam). Neither has much choice, though, so they begin their quest.

The first segment of the Key is disguised as a lump of Jethrik, one of the most valuable minerals in the universe, and is currently being used as bait in an elaborate con game, *The Ribos Operation*. As they recover the segment, Romana begins to realize that the Doctor's life experience and intuition is perhaps just as valuable as her academic skills. The search for the next piece of the Key takes them to *The Pirate Planet*, a hollow, teleporting world that surrounds other planets and crushes them into miniatures, using the released energy to keep the evil Queen Xanxia alive. The Doctor, Romana and K-9 are unable to prevent the planet Calufrax from being crushed; luck is with them when they discover that the planet itself is the second segment of the Key.

Following the trail of the third segment to modern-day England, they uncover the secrets of alien criminal Cessair and *The Stones of Blood*, barely saving the earth in the process. They then travel to the planet Tara, which has a medieval society but highly advanced technology, and cross swords (literally!) with the villainous Count Grendel while searching for the fourth segment in *The Androids of Tara*. Traveling to a moon where the native Swampies are being exploited



by colonists working a gas refinery, the Doctor and Romana must face the giant monster Kroll to recover the fifth piece of the Key (*The Power of Kroll*).

Finally close to their goal, they track the final segment to the warring planets of Atrios and Zeos. A complex plot follows, involving the Mentalis supercomputer; the Doctor's old friend and fellow renegade Time Lord, Drax; Princess Astra of Atrios; a mysterious villain known as the Shadow; and an insane general's plan to end the war for good. In the end it's revealed that Princess Astra herself is the final segment of the Key, and the Shadow converts her into her true form. The Doctor recovers the segment and puts the Key to Time together, giving him ultimate power over the universe. The White Guardian appears and asks for the Key, but the Doctor decides that such power is too much for any one individual to have and orders the Key to disperse (restoring Astra to life and giving the other five segments new hiding places). The Guardian reveals his true face - he was actually the Black Guardian, embodiment of Chaos, and wanted to use the power to destroy everything - and swears revenge on the Doctor and Romana. They install a Randomizer into the TARDIS so that even they don't know where it will take them; this will make it nearly impossible for the Black Guardian to track them (*The Armageddon Factor*).

## THE TIME-TRAVELER'S GUIDE TO THE GALAXY

NEW SCRIPT EDITOR DOUGLAS ADAMS INFLUENCED THE WITTY HUMOR THE SHOW WOULD DISPLAY FOR SOME TIME.

Romana, having completely changed her opinion about the Doctor, decides to regenerate into a new body and personality that will be more compatible with him - a body that looks exactly like Princess Astra of Atrios, whose face she had liked. The Doctor, the new Romana, and K-9 land on a ruined planet after the first use of the Randomizer. They quickly realize that they are on Skaro, and that

they've stepped into the middle of a stalemate between the Daleks and the robotic Movellans. Before long Davros has been revived from his suspended animation, and the Doctor is forced to ally with the Movellans to stop him (*Destiny of the Daleks*). Randomizer trips follow to modern-day Paris - currently playing host to an ancient alien and seven authentic, original Mona Lisas (*City of Death*) - and to an alien planet ruled by the cruel Lady Adrasta, who feeds her enemies to *The Creature from the Pit*.

Arriving at the scene of a hyperspace accident, the crew gets involved with a drug smuggling operation gone wrong in *Nightmare of Eden*, then takes part in a futuristic retelling of an ancient Greek myth in *The Horns of Nimon*. They prevent an invasion of a sci-fi health spa, *The Leisure Hive*, and stop the alien conqueror Meglos from gaining control of the Dodecahedron, a powerful artifact on the planet Tigella.

For statistics on Romana, see p. 141.

## ENTROPY

Romana is recalled to Gallifrey and reluctantly agrees to return, but on the way, the TARDIS is sucked into "E-Space", a parallel universe with different physical laws. Landing on the planet Alzarius, the crew discovers the inhabitants of a crashed Starliner being menaced by sinister Marshmen. Eventually the truth comes out that the Alzarians are not descended from the passengers of the starliner, but are actually evolved Marshmen. One of the Alzarians, a young mathematician named Adric, stows away on the TARDIS as it leaves (*Full Circle*).

The Doctor, Romana, Adric, and K-9 next land on a planet ruled by vampire-like beings (*State of Decay*), and then, searching for a way back into N-Space, discover a race of enslaved time-sensitive beings, the Tharils. The Tharils manage to send the Doctor and Adric back into normal space, but Romana (deciding she's



ready to live a life like the Doctor's) stays behind in E-Space to help free the Tharils from their slavery. K-9 decides to stay with her (*Warrior's Gate*).

The Doctor and Adric land the TARDIS on the planet Traken, and almost immediately get embroiled in a plot against the planet's leader, *The Keeper of Traken*. The villain turns out to be the still-barely-alive Master, who uses the power of the Keeper to steal the young and healthy body of the Doctor's friend Tremas, orphaning his young daughter Nyssa.

Deciding to finally fix the TARDIS' broken Chameleon Circuit, the Doctor first visits earth to get accurate measurements of a real police call box (and inadvertently picks up Australian air hostess Tegan Jovanka at the same time). Then he travels to the planet *Logopolis*, whose mathematicians are experts at shaping reality through a science known as Block Transfer Computations. The Master and Nyssa of Traken both end up on Logopolis as well, and everything escalates into an insane plan by the Master to blackmail the universe. The Doctor defeats his foe, but falls from a great height and is fatally wounded. As Adric, Nyssa, and Tegan watch, his appearance begins to change...

## THE FIFTH DOCTOR

PORTRAYED BY PETER DAVISON

*"I am not the man I once was. Thank God."*

### GAME STATISTICS

Str 2 Int 8

**LPs:** 43

Dex 3 Per 4

**EPs:** 32

Con 4 Wil 3

**Spd:** 14

**Essence:** 24

**Drama Points:** 10

**Qualities and Drawbacks:** Acute Senses (Taste/Touch), Emotional Problems (Easily Flustered) 1, Emotional Problems (Indecisive) 1, Hard to Kill 3, Honorable 3, Incarnation 4, Jack of All Trades, Jury Rigging, Pacifist 1, Resistance (Radiation) 1, Situational Awareness, Time Lord, Vulnerability (Poison) 3

**Skills:** Computers 3, Computer Repair 3, Dodge 2, Engineer (Electronics) 2, Mechanic 2, Notice 3, Play Instrument (String) 3, Pilot (TARDIS) 4, Research/Investigation 4, Science (Temporal/Dimensional Physics) 3, Sports (Cricket) 2, Systems Operation (TARDIS) 4

**Attack:** Not on your life.

**Powers/Metaphysics:** Baseline Psychic

**Gear:** Celery Stalk, Spectacles (to make him look a bit clever).



### DEATH AND REBIRTH

The Doctor reforms again into a much younger body. The regeneration is very unstable, though, leading the Doctor to experience shifts between his various former personalities. He manages to make it to the TARDIS' "Zero Room", a location designed to help overcome regeneration trauma, but the Master has set one last trap:

The TARDIS is speeding towards Event One - the Big Bang. The Doctor manages to alter course at the last second by forcibly jettisoning some of the TARDIS' interior mass - unfortunately including the Zero Room! Arriving in the alien city of *Castrovalva*, the slowly recovering Doctor manages to puzzle out the nature of the city's recursive space, defeat the Master, rescue Adric from



an improbable S&M contraption, and stabilize his personality: He's now a deeply caring idealist who nonetheless is very much a cranky old man in a young man's body.

The Doctor and his companions encounter the Urbankan race and prevent their Monarch from traveling back in time and becoming God (*Four to Doomsday*), then visit the primitive planet of the *Kinda* in a Buddhist parable that pits them against the snakelike being called the Mara. A trip back to London in 1666 exposes the influence of the alien Terileptils on the Black Death, and we find out that the Doctor is largely responsible for the Great Fire of London (*The Visitation*). The crew then attend a cricket match in 1925 and help resolve a murder mystery. This story,

*Black Orchid*, was the first purely historical story with no SF elements save for the travelers themselves since the sixties, and the final such story in the original TV series.

The Doctor encounters the Cybermen yet again in *Earthshock*, and he, Nyssa, and Tegan are stunned when Adric sacrifices his life in a failed attempt to stop the Cybermen's attack on prehistoric earth - an attack that ends up killing off the dinosaurs. Attempting to take the grieving Tegan back to 1982 London, the Doctor instead gets embroiled in a time-traveling kidnapping scheme run by the Master, who - trapped in his non-Time Lord stolen body - is trying to gain enough power to give himself a new regeneration cycle (*Time-Flight*).

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### ADRIC OF E-SPACE

"Now I'll never know if I was right."

-Adric's last words, "*Earthshock*"

Str 3	Int 5	<b>LPs:</b> 40
Dex 2	Per 4	<b>EPs:</b> 32
Con 3	Wil 3	<b>Spd:</b> 10
<b>Essence:</b> 20		<b>Drama Points:</b> 15

**Qualities and Drawbacks:** Artistic Talent (Mathematics), Hard to Kill (2), Species (Alzarian)\*

**Skills:** Acrobatics 1, Computer Programming 2, Computers 4, Dodge 1, Gambling 2, Lock-picking 2, Notice 1, Running (Dash) 2, Science (Mathematics) 6, Smooth Talking 1, Streetwise 1, Systems Operations (TARDIS) 1



**Attack:** By weapon, if he must

**Powers/Metaphysics:** Block Transfer Computation Str 1 Art 0\*\*

**Gear:** None

\*Provides no benefits or drawbacks

**Block Transfer Computation**

\*\*Adric can create and affect matter using mathematics, but cannot control the power or consciously activate it, yet. The actual effects are at the Chronicler's discretion, but we suggest using Telemagry (ATZ, p. 37) as a guideline, though Adric's creations are not illusory and he must combine his Will and Block Transfer Computation Task with a Mathematics and Intelligence Task, gaining (Minimum Effect Strength + 5) Success Levels to make it work.

### NYSSA OF TRAKEN

Adric: "The Doctor calls it a reiterated invitation to deep-space alien intelligences."

Nyssa: "And that's us!"

-Logopolis

Str 2	Int 5	<b>LPs:</b> 29
Dex 3	Per 3	<b>EPs:</b> 29
Con 2	Wil 4	<b>Spd:</b> 10
<b>Essence:</b> 19		<b>Drama Points:</b> 15

**Qualities and Drawbacks:** Attractive (1), Basic ESP, Body Double (Ann Talbot), Hard to Kill (1), Psychological Problems (Fear of Loss, 1), Species (Trakenite)\*

**Skills:** Computer Programming 3, Computers 4, Dodge 2, Notice 1, Research/Investigation 4, Running (Dash, 3), Sciences (Biology 5, Chemistry 6, Medicine 4, Xenobiology 4), Systems Operations (Space Station Control Systems, 2), Systems Operations (TARDIS, 1)



**Attack:** By weapon, if she must

**Powers/Metaphysics:** None

**Gear:** None

\*Provides no benefits or drawbacks

### TEGAN JOVANKA

*The Doctor: How do you feel?*

*Tegan: Groggy, sore, and bad-tempered.*

*The Doctor: Almost your old self!*

-“The Visitation”

Str 2	Int 3	<b>LPs:</b> 33
Dex 2	Per 4	<b>EPs:</b> 29
Con 3	Wil 3	<b>Spd:</b> 10
<b>Essence:</b> 15		<b>Drama Points:</b> 20

**Qualities and Drawbacks:** Attractive (1), Emotional Problems (Temper Control) 1, Hard to Kill (1), Nerves of Steel

**Skills:** Acrobatics 1, Beautician 2, Bureaucracy 2, Computers 1, Dodge 1, Haggling 2, Notice 1, Running (Dash, 2), Streetwise 1, Tactics 1



**Attack:** By weapon, if necessary.

**Powers/Metaphysics:** None

**Gear:** Flight Attendant’s uniform, foul temper.

### VISLOR TURLOUGH

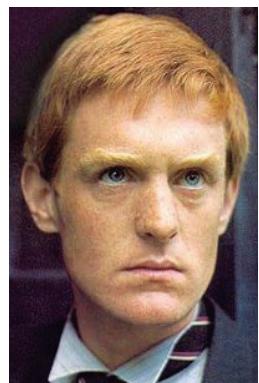
*“What is it about Earth people that makes them think a futile gesture is a noble one?”*

*-Turlough, “The King’s Demons”*

Str 2	Int 4	<b>LPs:</b> 33
Dex 3	Per 4	<b>EPs:</b> 32
Con 3	Wil 4	<b>Spd:</b> 10
<b>Essence:</b> 20		<b>Drama Points:</b> 15

**Qualities and Drawbacks:** Coward, Hard to Kill (3), Mental Problems (Severe Obsession, Get off of Earth), Secret (Member of the Exiled Trion Royal Family), Species (Trion)

**Skills:** Acrobatics 2, Computers 4, Dodge 4, Fine Art (Drawing) 2, Lock-picking 2, Notice 1, Running (Dash, 3), Smooth Talking 3, Streetwise 2



**Attack:** Not if he can help it.

**Powers/Metaphysics:** None

**Gear:** Sketch pad, pencils and pens

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## HAUNTED BY THE PAST

The Doctor, with Nyssa and Tegan, is once again attacked by his old enemy Omega, who wishes to use the Doctor's body as a gateway into the positive matter universe. The corrupt High Council of Gallifrey tries to use this as an opportunity to execute the Doctor "for the greater good", but he prevails and once again flees his home planet just before being appointed Lord President (*Arc of Infinity*). Tegan, still secretly possessed by the Mara, programs the TARDIS to visit the planet Manussa in an attempt to allow the evil force to manifest physically, but the Doctor undergoes the dangerous *Snakedance* ceremony and finally expels the Mara from his friend.

Returning to Earth, the crew encounters the now-retired Lethbridge-Stewart and the mysterious schoolboy Turlough, who has come under the influence of the Black Guardian. The Guardian still wants revenge on the Doctor, and Turlough manages to involve the Doctor in a plot involving a timelink between 1977 and 1983, two versions of the Brigadier, and a group of aliens who stole regeneration technology from the Time Lords but screwed it up and now only want to die. The Doctor saves the day, but Turlough - still working for the Black Guardian - joins the TARDIS crew (*Mawdryn Undead*).

The TARDIS next lands on *Terminus*, an ancient spacecraft now being used as a hospice/colony for victims of the incurable Lazar's Disease. The Doctor discovers that Terminus is actually from the universe prior to the current one, and that the current universe was created when one of the ship's two engines was detonated. He narrowly prevents a second Big Bang (an event orchestrated secretly by Turlough)

and Nyssa decides to remain behind, helping to research a cure for the Lazars. The battle between the Doctor and the Black Guardian is finally decided when Turlough chooses to side with the Doctor at the climax of a great race through space, where the Eternals (immortal beings who live outside of Time) are competing for the ultimate prize of *Enlightenment*.

A brief trip to 13th century England brings another conflict with the Master and a new crew member, the shapeshifting robot Kamelion (*The King's Demons*). Then all hell breaks loose as the Master, a Dalek, a troop of Cybermen, a Yeti robot, Susan, Brigadier Lethbridge-Stewart, Sarah Jane, Romana, Tegan, Turlough, and *The Five Doctors* are all timescooped and dumped into Gallifrey's "Death Zone" to play the Games of Rassilon. It all turns out to be a plot by an old friend of the Doctor to gain a perpetual regeneration cycle, and in the end the various Doctors - aided by Rassilon, one of the three founders of Time Lord civilization - save the day.

## OVERWHELMED

The Doctor, Tegan, and Turlough (with Kamelion mostly staying in the TARDIS) continue their travels, encountering the Sea Devils in earth's future (*Warriors of the Deep*) and an ancient evil known as the Malus in a quiet English village where a historical reenactment is taking place (*The Awakening*). The TARDIS is seemingly destroyed, stranding the crew on the planet Frontios, but it's reconstructed and they return to earth in time to prevent the *Resurrection of the Daleks*. Traumatized and disgusted by the death and destruction she has seen so much of lately, Tegan opts to stay behind and try to return to her old life.



## THE GOOD DIE YOUNG

The Master regains control of Kamelion and manipulates the Doctor, Turlough, and young American botany student Perpugilliam "Peri" Brown into traveling to the *Planet of Fire*, where Turlough finds his long-lost younger brother. The Master plots to use the planet's Numismaton Gas to restart his regenerative cycle, but Kamelion's self-sacrifice helps to defeat him. The Doctor, finally letting go of his former friendship with the Master, refuses to help as his enemy burns. Turlough and his brother decide to return to their home planet of Trion, while Peri decides to travel with the Doctor.

They next visit *The Caves of Androzani*, where Peri attracts the attention of the first in a long line of villains who lust after her. When both the Doctor and Peri are fatally poisoned, the Doctor is only able to recover enough of the antidote to save his young friend. He lies dying on the TARDIS floor, hallucinating visions of his former companions (who urge him to live) and the Master (who urges him to die). He starts to regenerate, but "something feels wrong this time..."

## THE SIXTH DOCTOR

PORTRAYED BY COLIN BAKER

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*"In all my travelling throughout the universe I have battled against evil, against power mad conspirators. I should have stayed here. The oldest civilisation: decadent, degenerate, and rotten to the core. Power mad conspirators, Daleks, Sontarans, Cybermen, they're still in the nursery compared to us. Ten million years of absolute power. That's what it takes to be really corrupt."*



### GAME STATISTICS

Str 4	Int 8	LPs: 57
Dex 2	Per 3	EPs: 44
Con 4	Wil 5	Spd: 12
<b>Essence:</b> 25		<b>Drama Points:</b> 10

**Qualities and Drawbacks:** Adversary (various, including the Master and the Rani) 4, Emotional Problems (Bipolar) 2, Emotional Problems (Condescending) 1, Emotional Problems (Delusions of Grandeur) 3, Emotional Problems (Egomania) 2, Hard to Kill 5, Honorable 2, Incarnation 5, Jack of All Trades, Jury Rigging, Mental Problems (Cruel) 1, Nerves of Steel, Resistance (Radiation) 1, Situational Awareness, Time Lord, Vulnerability (Falling off Exercise Bikes) 5\*

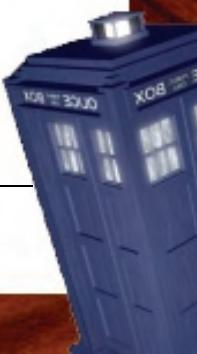
**Skills:** Brawling 2, Climb 1, Computers 4, Computer Repair 5, Dodge 3, Electronics 4, Engineer (Electrical) 3, Humanities (Alien Cultures) 3, Humanities (Earth History) 3, Humanities (Literature) 1, Humanities (Philosophy) 3, Hypnosis 5, Mechanic 4, Pilot (TARDIS) 4, Science (Temporal/Dimensional Physics) 4, Stealth 4, Systems Operations (TARDIS) 4

**Attack:** Brawling or by weapon

**Powers/Metaphysics:** Baseline Psychic

**Gear:** Pocket Watch, Sonic Lance, Umbrella

\*Automatically hits head and regenerates.



## CHANGE, MY DEAR

The Doctor sits up, having transformed into a slightly older, heavyset man with blond curls. His regeneration trauma is worse than ever, and personality and mood fluctuate wildly - at one point he nearly strangles Peri in a rage, then in a bout of guilt and shame decides he must become a hermit to atone. While on the way to do just that, he and Peri (who doesn't trust this crazy new guy) get involved in an outlandish plot involving kidnapped twin genius children, an evil alien who wants to spread its eggs across the universe, and the Doctor's old mentor, the Time Lord Azmael. By the end of the story, the Doctor's personality barely seems stabilized (reflected outwardly in his garish, mismatched clothes) and Peri still doesn't like him at all (*The Twin Dilemma*).

This "Odd Couple" approach continues through the next several stories, as the Doctor and Peri encounter the Cybermen, who are attempting to change the course of history so that their 1986 attack on earth succeeds (*Attack of the Cybermen*), and travel to the distant planet of Varos, where they encounter the shifty alien Sil and free the populace from their slavery and dependence on televised bloodsports, torture, and executions (*Vengeance on Varos*). Returning to earth during the industrial revolution, they encounter the Master (who managed to survive the burning Numismaton Gas after all) and another renegade Time Lord, an amoral scientist who calls herself the Rani and is doing experiments in human dream deprivation (*Mark of the Rani*).

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### PERPUGILLIAM (PERI) BROWN

*"I wish you'd stop switching personal pronouns. It'd be a lot easier to understand you."*

-*The Two Doctors*

Str 2 Int 4

**LPs:** 26

Dex 3 Per 2

**EPs:** 23

Con 2 Wil 2

**Spd:** 10

**Essence:** 15

**Drama Points:** 15

**Qualities and Drawbacks:** Attractiveness 3, Emotional Problems

(Easily Flustered) 2, Good Luck 2, Honorable 1, Situational Awareness

**Skills:** Brawling 1, Dodge 2, Notice 2, Running (Sprint) 4, Science (Botany) 4, Writing (Academic) 2

**Attack:** She'd rather run away.

**Powers/Metaphysics:** None

**Gear:** Various alien plant samples



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The relationship between the Doctor and Peri slowly begins to improve, although it's still prickly. They encounter the Sontarans and the cannibalistic Androgum aliens in an adventure that sees them teaming up with the second Doctor and his companion Jamie, who are working directly for the Time Lords (see the "season 6B theory" I mentioned earlier). *The Two Doctors* win in the end

and the current Doctor decides to become a vegetarian after his friends are nearly served for dinner.

A trip to the future finds Peri once again being amorously pursued by a monster, as the Doctor is subjected to the *Timelash* device and encounters author H.G. Wells. Later, The Doctor and Peri travel to the mortuary planet of Necros and discover



that Davros - still leading one faction of the Dalek race - is using human genetic material from the corpses there to create a new army of Dalek mutants loyal only to him (*Revelation of the Daleks*).

## APOCRYPHA

THE UNPREDICTABLE AND SOMEWHAT UNLIKEABLE DOCTOR AND WHINY, INEFFECTIVE PERI WERE NOT EXTREMELY POPULAR WITH VIEWERS, SCRIPT QUALITY HAD DECLINED, AND THE CURRENT "TWO 45-MINUTE EPISODES PER STORY" FORMAT WAS NOT NEARLY AS POPULAR AS THE ORIGINAL "FOUR 25-MINUTE EPISODES" FORMAT. MICHAEL GRADE WAS BY THIS POINT LOOKING FOR REASONS TO CANCEL THE SERIES. THE BBC ANNOUNCED THAT DOCTOR WHO WOULD GO ON A TEMPORARY HIATUS WHILE IT WAS BEING "RETOOLED" AND THEN COME BACK BETTER THAN EVER.

THE SCRIPTS FOR THE SEASON THAT NEVER GOT MADE HAD ALREADY BEEN WRITTEN, AND SOME OF THEM WERE LATER TURNED INTO NOVELIZATIONS KNOWN AS "THE LOST EPISODES".

The Doctor and Peri had an encounter with returning old foe the Celestial Toymaker (*The Nightmare Fair*), protected the pacifistic world of Tranquela from an alien arms dealer (*The Ultimate Evil*), and fought against a rogue faction of Ice Warriors while dealing with the return of Sil and a renegade Time Lord who had bullied the Doctor while they were in the Academy (*Mission to Magnus*).

## TRIAL OF A TIME LORD

WHEN THE SHOW RETURNED, IT WAS WITH A STORY THAT WOULD LAST FOR THE ENTIRE SEASON. THE DOCTOR WAS ON TRIAL - BOTH IN THE STORY, AND IN THE REAL WORLD.

Captured by the Time Lords and put on trial once again for his interventionist ways, the Doctor is disoriented - his recent memory has been erased and Peri is nowhere to be seen - and barely able to defend himself from the accusations of his prosecutor, the sinister Time Lord known as the Valeyard. Pulling up scenes from the Matrix (the computer databank/virtual world that contains the minds and memories of every Time Lord who has ever lived), the Valeyard chooses an event from the Doctor's past to

demonstrate his incompetent interference. The tribunal is shown a story in which the Doctor and Peri travel to an unknown, ruined world and interact with its inhabitants, eventually discovering that the planet is earth - but in the wrong location in space. Throughout, the Doctor appears callous and dangerous; the present Doctor insists that the Matrix's records must have been tampered with to make him look bad - something the Time Lords claim is impossible (*The Mysterious Planet*).

The Valeyard's next piece of evidence is from just before the Doctor was brought to trial. The Doctor and Peri land on Thoros-Beta and once again meet Sil, whose home planet this is. Again, the Doctor's actions in the Matrix records seem erratic and incompetent, and as a result of his failure to protect her, Peri's brain is eventually removed so that the alien Kiv can use her body for his own. The Doctor is shocked and insists that he'd never allow one of his friends to die in such a horrible way (*Mindwarp*).



Desperate to defend himself, the Doctor decides to use the Matrix to show a series of events from his own near future, hoping that he will have somewhat redeemed himself. The tribunal watches as the Doctor and his new companion Mel - a computer programmer and health nut from 1980s London - land on a starship and help the passengers against an attack by an alien vegetable lifeform, the



Vervoids. The Doctor ends up destroying them all, and in the trial room, the Valeyard declares with triumph that the Doctor has just given evidence that he is willing and able to commit genocide to achieve his goals (*Terror of the Vervoids*).

Rescue comes from an unlikely source - the Master projects his image through the Matrix, proving how easily it can be tampered with, and - declaring that only *he* is allowed to beat the Doctor - exposes the truth: the corrupt Gallifreyan High Council were the ones who moved earth, Peri was saved at the last minute, and all the incriminating evidence was planted by *The Ultimate Foe* - the Valeyard, who is revealed to be a distillation of the Doctor's own dark side, somewhere between his potential

12th and final incarnations. The Valeyard wants to ensure his own eventual creation by stealing the Doctor's remaining lives, and the two engage in a fierce virtual "battle" inside the Matrix before the Doctor eventually emerges triumphant.

UNFORTUNATELY THE TRIAL EPIC WASN'T ENOUGH TO WIN OVER VIEWERS, AND ACTOR COLIN BAKER WAS KIND OF MADE INTO A SCAPEGOAT FOR EVERYTHING THAT WENT WRONG DURING HIS TENURE AS A DOCTOR AND FIRED, MAKING THE SIXTH DOCTOR ONE OF THE SHORTEST-LIVED. THAT SITUATION HAS SOMEWHAT BEEN RECTIFIED BY THE LARGE NUMBER OF "MISSING ADVENTURE" NOVELS AND AUDIOPLOTS FEATURING THE CHARACTER, AND COLIN BAKER, NICOLA BRYANT (PERI) AND BONNIE LANGFORD (MEL) HAVE SHOWN IN THE AUDIOPLOTS THAT, GIVEN A GOOD SCRIPT AND A DECENT DIRECTOR, THEY CAN TURN OUT SOME AWESOME PERFORMANCES AS THESE CHARACTERS.



# THE SEVENTH DOCTOR

## PORTRAYED BY SYLVESTER MCCOY

*"There are worlds out there where the sky is burning, and the sea's asleep, and the rivers dream; people made of smoke and cities made of song. Somewhere there's danger, somewhere there's injustice, somewhere else the tea's getting cold. Come on, Ace! We've got work to do."*

### GAME STATISTICS

Str 2 Int 9

**LPs:** 45

Dex 3 Per 5

**EPs:** 35

Con 3 Wil 5

**Spd:** 12

**Essence:** 27

**Drama Points:** 10



**Qualities and Drawbacks:** Adversary (Various) 4, Clown, Emotional Problems (Delusions of Grandeur) 1, Emotional Problems (Cruel) 2, Hard to Kill 5, Honorable 2, Incarnation 6, Jack of All Trades, Jury Rigging, Nerves of Steel, Obligation (Time's Champion) 2, Resistance (Radiation) 1, Secret (Various) 3, Situational Awareness, Time Lord

**Skills:** Brawling 1, Computers 4, Computer Repair 4, Dodge 4, Electronics 3, Engineering (Electrical) 3, Games (Chess) 6, Humanities (Ancient Gallifreyan History) 5, Humanities (Earth History) 2, Humanities (Literature) 3, Humanities (Philosophy) 2, Notice 4, Pilot (TARDIS) 4, Research/Investigation 4, Science (Biology) 4, Science (Chemistry) 3, Science (Physics) 5, Science (Temporal/Dimensional Physics) 5, Sleight of Hand 4, Smooth Talk 3, Stealth 3, Strategy/Tactics 4, Systems Operations (TARDIS) 4

**Attack:** Rarely, but sometimes uses umbrella

**Powers/Metaphysics:** Baseline Psychic

**Gear:** Umbrella

### THE LIGHT BEFORE THE DARKNESS

The Doctor and Mel are in the TARDIS when suddenly it is attacked by some external force. The Doctor falls off his exercycle and bashes his head against the TARDIS console, which does enough damage that he is forced to regenerate.

**OKAY, YES. THIS IS LAME. IT'S EVEN LAMER THAT THE DOCTOR IS BEING PLAYED BY SYLVESTER MCCOY IN A BLOND WIG, SINCE COLIN BAKER DIDN'T COME BACK TO FILM THE REGENERATION SCENE (AND WHO CAN BLAME HIM?). THE NOVELS MAKE THE STING GO AWAY SOMEWHAT BY IMPLYING THAT THE NASCENT PERSONALITY OF THE SEVENTH DOCTOR PURPOSELY CAUSED THE HEAD TRAUMA AND REGENERATION SO AS TO FORCE THE SIXTH DOCTOR AWAY FROM THE PATH THAT WOULD EVENTUALLY TURN HIM INTO THE VALEYARD.**

So. Regeneration. The new Doctor is a small, dark man with a Scots burr and a quiet, somewhat otherworldly

demeanor. He's also completely addled, what with the concussion on top of typical regeneration trauma. He and Mel have been attacked by the Rani, who is attempting to create the ultimate scientific brain (and who spends much of the story wearing a red wig to impersonate Mel and fool the disoriented Doctor). Our heroes defeat the Rani eventually (*Time and the Rani*), and the Doctor settles into his new personality - or what he wants everyone to *think* is his new personality (at the beginning, this Doctor is all about the wacky humor and often spouts mangled quotations. As the series progresses, he gradually becomes a darker character, settling by the end into his persona as a devious, ruthless master plotter and manipulator who bends the laws of time by writing notes with clues to his



past self so he can ensure that everything goes according to his plans).

The Doctor and Mel take a trip to *Paradise Towers*, the ultimate housing complex, but find that its inhabitants have reverted to a primitive society and its automated mechanisms have gone out of control. They escape and join up with a "Time Tour" to 20th-century Wales, where they must protect a young alien queen

from a band of mercenaries (*Delta and the Bannermen*). Travelling to the far future Iceworld, they meet time-displaced teenager Ace and defeat a biomechanoid dragon (*Dragonfire*). Meeting Ace was an event the Doctor was both anticipating and dreading: it's time to abandon his carefree persona and begin his work as "Time's Champion". He convinces Mel to leave with interstellar confidence man Sabalom Glitz and takes Ace aboard the TARDIS as his new assistant.

### DOROTHY "ACE" McSHANE

*Ace: "If you want a job done properly, get a girl to do it. Out of the way, boys!"*  
- *The Curse of Fenric*

Str 2	Int 4	LPs: 39
Dex 4	Per 5	EPs: 35
Con 3	Wil 5	Spd: 14
Essence: 23		Drama Points: 15

**Qualities and Drawbacks:** Attractive 2, Emotional Problems (fear of rejection, issues with her mother) 2, Hard to Kill 3, Mental Problems (Reckless) 2

**Skills:** Acrobatics 1, Climbing 2, Craft (explosives) 4, Demolitions 3, Dodge 2, Hand Weapon (baseball bat, 2), Sciences (Chemistry, 4), Running (Dash, 3), Streetwise 1, Throwing (sphere (nitro-9) 3



**Attack:** Baseball bat d8(4) x 2 (8), EV 2 or Nitro-9 d6x6 (18) / d6x4 (12) / d6x2 (6)

**Gear:** Backpack, rope, crowbar, baseball bat, roll-up-ladder, canisters of Nitro-9 (see p. 20).

## THINGS TO COME

Visiting London in 1963, the Doctor puts into motion a convoluted plan involving an ancient Gallifreyan artifact, the Hand of Omega. As London is attacked by two factions of Daleks searching for the Hand, the Doctor and Ace play a dangerous game of cat and mouse (*Remembrance of the Daleks*). Eventually Davros gains control of the artifact and uses it to detonate earth's sun. But the Doctor had planned this all along; the Hand's target is pre-programmed - it's the Dalek homeworld of Skaro that's destroyed. The Doctor has destroyed the Daleks without having to push the button himself (the fourth Doctor had asked "Do I have the right?" and the seventh answers "Yes, I do.").

The Doctor and Ace next head to Terra Alpha, where they encounter *The Happiness Patrol* in one of the most underrated stories of the series. Freeing the colony from its false happiness, they continue on to visit The Greatest Show in the Galaxy, where the Doctor defeats the *Gods of Ragnarok*. Heading back to earth, the Doctor once again enacts a complex plan, defeating a band of Nazis, the time-traveling Lady Peinforte, and a fleet of Cybermen - while revealing a bit more about his mysterious past and possible connections to The Other, the third founder of Time Lord society (*Silver Nemesis*).



## IT'S NEVER OVER

The Doctor and Ace meet the still-retired Lethbridge-Stewart, and help him to fight off an invasion from a parallel timeline led by Morgaine and Mordred. The Doctor reveals that in a future incarnation he will spend time in Morgaine's world going by the name "Merlin" (*Battlefield*). Traveling back to World War II, the Doctor finally confronts Fenric, an ancient evil from the dawn of time that has been manipulating recent events in the Doctor's life (such as flinging Ace into the future so she would meet the Doctor). While battling the vampiric Haemovores, Fenric's pawns, one of the Doctor's schemes involves destroying Ace's faith in him - a plan that may have worked too well, as Ace begins to realize just how manipulative and untrustworthy the Doctor really is (*The Curse of Fenric*). The distrust becomes even worse when the Doctor brings Ace to the one place and time she hates the most, in order to make her face her worst fears and forge her into a stronger person (or perhaps a stronger tool). In the process, they discover the secrets of a "haunted" house and the immensely powerful alien known as Light (*Ghost Light*).

Bringing Ace back to her hometown, the Doctor runs afoul of the Master yet again (*Survival*). This time the villain has created a bond between himself and the primal, savage energy of the Cheetah Planet, and created a trap for the Doctor and Ace that they barely manage to escape, destroying the Cheetah Planet in the process - although its effects on the Master and Ace remain. Returning to the TARDIS, the Doctor says "There are worlds out there where the sky is burning, where the sea's asleep and the rivers dream, people made of smoke and cities made of song. Somewhere there's danger, somewhere there's injustice, and somewhere else the tea is getting cold. Come on, Ace...we've got work to do."

*Here ends the original television series. From this point on begins the Virgin Novel series, The New Adventures of Doctor Who.* The regeneration into the Eighth Doctor was seen on the made-for-TV *Doctor Who: the Movie*, which also sees a synopsis below.

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## THE NEW ADVENTURES OF DOCTOR WHO

### TIMEWYRM

The Doctor and Ace follow a warning from the past, arriving in Mesopotamia and meeting up with Gilgamesh. They discover that an alien posing as the goddess Ishtar is in the process of taking over the world. Through a series of unfortunate events, Ishtar's mind becomes merged with an alien computer virus and part of the TARDIS' computer systems, and when the Doctor dumps the affected systems into the Time Vortex, she mutates into a deadly, immensely powerful being out of Gallifrey's darkest legends: the Timewyrm (*Timewyrm: Genesys*). Tracking the Timewyrm to London in 1951, the

Doctor and Ace are shocked to find that the Nazis won WWII and are in control of the country. The Doctor's old enemy the War Chief is secretly aiding the Nazis, and eventually the Doctor realizes that in this reality, Adolf Hitler became possessed by the power of the Timewyrm. He's able to go back in time to when the possession first happened and restore the proper flow of history, but the Timewyrm escapes into the Vortex again (*Timewyrm: Exodus*). Tracking her to the planet Kirith at a point near the very end of time, the Doctor and Ace again expel the creature from her host while the Kirithons struggle to find a way to prevent the upcoming heat death of





the universe (*Timewyrm: Apocalypse*). Finally, the TARDIS lands in what seems to be the Doctor's favorite small English village - but it's on the moon! The Doctor and Ace both seemingly "die" and wander in an "afterlife" that they soon realize is actually the Doctor's mindscape. They're in his head - and the Timewyrm is trying to break in. Ace, with the help of the memory of the Doctor's previous selves, is able to help the Doctor overcome the guilt of all the deaths he's caused, and give him the strength to overpower the Timewyrm. Her mind and memories are erased, leaving only her essence - which the Doctor places into a soulless genetically engineered baby, naming her "Ishtar" (*Timewyrm: Revelation*).

## CAT'S CRADLE: TIME'S CRUCIBLE

*Bear with me, folks, there's a lot of continuity-wank here.*

In Gallifrey's ancient history, a civil war is brewing between the followers of Rassilon's scientific, rationalist philosophy and those who follow the mystical, faith-based philosophy of the Pythia. Hoping to win over the public, Rassilon sends a team of explorers into the Vortex in an experimental timeship. Meanwhile (relatively speaking!) the Doctor's TARDIS is infected by a datavore, a sluglike creature that feeds on information. The primitive timeship and the malfunctioning TARDIS collide in the Vortex, exploding. Ace wakes up in a bizarre alien City, divided into three districts based on Past, Present, and Future, ruled by a gigantic slug monster called the Process, and haunted by a mysterious silvery cat. She joins up with the Doctor and the ancient Gallifreyans, and they discover that the City is actually the TARDIS itself, reconfigured by its Banshee Circuits (a backup device that uses any and all available resources to preserve the craft when all other systems fail). The Process is actually the datavore, energized on the power of the TARDIS. And the silver cat represents the TARDIS' "spirit", leading

her passengers to the tools they need to restore her. The Doctor and company manage to defeat the Process, using the City's metatemporal nature to retroactively prevent it from ever existing, and the Doctor manages to reform the TARDIS and send the Gallifreyan explorers back home. Their return swings public opinion in Rassilon's favor; as a result Time Lord society will follow the path of Rationality (and due to their status and power, the rules of the universe itself are codified such that Science works, and Magic doesn't - usually). The Pythia throws herself to her death in a crevasse, but not before cursing Rassilon and Gallifrey: all unborn children die in the womb, and the race becomes 99.99% sterile. Rassilon solves the problem by inventing the Looms, devices that randomly mix and match strands of Gallifreyan DNA to "weave" healthy new individuals. "Meanwhile" (again, relatively), the Doctor and Ace discover the silver cat is still with them. Something is still wrong with the TARDIS...

In the early 21st century, the Earth is becoming more and more polluted, and the mysterious Butler Institute has a plan to transplant human brains into more robust robot bodies. The Doctor and Ace, still looking for a cure for the TARDIS, don't like this plan, and bring two young people together to use as a "psychic weapon" against Butler (*Cat's Cradle: Warhead*). The TARDIS then lands in modern Wales and the crew gets involved in what seems to be an invasion from a parallel reality where ancient myths are real. The Doctor manages to absorb genetic material from the mutant Herne the Hunter into the TARDIS, repairing its link to the Eye of Harmony. The silver cat finally vanishes (*Cat's Cradle: Witch Mark*) but the Doctor is concerned about the effects of the mutant DNA.

The Doctor - strangely moody - and Ace decide to take a rest in a quiet English village, but the town is soon assaulted by what appear to be the spirits of the dead and monsters from the classic SF TV

show, Nightshade. Aided by the actor who played Nightshade, the Doctor and Ace root out the true enemy (a life-absorbing alien) and save the day.

## FUTURE HISTORY

Visiting Heaven, a cemetary world for humans and Draconians, The Doctor and Ace meet archaeologist Bernice "Benny" Summerfield and a young pyrokinetic named Jan, with whom Ace quickly falls in love. When the planet is invaded by beings capable of animating dead flesh, the Doctor callously sacrifices Jan in order to destroy the creatures. Ace blows up at the Doctor and leaves, while Benny - forcing the Doctor to promise he will never play games with her life - joins the TARDIS crew (*Love and War*).

The Doctor and Benny go on a grand tour of the future, helping university student Kadiatu Lethbridge-Stewart when the solar system's Transit network is invaded; visiting the planet Sakkrat in pursuit of The Highest Science; and meeting legendary Time Lord Kopiyon and time-scooped poet William Blake while investigating the disappearance of the Seven Planets (*The Pit*). Throughout, the Doctor exhibits strange mood swings and out-of-character behavior.

Finally coming to the planet Arcadia, the Doctor enters a comalike state. Benny is surprised to meet Ace, who (from her own perspective) has spent three years as a member of a Spacefleet Dalek-hunting squad. The "new" Ace is a cynical, hardbitten soldier, but her presence reawakens the Doctor, who reveals that he purposely got Jan killed so that she would leave - he and the TARDIS had been infected by the genetic material he absorbed from Herne, and he wanted to keep Ace safely away (Benny is less than thrilled by the news) until he could purge it. Together the three free Arcadia from the gestalt entity Pool, and Ace - for her own reasons - rejoins the crew (*Deceit*).

At Ace's suggestion, the TARDIS visits the planet Lucifer, whose moons Moloch and

Belial contain ancient alien technology. When a mining company attempts to exploit the planet's mineral resources, everything goes horribly wrong, and Ace eventually reveals that she was under contract to the company all along and simply used the Doctor to investigate the planet - he's not the only one who knows how to manipulate people. Reconciling somewhat, the Doctor, Benny, and Ace decide to make an attempt at starting over as friends (*Lucifer Rising*).

## YOU CAN'T GO HOME AGAIN

The Doctor, Ace, and Bernice visit Haiti in 1915, where they deal with zombies, Great Old Ones, and their own deteriorating relationships - they're different people now and things just aren't like they used to be (*White Darkness*). Their lack of trust in each other continues to hamper their efforts as they encounter an alien squirrel hivemind and a solar-powered sentient hunk of carbon (*Shadowmind*).

When the TARDIS crashes, Bernice finds herself trapped in 1909 London, which seems to be the target of alien insectoids from the future. Ace, meanwhile, is trapped in that future, and meets the mysterious hermit Muldwych - a future incarnation of the Doctor who also sometimes uses the name "Merlin" (*Birthright*). The Doctor, having escaped the crash using the Jade Pagoda (sort of a mini-TARDIS "lifeboat") finds himself in the Antarctic in 2006, facing off against remnants of the Cybermen he had defeated there in 1986 (*Iceberg*). Eventually the TARDIS is restored and the three are reunited, Ace and Benny still suspicious of the Doctor.

## ALTERNATING CURRENT EVENTS

The Doctor next finds himself in a parallel timeline, one in which his third self died while fighting the Silurians, who have now taken over the earth. The timeline is much stronger and more "real" than it should be, threatening the mainstream timeline. The TARDIS is





lost in a tar pit! The crew escapes in the TARDIS that had belonged to this timeline's Doctor, and set up a chain reaction that will - after a few years - destroy this alternate universe, protecting the "real" one (*Blood Heat*). The question remains - how did a minor branching timeline get so strong?

The crew next encounters a renegade Time Lord calling himself "The President", and his monstrous ally the Garvond, a creature created from the minds of all the Time Lords in the Matrix - including the Doctor's own! The enemies are defeated, but the Doctor suspects someone manipulated history to create the Garvond (*The Dimension Riders*). His theory gets more evidence when he encounters Huitzilin (aka "The Blue"), an ancient Aztec who was exposed to energies from a crashed Exilon spacecraft and should have died, but instead transformed into an incredibly powerful psionic energy being (*The Left-Handed Hummingbird*).

The Doctor, Ace, and Benny next find themselves trapped in a place the Doctor \*knows\* should no longer exist, because he destroyed it himself back during his second incarnation - the Land of Fiction. Freeing themselves from the Conundrum, they determine to track down the source of all the historical changes that seem to be targeting them.

That source appears to be 1976 London, where again history seems to be going off-course. Ace joins an anarchist cell, Benny joins a punk band, and the Doctor teams up with Brigadier Lethbridge-Stewart to prevent an invasion from the Vardan Mediascape. Finally working together well, the Doctor and his companions discover the source of all the temporal interference: The renegade Time Lord Mortimus (aka "The Meddling Monk"), having become "Death's Champion" in the same way that the Doctor is "Time's Champion", has captured one of the time-eating Chronovores and has been using its powers to try to get revenge on the Doctor.

After finally purging her angst by symbolically "killing" the Doctor, Ace saves the day by freeing Artemis the Chronovore, who whisk away Mortimus for punishment. The Doctor, Ace, and Benny depart, friends again (*No Future*).

## A COMFORTABLE SILENCE

The Doctor, Ace, and Benny land on the planet Olleril and confront the power-hungry Friars of Pangloss while the planet is celebrating its unusual holiday, Tragedy Day. The crew next travels to the planet Peladon, years after the Doctor's initial two visits and during a debate over withdrawing from the Federation. The Doctor must overcome an ancient intelligence, while Ace meets human-sized talking hamster aliens and Benny - an expert in Martian history - flirts with an Ice Lord (*Legacy*). The Doctor's half-brother Irving Braxiatel features in the next adventure, as he plots to use an ancient play (or is it?) in combination with the artifact known as the Theatre of War to achieve his mysterious aims. Benny spends a lot of time at the Braxiatel Collection, an amazing library/museum, setting up plot elements for her future spinoff series.

The Doctor meets next meets Sherlock Holmes and John Watson (or rather, the historical men that those characters were secretly based on) and helps them fight yet another batch of Great Old Ones (*All-Consuming Fire*). We finally get an explanation of what the Great Old Ones are: survivors from the universe before the current one, who gained great cosmic powers due to the different physical laws in the new universe.

Tracking down the pain-eating entity Agonal, the Doctor sends Benny to one possible location - the Vampire Planet in E-Space - while he and Ace open a speakeasy in Prohibition-era Chicago. Benny returns from E-Space with Romana and K-9 in tow (and unfortunately brings a vampire along as well, setting up a situation that the fifth Doctor, Nyssa, and Tegan will eventually correct). Agonal is

defeated and Romana returns to Gallifrey, intending to lobby for changes in Time Lord society and policy (*Blood Harvest*). Later, the Doctor, Ace, and Benny find themselves trapped in Strange England, a surreal version of a Victorian-era village dominated by a bizarre creature called the Quack. Eventually they realize the whole "world" is actually the inside of another TARDIS, and free the Time Lady responsible from her self-imposed stasis.

## LEAVING THE NEST

The TARDIS crew encounters the Tzun Confederacy at the dawn of the American "space age" in 1957. The Master, still infected by the Cheetah Virus, brokers a deal with the Tzun (master bio-engineers) and has his Gallifreyan biology restored, granting him a new cycle of regenerations. He uses one almost immediately as Ace kills him, regenerating into a new body resembling Basil Rathbone (*First Frontier*).

Ace is kidnapped and brainwashed into joining a crusading cult that worships violence and pain, the Chapter of Saint Anthony, but the Doctor rescues her and the Chapter's target, the planet Betrushia (*St. Anthony's Fire*). After Ace recovers, the crew becomes embroiled in a dangerous temporal experiment that causes the bizarre Gabriel and Tanith to manifest; the pair are the embodiment of the universe's pain and grief for all the people who will never be born because of time travelers changing history - "the ghosts of murdered futures" (*Falls the Shadow*). The next TARDIS stop is in the Artifact, a gigantic structure in space that contains its own biospheres. The Doctor figures out the truth about the Artifact - in fact a living Parasite - and manages to alter its lifecycle so that it's less destructive.

Returning to earth and meeting up with old friends (from *Warhead*), the Doctor has Benny and Ace investigate a new psychoactive drug, Warlock, which appears to be enhancing or creating psychic powers in those who use it.

Investigating a series of time rifts that appear to be destabilizing earth's history, the crew discovers that Kadiatu Lethbridge-Stewart - having constructed a dangerous prototype time machine - is responsible. After helping to defeat an alien invasion that tried to take advantage of the rifts, Ace leaves the TARDIS crew for good, taking on a new role as "Time's Vigilante" - she travels back and forth through earth's history using (and protecting) the time rifts, which can never be closed (*Set Piece*).

## EMPTY NEST SYNDROME

The Doctor and Benny encounter three immensely powerful "Sensopaths" - psionic beings with godlike powers - and manage to prevent them from merging into one unstoppable creature (*Infinite Requiem*). A passing cosmic anomaly then forces the Doctor and Benny to temporarily abandon the TARDIS using the Jade Pagoda. Landing in France in 1242, they find themselves in the midst of the Cathar Heresy. Benny falls in love with - then loses - the Templar Guy de Carnac (*Sanctuary*).

Ace's departure and Benny's grief weigh heavily on the Doctor, who decides to take a vacation from being himself. Using alien biotech to transform himself into a human being, he takes a job teaching at a boys' school in 1914, while Benny stands ready to restore him if necessary. But "John Smith" doesn't necessarily want to give up his life... At story's end, the Doctor and Benny are joined in the TARDIS by a new crew member: small gray cat Wolsey (*Human Nature*).

Back in the future Earth Empire, the Doctor re-encounters Tobias Vaughn, an old foe who's rebuilt himself with Cyberman technology, and brings aboard new companions Christopher Cwej and Roslyn Forrester, a pair of Adjudicators (basically future cops) who at first suspect the Doctor of murder (*Original Sin*).



## TIME'S CHAMPIONS

The TARDIS crew finds itself in *The System*, a "micro-universe" inside a shell with its own bizarre physical laws and societies. They help the crew of the Schirron Dream, a band of Sky Pirates! who are on a quest for the fabled Eyes of the Schirron, opposed by the evil shapeshifting Sloathes.

Landing on the planet Zamper, home of the galaxy's biggest warship manufacturing plant, the Doctor becomes embroiled in a plot of the turtle-like Chelonians (a race that turns up a lot in the New Adventures). The crew next rescues an army of children who have been kidnapped and trained as warriors by a race of teddy-bear like aliens, because children kill without mercy (*Toy Soldiers*). Old companion Mel returns and is appalled at the dark, manipulative nature of the Doctor as he sorts out the last of the Land of Fiction in Head Games.

Needing a rest, the Doctor takes the crew to visit The People, a super-advanced race who live in a dyson sphere. How advanced? They have a non-aggression treaty with the Time Lords... Chris gets laid yet again, Benny makes friends with God (the supercomputer that runs the Worldsphere), and Roz investigates a murder in a society that should have evolved past it. The Doctor, meanwhile, makes a new deal with Death and rehabilitates Kadiatu Lethbridge-Stewart (*The Also People*). Note that The People are a blatant ripoff of The Culture as written by Iain M. Banks.

The TARDIS crew next get wrapped up in the long-running war between the Sontarans and the Rutans while helping a racing space-yacht on her Shakedown flight; then travel back to Nazi-occupied England in WWII (NOT an alternate history - there really was a small Nazi occupation of Guernsey in 1941!). Bernice gets tortured by Nazis, but in the end the

Doctor prevents them from recovering anachronistic jet technology (*Just War*).

## PSI AND SAY GOODBYE

Returning to visit some old friends, the Doctor gets wrapped up in a mysterious organization's long-term plans to breed psionic powers into humanity (*Warchild*, the final novel in the loose "War" trilogy with *Warhead* and *Warlock*). In the far future on the planet Yemaya 4, a mysterious disease awakens latent telepathic powers in several colonists - and in Chris Cwej. The Doctor must unravel the mystery of the disease and the entity called SLEEPY.

In another future time, the crew lands at the Summit, a space station where three space empires are meeting to discuss a peace forced on them by the mysterious Hollow Gods. Meanwhile Benny meets time-lost earthman Jason Kane and falls in love. "Doctor, this is my fiance, Jason. Please don't kill him." (*Death and Diplomacy*).

In the fiftieth *New Adventures* novel, Bernice and Jason are about to get married. Characters from every previous novel make cameo appearances as wedding guests, the Master tries to ruin things but is defeated, Benny suspects Ace of sleeping with her husband-to-be, Chris meets and sleeps with Ishtar-who-used-to-be-the-Timewyrm, Roz solves a mystery with Sherlock Holmes, Romana is (much to her surprise) elected Lady President of Gallifrey and declares a new era of moderate interventionism, a crapload of loose ends are tied up, and Muldwych shows up with the Doctor's original TARDIS, which he had rescued from the tar pit on Silurian Earth - the two incarnations of the Doctor trade, so now the Doctor has his original blue box back. Benny and Jason get married and the Doctor gives them a pair of Time Rings as a wedding present (*Happy Endings*).

The Doctor, Chris, and Roz next visit Mars during the Dalek invasion of Earth, where they prevent the evil cyborgs from using



the Godengine to turn Mars into a superweapon. Following up on leads about the psychic Brotherhood, the crew is caught up in the return of Cacophany, the Carnival Queen - the embodiment of the "feminine" irrational energy that the Time Lords expelled from the universe when they chose science over magic (*Christmas on a Rational Planet*). Meeting up with Benny and Jason on earth in the mid-eighties, the Doctor helps Benny reunite with her long-lost father (thrown backwards through time after a battle with Daleks) and meets conspiracy theorist Joel Mintz, who has been tracking the Doctor's various appearances throughout history (*Return of the Living Dad*).

Another encounter with the psi-eugenacists in the Brotherhood (this time in 1897 Paris) follows as the Doctor gets closer to unraveling their plan (*The Death of Art*). This leads him to 1987 London, where Chris inadvertently introduces his HIV-resistant antibodies into the population when he has sex with a young man. Meanwhile the Doctor is tracking a shipment of seemingly cursed cocaine. Everything culminates in the appearance of an N-Form, a Gallifreyan superweapon that had somehow survived since the war against the Great Vampires (*Damaged Goods*, by current head Who honcho Russell T Davies).

In the far future, as the Earth Empire is in its death throes, the Brotherhood's plot finally comes to a head. Death comes to collect what the Doctor owes her, and he is unable to prevent Roz from stepping into her place in history - an anonymous death on the battlefield as she helps her sister to become Earth's last Empress. *So Vile a Sin* was interesting in that author Ben Aaronovitch suffered a massive hard drive crash and had no time to re-write the novel; Kate Orman redid the novel from his original notes and it was published with both their names as co-authors. The book was published several months later than it should have been, well after other books had been published referring to

Roz's death. Orman got around the whole "how do I make Forrester's death a surprise" problem by embracing it, the book opens with Roz's funeral and then flashes back to tell the story.

## THIS TOO SHALL PASS

Still in grief over Roz's death, the Doctor and Chris visit 1958 Soho in search of rest and relaxation, but immediately become involved in the mysterious goings-on at a psychiatric research institute. *The Bad Therapy* going on there involves kidnapping, murder, artificially-created empathic humanoids, and the return of the Doctor's old companion Peri, who's none too happy with him for never coming to rescue her.

Next up is the most depressing WHO novel ever, *Eternity Weeps*, in which an archaeological expedition to find the remains of Noah's Ark turns into a fiasco that leads to 600 million human beings (including ex-companion Liz Shaw) dying from a terraforming virus that turns oxygen into sulfuric acid. Oh, and Benny and Jason get divorced, to make things even cheerier. Don't get me started on Jim Mortimore's novels in general and this one in particular.

Sixteenth century Japan is the next stop. Chris begins to realize that the Doctor is training him to be his "successor", including sending information to him in his dreams. The two investigate a crash-landed alien and a pair of amateur time-travelers (the Doctor's biggest fan Joel Mintz and redhead Victorian adventuress Penelope Gate, who as of current continuity is very probably the Doctor's mother, in a sense). Meanwhile, the Doctor must also deal with the fact that his previous selves - still pseudoexisting in his mind - are planning to punish him for his cruelty and callousness by locking him away in a psychic construct, *The Room With No Doors*, when he regenerates...an event he feels is coming very soon.



Finally, the Doctor and Chris land in the one place the Doctor always swore he'd never return to...the House of *Lungbarrow*, the Doctor's ancestral home. The Doctor's interactions with his Cousins (the people who were Loomed at the same time as he was) reveal much about his past, as he investigates an age-old murder and travels deeper into his own memories than he's ever gone before. We learn a bit more about the Doctor's possible previous existence as the Doctor, as well as the existence before that, the Other. We discover how the Doctor met the strange

girl named Susan for the first time...and how he's also her grandfather. The curse on the Doctor's family is lifted, some of the Doctor's guilt is expiated, Chris decides to remain on Gallifrey, Leela reveals she's pregnant with a half-human, half-Gallifreyan baby (and the Doctor says "Name him after me"), and President Romana gives the Doctor a delicate diplomatic mission: the Time Lords captured the Master and turned him over to the Daleks for execution, as a peace offering between the two races...and now the Doctor is assigned to go retrieve the Master's remains.

## THE EIGHTH DOCTOR

**PORTRAYED BY PAUL McGANN**

*"I came back to life before your eyes. I held back death. Look, I can't make your dream come true forever, but I can make it come true today."*

### GAME STATISTICS

Str 2	Int 9	<b>LPs:</b> 45
Dex 4	Per 5	<b>EPs:</b> 38
Con 3	Wil 4	<b>Spd:</b> 14
<b>Essence:</b> 27		<b>Drama Points:</b> 20



**Qualities and Drawbacks:** Charisma 2, Drive (Motorcycle) 4, Emotional Problems (easily flustered) 1, Emotional Problems (hyperactive) 1, Emotional Problems (idealist/optimist) 2, Hard to Kill 5, Honorable 2, Incarnation 7, Mental Problems (Reckless) 2, Nerves of Steel, Time Lord, Situational Awareness, Socially Inept 2 (-2 to social rolls with humans)

**Skills:** Computers 3, Computer Repair 2, Dodge 3, Electronics 3, Humanities (History) 5, Humanities (Literature) 5, Humanities (Music) 3, Mechanics 3, Notice 4, Science (Biology) 3, Science (Xenobiology) 3, Science (Temporal/Dimensional Physics) 8, Sleight of Hand 3, Stealth 1

**Attack:** By weapon, but only if he has to. He'd rather threaten to shoot himself.

**Powers/Metaphysics:** Psychic

**Gear:** Sonic Screwdriver, TARDIS, Pocket Watch, Jelly Babies

### OUT OF THE ASHES

The Doctor (having reconfigured the TARDIS console room following the restoration of his repressed memories in *Lungbarrow*) has successfully retrieved the urn containing the Master's remains from the Daleks on pre-destruction Skaro and is on his way back to Gallifrey. Unfortunately, as we all know, the Master is never really dead. Having consumed a "super-deathworm" (thank you, Terrance

Dicks) the Master's personality has survived, and manages to crash the TARDIS on earth: San Francisco, near the end of the year 1999.

The Doctor stumbles out of the TARDIS and into a hail of gunfire that was meant for someone else, a young miscreant named Chang Lee. Death finally calls in all her favors in the most humiliating way possible; the seventh Doctor isn't killed in the service of some grand plan or while



saving the universe - he instead is gunned down by accident in an anonymous alleyway. The gunfire attracts the police and the Doctor is rushed to an emergency room (after Chang has apologetically gone through his pockets, stealing his TARDIS key and sonic screwdriver). Brilliant surgeon Grace Holloway is called in to save the unknown patient while ambulance driver Bruce is attacked by the deathworm and possessed, becoming the new Master. Grace is flustered by the presence of a second heart and ends up killing the Doctor instead of saving him, leading to his regeneration later that night in the morgue.

The next day sees the new Doctor - partially due to regeneration trauma and partially due to his recovered memories of his parents - taking on Grace as an assistant, expressing his exuberance for life, and trying to figure out what the Master is up to; meanwhile the Master has taken Chang Lee aboard as a sort of pseudo-companion, convincing him that he is the hero and the Doctor is the villain. Eventually the truth is revealed during a final confrontation in the Doctor's TARDIS: the Master wants to open up the TARDIS' link to the Eye of Harmony and use its vast energies to steal the remainder of the Doctor's "lives" (since his own remaining regenerations apparently went bye-bye when he was disintegrated by the Daleks), and the resulting temporal rift will probably destroy the earth. The Master kills both Chang and Grace, but the Doctor manages to win in the end, sending the Master into the Eye of Harmony and using the fractured local spacetime to send the TARDIS into a "temporal orbit", restoring Grace and Chang.

The Doctor invites Grace to travel with him, but, inspired by him, she wants to return to her work of saving lives. He leaves alone, after warning Chang that he should leave town (perhaps suspecting that San Francisco's temporal integrity has been permanently damaged in this

period, a suspicion he'll later see proved true). (*Doctor Who, 1996*)

## OLD FRIENDS AND NEW ENEMIES

Unfortunately, the Master has left one last trap in the TARDIS, and the Doctor is stricken with a sort of amnesia. He follows the urgings of a mysterious voice (later revealed to be the voice of Rassilon) and pilots the TARDIS to various points in his own past, meeting each of his previous incarnations and restoring chunks of his memories as he does so. After fully restoring the memories of *The Eight Doctors*, he picks up a new companion, Shoreditch teenager Samantha Jones.

Almost immediately he drops Sam off at a peace rally and does some traveling by himself. He meets and has some adventures with future human Stacy Townsend and a good-hearted Martian Ice Warrior, Ssard (in a set of stories presented in the Radio Times comic strip). Later he meets up with his longest-serving companion, Bernice Summerfield, and the two of them share an adventure with Brigadier Lethbridge-Stewart, helping humanity to survive its "first contact" with the Ice Warriors (*The Dying Days*). The Doctor and Benny share a few more adventures - and possibly sleep together once - before he drops her off on the planet Dellah and entrusts her with the care of his cat, Wolsey.

Picking up Sam again, the Doctor spends some more time in San Francisco, this time working with the American branch of UNIT to defeat an infestation of vampires (*Vampire Science*). A trip to 1894 London unites Sam and the Doctor with his old friend Professor Litefoot against an invasion attempt by the shapeshifting Zygons (*The Bodysnatchers*); they then team up with the Doctor's ex-companion Jo Grant - now divorced and a mother - to prevent the creation of a new timeline in which the alien Tractites, rather than humans, are the dominant species on earth (*Genocide*).





The Doctor and Sam next travel into the future and encounter Davros and the Emperor Dalek; the Emperor reveals that for the last few thousand years it has been playing a long-term con on both the Doctor and Davros. The upshot is that the Doctor only *thought* he blew up Skaro; he actually blew up some other planet disguised as Skaro. The less said about this attempted massive retcon the better; many fans believe the Emperor Dalek was simply lying. Either way, *War of the Daleks* was not particularly well-received.

The Doctor and Sam next arrive at a mysterious auction being held by the secretive Mr Qixotl (who may be a new incarnation of the Doctor's old schoolmate, Drax). A variety of representatives from different organizations - including UNISYC (a future version of UNIT), the Celestis (a future evolution of the Gallifreyan Celestial Intervention Agency), Faction Paradox (a time-traveling "voodoo cult" founded by renegade Time Lords who wish to destroy causality), and the Daleks - have gathered to bid on "The Relic", a superweapon from a future timeline. The Dalek delegation is destroyed and replaced by the Krotons, who then attempt to take the Relic for themselves.

The Doctor discovers that the Relic is his own future corpse, and that in the future Gallifrey is involved in a Time War with a mysterious, unknown Enemy (the War also involves the Celestis and Faction Paradox, and will be fought using "Type 102" TARDISes, which are fully sentient and can take on humanoid form). The Doctor steals the Relic and destroys it, but is concerned that this future War timeline seems to be reaching backward into his personal present. Meanwhile Sam has been seeing flashes of an alternate past in which she has dark hair instead of blonde, and in which she never met the Doctor... (*Alien Bodies*).

Landing next at the Kursaal theme park, the Doctor and Sam become involved when the werewolf-like Jax race attempt

to restore themselves by infecting the human colonists on the planet. Returning to earth, the travelers run afoul of a plot by a gestalt alien consciousness, the Khameirans, who want to force an all-out nuclear war on earth so as to release enough energy to recreate their lost physical bodies (*Option Lock*).

## DESPERATELY SEEKING SAMANTHA

The Doctor and Sam land on the planet Hirath, which has been fractured into multiple separate temporal zones and serves as a sort of prison camp for several races. When the alien Kusks invade and the jigsaw of time-zones goes out of control, the Doctor saves the day by channeling a massive amount of electricity through himself. Sam gives him CPR which turns into a one-sided makeout session; mortified, she runs off and uses an escape pod. The Doctor wakes up companionless (*Longest Day*).

Beginning a search through time and space for his missing friend, the Doctor lands on Earth about 30 years after the invading Daleks were repelled. He encounters his old enemy the Master (an out-of sequence encounter, as this is the Master as played by Roger Delgado) and his granddaughter Susan - as well as a leftover force of hibernating Daleks. The Doctor stops the Daleks, Susan mortally wounds the Master and strands him on the planet Tersurus, stealing his TARDIS and beginning her own travels (and leaving him in place to be found by Chancellor Goth just before The Deadly Assassin), and Sam is nowhere to be seen (*Legacy of the Daleks*).

The Doctor and Sam next briefly cross paths on the Dreamstone Moon, where psychoactive crystals are revealed to be part of the lifecycle of an alien enemy, but Sam - feeling more worthless than ever after taking the wrong side in the conflict - escapes again. The Doctor follows her to the planet Ha'olam, where she is attempting to start a new life for herself. She manages to do so, while the Doctor spends about three years living out his

worst nightmare - he's incarcerated in a prison that is seemingly impossible to escape. Finding out the Doctor is on the planet, Sam - older and more mature now - helps to rescue him and teams up with him to defeat the alien invaders known as the I. She then leaves with him to travel once more, rehabilitated by the authors into a much less irritating character (*Seeing I*).

## PARTNERS IN TIME

The Doctor and Sam attend the wedding of his old friends Stacy and Ssard, and help save the 3999 Intergalactic Olympic Games from the parasitic Wirrrn, who have been infecting athletes by disguising their eggs as super-steroids (*Placebo Effect*). They next help to rescue the inhabitants of a doomed starship trapped in a time loop (*Vanderdeken's Children*) and then visit the planet Hyspero, where the Doctor's old friend, the Time Lady Iris Wildthyme, is seeking the power of The Scarlet Empress to reverse her supposedly-incurable poisoning (in the end Iris regenerates, changing from an overweight grandmother into someone who looks a lot like Jane Fonda as Barbarella).

The crew next lands on the planet Janus Prime, where the Doctor ends up forced to use an ancient superweapon and barely saves Sam from deadly radiation poisoning (*The Janus Conjunction*). Sam's poor luck continues in Beltempest as she becomes infected by a rapidly-evolving colony of nanomachines, but the Doctor manages to save her (along with the rest of the Belannia system). Landing on earth's first extrasolar colony, they then encounter the shapeshifting threat of The Face-Eater, a gestalt entity created to defend a now-feral telepathic race.

SOMEWHERE BETWEEN THE FACE EATER AND THE BEGINNING OF THE REVIVED SERIES IN 2005, A LAST GREAT TIME WAR BETWEEN THE DALEKS AND THE TIME LORDS CAME TO AN APOCALYPTIC HEAD, CAUSING BOTH POWERS TO BE COMPLETELY DESTROYED (AND PRESUMABLY, ERASED FROM TIME). IT HAS BEEN ESTABLISHED THAT THE DESTRUCTION OF BOTH GALLIFREY AND SKARO WAS THE DIRECT FAULT OF THE

DOCTOR. THE REGENERATION INTO THE NINTH DOCTOR WAS NOT SHOWN ON SCREEN: WHEN HE FIRST APPEARS IN THE NEW SERIES, THE NINTH DOCTOR IS HINTED TO HAVE BEEN NEWLY REGENERATED. THE FOLLOWING SECTION DETAILS THE TIME WAR, INCLUDING KNOWN FACTS AND EXTRAPOLATION UNIQUE TO THIS WORK.

## A BRIEF HISTORY OF TIME (WAR)

Written by Jason Vey, with grateful acknowledgement to Tim Brannan, who was integral as a sounding board for these theories.

Since one of our episodes involves directly the events of the end of the Time War, it's important to fill in the background of the conflict as it is used in this netbook. It should be noted that the history laid out here is entirely speculative and non-canon, and if and when the event is shown on the new BBC series, it will very likely take a drastically different course. However, as the destruction of both Gallifrey and Skaro have been shown in several different ways in several different media, all in varying states of canon, if that moment occurs, this fiction can simply be taken as the course events took in another universe. Lovely thing about the Whoniverse: every decision we make, as the Doctor says, creates another universe somewhere...

*The Following Text is excerpted from the Wikipedia article on the Time War, the entirety of which can be found at [http://en.wikipedia.org/wiki/Time\\_War\\_\(Doctor\\_Who\)](http://en.wikipedia.org/wiki/Time_War_(Doctor_Who))*

The conflict was between the Time Lords and the Daleks, resulting in their mutual destruction, which the series suggests was caused by the Doctor himself. The Doctor also referred to this conflict as "the last great Time War," implying that there had been others.

Specific Facts about the Time War are few. We know the following: The Nestene Consciousness' food planets were destroyed in "the war." Later in the episode, the Doctor states that he fought in the war, but he was unable to save the



Nestenes' planet. The war resulted in the destruction of both Gallifrey and Skaro, the home planet of the Daleks, apparently removing both races from history and leaving history, before immutable, open to

change. The ghostly Gelth, aliens from another dimension, whose bodies had been destroyed by the war, say that the war was unseen by "lower species," but devastating to the "higher" ones.



The Destruction of Gallifrey and the Dalek fleet

## FIRST BLOOD

The origins of the war date back to the 1975 serial "Genesis of the Daleks", where the Time Lords send the Fourth Doctor into the past in an attempt to avert the Daleks' creation, or affect their development to make them less aggressive. The conflict between the Daleks and the Time Lords is described as "the Great (and final) Time War." Initial clashes included the Dalek attempt to infiltrate the High Council of the Time Lords with duplicates ("Resurrection of the Daleks", 1984), and the open declaration of hostilities by one of the Dalek Puppet Emperors (possibly "Remembrance of the Daleks"); the Daleks claim these are merely in retaliation for the Time Lords' sending the Doctor back in time to change Dalek history in "Genesis of the Daleks".

Historical records are uncertain, but two specific events in the lead-up to the war are known. The first was an attempted Dalek-Time Lord peace treaty initiated by President Romana under the Act of Master Restitution (a possible reference to

the otherwise-unexplained trial of the Master on Skaro at the beginning of the 1996 *Doctor Who* television movie). The second was the Etra Prime Incident ("The Apocalypse Element"), which some say "began the escalation of events." Weapons used by the Time Lords included Bowships, Black Hole Carriers and N-Forms (the last from Davies' 1996 *New Adventures* novel *Damaged Goods*), while the Daleks wielded "the full might of the Deathsmiths of Goth" (from the comic strip story "Black Legacy" by Alan Moore and David Lloyd, in *Doctor Who Weekly* #35-#38), and launched a massive fleet into the vortex (possibly in "The Time of the Daleks").

Although at least the single Dalek in "Dalek" had survived, the Doctor dismisses the possibility that other Time Lords may have survived as well, saying that he would have sensed it if they had. However, unknown to him, one other Time Lord, the Master, also survived, albeit in human form. The Master says that he was resurrected by the Time Lords because they believed he would be a "perfect warrior for a time war"; in



"Doomsday," the Tenth Doctor mentions that he fought on the front lines, and was present at the Fall of Arcadia. The Master fled the war after the Dalek Emperor gained control of something known as the Cruciform.

### AFTERMATH

The destruction of the Time Lords creates a vacuum that has left history itself more vulnerable to change. In "The Unquiet Dead," the Doctor tells Rose that time is in flux, and history can change instantly — a more fluid definition to that which had been seen in earlier stories, which had implied that history was either immutable (The Aztecs), capable of being changed by very powerful beings (Remembrance of the Daleks), or even by the choice of a normal person (Sarah Jane Smith in Pyramids of Mars).

The most dramatic demonstration of this was in "Father's Day," when Rose creates a paradox by crossing her own time stream to save her father's life just before his destined death in a traffic accident. This summons the terrifying Reapers, who descended to "sterilise the wound" in time by devouring everything in sight. The Doctor states that if the Time Lords were still around, they could have prevented or repaired the paradox. The consequences of creating a paradox are also why the Doctor cannot go back in time and save the Time Lords.

### SURVIVORS

Although the Doctor initially believes himself to be the last survivor of the Time War, in "The Parting of the Ways," he discovers that, in addition to the lone Dalek in "Dalek," the Dalek Emperor itself had also survived, and had gone on to build a whole new Dalek race, using the organic material of Human cadavers by completely rewriting their DNA. Whether this means that other Time Lords may have survived as well is unclear; though, as noted above, the Doctor is convinced that he would know of them if they had. In "Doomsday," it is revealed the elite Dalek Cult of Skaro survived by fleeing

into the Void between dimensions and survived the original end of the Time War, taking with them the Genesis Ark, a Time Lord prison ship containing millions of Daleks. The new Dalek army released from the Ark is eventually sucked back into the Void, due to the actions of the Tenth Doctor, but the specially-equipped Cult of Skaro uses an "emergency temporal shift" to escape that fate. They reappear in New York, 1930 in "Daleks in Manhattan"/"Evolution of the Daleks"; all but the Dalek Caan are killed in the story, leaving Caan as the last known living Dalek. Caan uses another emergency temporal shift to escape after the other three are killed.

### THE OMEGA OF HARMONY

Here we enter our original exposition from the above facts. The title of an episode of our included series (p. 101) invokes two important elements in *Who* canon: the Eye of Harmony, the controlled black hole which powers all Time Lord Technology, and the Hand of Omega, an artifact created by the stellar engineer Omega that was instrumental in creating the Eye, and which has the power to destroy stars. In the proper hands, the Hand of Omega is an incredibly powerful item of creation; in the wrong hands a machine of sheer Armageddon.

In the closing days of the Time War, a great battle was fought over an artifact known as the *Cruciform*. The Cruciform was thought lost to all eternity, but its existence was discovered almost simultaneously by Dalek and Time Lord intelligence agents and a mad race to obtain the artifact was underway. The Cruciform allows its wielder the unprecedented power to cause anything from a single person to an entire world (some say entire system) to exist in two places at once. Effectively, the Cruciform allows its user to exist across space and time (hence its name).

The fate of the universe was sealed when the Daleks gained control of the artifact. The Time Lords panicked when the battle





was lost, and fled *en masse* back to Gallifrey, recalling all field agents in preparation for what they knew was to come.

It took weeks for the Daleks to learn to use the artifact, but when they did, the Cruciform brought Skaro into the same orbit as Gallifrey, and the Daleks launched their assault. Every Dalek in creation, tens of millions of warships, assaulted the Time Lord homeworld with one agenda in mind: genocide of the Time Lords.

Even with weeks to prepare, the Time Lords were not ready for such a massive invasion of hate and power. Worse, the Cruciform itself allowed even individual Dalek forces to shift from one place to another, so battle became nightmarishly difficult. And to make matters even more dire, the Time Lords themselves were consumed with bitter hate and rage by this point, slowly becoming the very monsters they sought to destroy. They had plans, and strategy. Once the war with the Daleks was ended, the Time Lords would move to place an iron grip on the universe to ensure that such a threat never arose again. President Romana quickly became the sole voice of dissention amongst the council on this stance, and was summarily reduced to the status of a figurehead. Still, she had her own agents in the Gallifreyan Hierarchy and was not beyond playing politic games of her own, all while fighting a desperate war for survival against their most hated enemy.

Such disarray left them open, and in the shadows of Gallifrey, the remnants of the Cult of Pythia waited to strike.

And strike they did; at the opportune moment, the cult staged an uprising, capturing President Romana and overthrowing the Council in one fell swoop, though certain members of the Council revealed themselves in fact to be in league with the Pythians, and turned the government over with nary a struggle. Before she was taken into custody,

Romana managed to send a single last desperate message to the one Time Lord she felt she could trust: the Doctor. The message consisted of eight words:

**"SITUATION DIRE. BRING ME THE HAND OF OMEGA."**

War makes for strange bedfellows, and the Doctor was fighting on the front lines alongside his old classmate and oft-enemy, the Rani, when he received the message. Knowing he would need the Rani's help to retrieve the artifact from the Death Zone on Gallifrey where it was hidden, he took the Rani along and they set out to retrieve the Hand. They overcame all the obstacles in their way and obtained the artifact, but the Rani was unwilling to allow the Doctor to return to Romana with it, knowing its destructive power and suspecting the Final Solution Romana planned to put into play. The Doctor, on the other hand, had plans of his own, and the two struggled, their battle ending with the Rani left unconscious in the Death Zone and the Doctor en route back to the Citadel.

Once back at the Citadel, the Doctor allowed himself to be taken into custody and his TARDIS confiscated. Once brought before the new Pythian high council, he engaged his plan and broadcast a message to all sides in the conflict: All hostilities between the Daleks and the Time Lords were to cease immediately, the Council to be restored, and the Pythians to step down. Otherwise...he would send the Hand of Omega directly into the Eye of Harmony. The resulting backlash of dimensional-temporal energy would not only destroy both factions, it would remove all traces of the conflict from history, creating ripples through time that could prove disastrous. But the war would end, with no winner, only the utter destruction of two of the greatest civilizations in the history of the universe.

The factions laughed at the threat. Even the Doctor, they surmised, would not commit such an atrocity, and what was more, even if he wanted to, the Doctor

couldn't carry out such a threat. The Hand of Omega was programmed never to enter a singularity it had created, and since it was involved with the creation of the Eye of Harmony, there was no way the Doctor could send it into that event. If he'd had a TARDIS, he might have flown in, sacrificing his own life in the process, and released the Hand inside the Eye, but his TARDIS was in the custody of the Pythians. He was, they taunted, powerless to carry out his threat.

The Doctor looked upon his adversaries with contempt and seething rage. "After all these years dirtying my hands for the Council, doing the things you couldn't do yourselves, do you really still underestimate me that badly? Do you really believe I hadn't planned this all out from the moment I received Romana's message? I had hoped desperately it wouldn't have to be this way. But I've tried all I could. I've watched these two civilizations destroy world after world, species after species in your sick war of vanity. I've watched my own people become the very monsters they claim to despise. Yes, I can do this, and I will."

Just then word came down: the Doctor's TARDIS was not in storage. It had vanished. Inquisitor Darkel, having survived a prior heated encounter with Romana and gone underground to join the Pythians, and now in line to assume office of the President, demanded to know what happened to the TARDIS. The Doctor quirked an eyebrow and flashed a mischievous smirk.

"Yes," he said. "What could have happened to it?" He turned to a robed Pythian cultist and said, "You wouldn't happen to have my TARDIS in there, would you?"

"In fact," the cultist said, "I would."

Dropping her robes to the ground, the cultist revealed herself to be Compassion, the prototype 102 TARDIS the Doctor had known for over 100 years. She stepped forward and swept a cloak over the Doctor, who looked upon his enemies with sorrow and pity. His last words to his people were, "I'm sorry. I'm so sorry."

Compassion took the Doctor inside of her, where he entered his own TARDIS, also stored within. She then flew into the Eye of Harmony, where the Doctor released the Hand of Omega. The resulting Temporal-Dimensional explosion obliterated both Gallifrey and Skaro, reaching across the cosmos through the active Cruciform and leveling devastation in its wake. In the end, all that was left of both worlds was radiation-shot ruins, asteroid belts with the remains of great cities and the decimated corpses of billions of Time Lords and Daleks.

Miraculously, and to his own horror, the Doctor survived to be forever haunted by his sin. Compassion was destroyed, but the Doctor's TARDIS was protected by her body, and her last act was to fling him from the Eye, far across the cosmos where he would be out of the way of the devastation. The resulting backlash from the explosion and the uncontrolled flight through the vortex forced the Doctor to regenerate into his ninth incarnation, leading into the 2005 series.

THE BIOGRAPHIES ON THE FOLLOWING PAGES INVOLVING THE NINTH AND TENTH DOCTORS HAVE BEEN ADAPTED, EXCERPTED, AND EXPANDED FROM:

[http://en.wikipedia.org/wiki/Ninth\\_Doctor](http://en.wikipedia.org/wiki/Ninth_Doctor)

[http://en.wikipedia.org/wiki/Tenth\\_Doctor](http://en.wikipedia.org/wiki/Tenth_Doctor)



# THE NINTH DOCTOR

## PORTRAYED BY CHRISTOPHER ECCLESTON

*"I am that impressive!"*



### GAME STATISTICS

Str 2	Int 8	LPs: 39
Dex 4	Per 2	EPs: 35
Con 3	Wil 5	Spd: 14
<b>Essence:</b> 24		<b>Drama Points:</b> 10

**Qualities and Drawbacks:** Adversary (Various, including Daleks) 4, Emotional Problems (Bipolar) 2, Hard to Kill 3, Honorable 1, Incarnation 8, Jack of All Trades, Jury Rigging, Mental Problems (Cruel) 1, Mental Problems (Delusions of Grandeur) 1, Mental Problems (Reckless) 1, Mental Problems (Zealot) 1, Nerves of Steel, Obsession (Time War) 1, Resistance (Radiation) 1, Time Lord

**Skills:** Computers 3, Computer Hacking 2, Demolitions 2, Dodge 3, Electronics 3, Engineer (Electrical) 3, Guns (Rifles) 2, Humanities (Earth History) 3, Humanities (Literature) 4, Pilot (TARDIS) 1, Science (Physics) 4, Science (Temporal/Dimensional Physics) 5, Systems Operations (TARDIS) 3

**Attack:** By Weapon

**Powers/Metaphysics:** Baseline Psychic

**Gear:** Sonic Screwdriver, Psychic Paper

## ECHOES OF THE TIME WAR

After his regeneration during an as-yet-untold story, the Doctor saves London from an invasion by the Autons, living plastic automatons animated by the Nestene Consciousness. He does this with the help of Rose Tyler, a young twenty-something whom he subsequently invites to be a companion in his travels (*Rose*).

### ROSE TYLER

*"Got no A-Levels, no job, no future. But I tell ya what I have got: Jericho Street Junior School, Under Sevens Gymnastic Team. I got the Bronze!"*

-Rose

Str 2	Int 2	LPs: 33
Dex 4	Per 3	EPs: 29
Con 3	Wil 3	Spd: 12
<b>Essence:</b> 18		<b>Drama Points:</b> 20

**Qualities and Drawbacks:** Attractiveness 2, Emotional Problems (Fear of Rejection) 1, Good Luck 3, Hard to Kill 1, Honorable 2, Mental Problems (Inferiority Complex) 1, Nerves of Steel, Obligation (Jackie) 1, Obligation (Loves the Doctor) 2, Situational Awareness

**Skills:** Acrobatics 3, Brawling 1, Computers 2, Running (Marathon) 2, Running (Sprint) 3, Humanities (History) 1, Notice 3, Smooth Talk 1, Stealth 1



**Attack:** By weapon

**Powers/Metaphysics:** None

**Gear:** None

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The Doctor shows Rose the far future, stopping the Last Human from exploiting the destruction of Earth (*The End of the World*) and Victorian Cardiff where they share an adventure with Charles Dickens, trapping the invading gaseous Gelth in a space-time rift (*The Unquiet Dead*) before returning to Rose's own era where they fight off an attempt to destroy the Earth by the alien Slitheen family (*Aliens of London/World War Three*). After this, they journey to Utah in 2012 where the Doctor discovers that a single Dalek was being kept in a secret museum filled with alien artifacts. There, the first details of the Time War fought by the Time Lords and Daleks are revealed and how it concluded with the mutual annihilation of both races, leaving the Doctor the last of the Time Lords. The Doctor and Rose are also joined by a young man named Adam Mitchell (*Dalek*).

The Doctor, Rose and Adam travel to the future to Satellite Five, where they discover and foil a plot by the Jagrafess to manipulate Earth through its mass media. When Adam tries to smuggle future knowledge back to his own time, he becomes the first companion to be deliberately expelled from the TARDIS (*The Long Game*). After this, Rose persuades the Doctor to return to the day her father, Pete Tyler, died, creating a temporal paradox by saving him which

nearly leads to disaster until Pete sacrifices himself to set time right once more. The Doctor reveals that this is only able to happen because the Time Lords are no longer around to maintain the continuity of established history, meaning everything is now in flux. (*Father's Day*)

## CAPTAIN JACK HARKNESS

Following a mysterious spaceship to wartime London in 1941, the Doctor and Rose meet Captain Jack Harkness, a confidence trickster and former Time Agent from the 51st century. Jack's latest con nearly causes a deadly nanotechnological plague to sweep through the human race, but he helps the Doctor and Rose end it before joining the TARDIS crew (*The Empty Child/The Doctor Dances*).

After a number of off-screen adventures, the crew goes back to Cardiff for some R&R and to refuel the TARDIS from the rift, but the Doctor, Rose and Jack find that one of the Slitheen has survived, posing as Margaret Blaine, the city's mayor. Blaine is exposed to the heart of the TARDIS and regressed into an egg. The Doctor first notices that he and Rose keep coming across the words "Bad Wolf" (*Boom Town*).



## CAPTAIN JACK HARKNESS

*"The last time I was sentenced to death, I ordered four hyper-vodkas for my breakfast. All a bit of a blur after that... I woke up in bed with both of my executioners. Lovely couple, they stayed in touch! Can't say that about most executioners."*

*-The Doctor Dances*

Str 3 Int 4

**LPs:** 49 (64\*)

Dex 4 Per 4

**EPs:** 35

Con 3 Wil 4

**Spd:** 14

**Essence:** 22

**Drama Points:** 10

**Qualities and Drawbacks:** Bag of Tricks, Hard to Kill 5 (10\*), Honorable 1, Mental Problems (Cruel) 1, Reduced Aging\*, Unique Kill (Extreme Old Age)\*

**Skills:** Brawling 4, Computers 4, Dodge 4, Drive (Automobile) 4, Guns (Pistols) 4, Guns (Rifles) 3, Guns (Sub-machineguns) 2, Humanities (Earth History) 5, Humanities (Philosophy) 2, Notice 4, Pilot (Propeller Fighter) 3, Pilot (Time Ship) 2, Research/Investigation 3, Science (Biology) 2, Science (Xenobiology) 1, Science (Temporal/Dimensional Physics) 1, Systems Operations (Sensors, Surveillance) 2



**Attack:** By Weapon

**Powers/Metaphysics:** Regeneration (Con per minute)\*

**Gear:** .45 Caliber U.S. Service Revolver d8 x 5, Vortex Manipulator, Hand held laser (but you don't want to know where he pulled it from) D8 x 5 Energy

\*Post-*"The Parting of the Ways"*

## THE BIG BAD WOLF

When the Doctor and his companions become caught in a series of deadly versions of 20th century game shows, they find themselves at the mercy of the Bad Wolf Corporation, based on Satellite Five, but a century after their last visit. However, the true enemy is soon revealed to be the Daleks! The Dalek Emperor, having survived the Time War, has rebuilt the Dalek race (*Bad Wolf*). The Doctor sends Rose back to her own time in the TARDIS, before attempting to destroy the Dalek army. However, when she sees more "Bad Wolf" graffiti, she realises it was somehow a message linking her to the events in the future. Managing to open up the heart of the TARDIS, she absorbs the

energies of the time vortex, which gives her godlike powers; these she uses to destroy the Daleks and restore the dead Jack Harkness to life. In order to save Rose from being consumed from within by those energies, the Doctor absorbs the fatal energy himself. However, the damage to his cells causes him to regenerate into the Tenth Doctor. He regenerates while still standing, warning Rose to keep away. "It's always a bit dodgy, this process," he warns, to an uncomprehending Rose. His last words are, "Rose, before I go I just wanna tell you: you were *fantastic...* *absolutely fantastic...* and d'you know what? So was I!" (*The Parting of the Ways*)



# THE TENTH DOCTOR

## PORTRAYED BY DAVID TENNANT

*"He never raised his voice. That was the worst thing—the fury of the Time Lord—and then we discovered why. Why this Doctor, who had fought with gods and demons, why he had run away from us and hidden. He was being kind. He wrapped my father in unbreakable chains forged in the heart of a dwarf star. He tricked my mother into the event horizon of a collapsing galaxy to be imprisoned there, forever. He still visits my sister, once a year, every year. I wonder if one day he might forgive her, but there she is. Can you see? He trapped her inside a mirror. Every mirror. If ever you look at your reflection and see something move behind you just for a second, that's her. That's always her. As for me, I was suspended in time and the Doctor put me to work standing over the fields of England, as their protector.*

*We wanted to live forever. So the Doctor made sure we did."*

*-The Son, "The Family of Blood"*



### GAME STATISTICS

Str 2    Int 9  
Dex 4    Per 5  
Con 3    Wil 5  
**Essence:** 28

**LPs:** 45  
**EPs:** 35  
**Spd:** 14  
**Drama Points:** 10

**Qualities and Drawbacks:** Acute Senses (Smell/Taste), Adversary (Various, including Daleks and Cybermen) 4, Bag of Tricks, Clown, Emotional Problems (Judgmental) 3, Mental Problems (Cruel) 1, Mental Problems (Delusions of Grandeur) 1, Mental Problems (Reckless) 2, Hard to Kill 5, Honorable 3, Incarnation 9, Jack of All Trades, Jury Rigging, Nerves of Steel, Resistance (Radiation) 1, Situational Awareness, Time Lord

**Skills:** Computers 3, Electronics 4, Engineer (Electrical) 4, Fine Arts (Drawing) 3, Hand Weapon (Staff) 2, Hand Weapon (Sword) 3, Humanities (Earth History) 4, Humanities (Literature) 3, Humanities (Philosophy) 2, Humanities (Earth Pop Culture) 3, Mechanic 4, Medicine 3, Notice 4, Pilot (TARDIS) 5, Science (Chemistry) 3, Science (Robotics) 4, Science (Physics) 5, Science (Temporal/Dimensional Physics) 5, Systems Operations (TARDIS) 5, Throwing (Sphere) 3, Writing (Creative) 1

**Attack:** By weapon

**Powers/Metaphysics:** Baseline Psychic

**Gear:** Sonic Screwdriver, Psychic Paper, Spectacles (Which make him look a bit clever)

### NO SECOND CHANCES

Following his regeneration, the Doctor initially exhibits stable behaviour as he introduces his new form to Rose Tyler, showing particular interest in his appearance. Rose is at first skeptical, but he manages to convince her with anecdotal evidence; to his sadness, she requests he change back. He responds it doesn't work that way, and at her request agrees to take her home. (*2005 Children in Need Short*). Soon, however, he begins acting erratically and says that his regeneration has "gone wrong". He

remains in a delirious or comatose state through most of the events of *The Christmas Invasion* until his regeneration is settled through absorbing the free radicals and tannin from some hot tea, which has dripped onto a power source inside the TARDIS. He then saves the Earth from invasion by defeating the leader of the alien Sycorax, using a satsuma orange, establishing his new personality as "A lucky man," and a man who gives "No second chances." After viewing Harriet Jones, the woman he set up to become prime



minister, destroy the Sycorax ship after he'd agreed to let them go, he destroys Jones with six words ("Don't you think she looks tired?").

The Doctor and Rose reconcile and begin their adventures anew, travelling to *New Earth* where they once again run afoul of Cassandra, the last human, and join forces with her to defeat the catlike Sisters of Plentitude, who are infecting clones with every disease in the universe to develop cures. They then go on to rescue Queen Victoria from a werewolf, and the Doctor is knighted as "Sir Doctor of TARDIS" as a reward, although Victoria also recognizes that danger follows the Doctor like a storm, so she summarily banishes them from the British Empire and sets up the Torchwood Institute to defend Britain from paranormal threats

and await the Doctor's return (*Tooth and Claw*).

## OLD FRIENDS AND NEW

Next, the Doctor discovers a series of strange goings-on at a comprehensive school, leading he and Rose to go undercover to find the source of the trouble, the Headmaster Mr. Finch being the leader of a group of aliens called the Krillitaine. With the help of old friends Sarah Jane Smith and K-9 (Mark III), the Doctor, Rose, and Mickey Smith defeat the aliens, and Mickey finally joins the crew of the TARDIS. The Doctor invites Sarah Jane to rejoin him, but she declines, citing her age and inability to cope with the inevitability of eventually losing him again (*School Reunion*).

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### MICKEY SMITH

"Oh, my God. I'm the tin dog!"

-School Reunion

Str 3 Int 3

**LPs:** 34/43\*

Dex 3 Per 2

**EPs:** 29

Con 3 Wil 2

**Spd:** 12

**Essence:** 16

**Drama Points:** 20



**Qualities and Drawbacks:** Charisma 1, Emotional Problems (Coward) 1, Emotional Problems (Unrequited Love) 2, Hard to Kill 3\*, Natural Toughness, Nerves of Steel\*

**Skills:** Brawling 3, Computers 4, Computer Hacking 4, Dodge 3, Guns (Pistols) 2\*, Guns (Rifles) 2\*, Science (Chemistry) 1, Humanities (History) 1, Humanities (Sports and Pop Culture) 3, Notice 2, Stealth 2, Tactics 2\*

**Attack:** By Weapon

**Powers/Metaphysics:** None

**Gear:** Assault Rifle d8 x 5 (20)\*, Cross-Void Teleporter\*

\*Post-Rise of the Cybermen. Mickey buys off "Coward" when he acquires Nerves of Steel.

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On a seemingly abandoned spaceship in the 51st century, the Tenth Doctor, Rose and Mickey find time windows leading to 18th century France and a group of clockwork droids using them to stalk Madame de Pompadour throughout her life. The creatures wish to use Madame de Pompadour's brain to power their space

ship, which the Doctor swears to prevent. He manages to close the link between 18<sup>th</sup> century France and the 51<sup>st</sup> century ship, freeing de Pompadour from the alien threat. The Doctor appears to develop romantic feelings for Madame de Pompadour while protecting her, but ultimately, he is unable to take her with



him as the last, asynchronous time window returns him to her after her death (*The Girl in the Fireplace*).

## DIMENSIONS IN SPACE

The Doctor, Mickey, and Rose next became stranded on an alternate Earth in which Rose's father has survived and become wildly successful, but is used as a pawn by the sinister John Lumic in a scheme resulting in the rebirth of one of the Doctor's most feared enemies, and the crew must now face *The Rise of the Cybermen*. The crew joins a group of freedom fighters to defeat the cybermen when the Doctor removes their emotional inhibitors, forcing the creatures to face the abominations they are, but the alternate world's version of Rose's mother Jackie is converted and has to be destroyed. Mickey's counterpart in the alternate world, Ricky, is also killed in the struggle. The Doctor is forced to fix the broken TARDIS by giving up the energy from ten years of his life (but he claims that it is worth every second). Mickey opts to stay behind upon discovering his grandmother is alive in this universe, replacing Ricky and finally coming into his own (*The Age of Steel*).

## THE COMING STORM

Traveling to 1953 London, the Doctor and Rose discover that police are abducting people from their homes. The people of Britain gather around their new-fangled "tele-vision" sets to celebrate the new Queen's coronation — but something strange is affecting the signal. The Doctor and Rose stop the sinister Wire from draining the life force from the people of London in a bid to regain her body, by trapping the creature on a betamax video tape with a makeshift VCR (*The Idiot Box*).

On *The Impossible Planet*, the Doctor and Rose find themselves trapped on a planet orbiting a black hole, where the innocent slave race the Ood have been corrupted by an ancient evil known as "The Beast," who claims to be the devil itself. The Doctor

defeats the creature, causing it to be sucked into the black hole (*The Satan Pit*).

Next, the Doctor and Rose help to stop the sinister Victor Pope, an alien creature preying upon LINDA, a small investigative group consisting of people who have encountered the Doctor and become obsessed with his appearances on Earth throughout history (*Love and Monsters*).

When the TARDIS lands in 2012, the Tenth Doctor plans to show Rose the London Olympics. However, ordinary children are vanishing into thin air, a mother living in a seemingly normal British household is trying to hide her daughter's unnatural powers from the world, and a demonic presence lurks in an upstairs cupboard. The Doctor and Rose manage to save a young girl from her own destructive powers, and Rose remarks that nothing will ever separate them. The Doctor's only reply is, "a storm is coming." (*Fear Her*).

Returning to the modern day, the Doctor and Rose discover that ghosts have been appearing every day at noon, apparently the spirits of departed loved ones (*Army of Ghosts*). Unfortunately, these ghosts turn out to be Cybermen from the alternate Earth, trying to break through the Void between worlds and invade ours. To make matters worse, the Daleks have survived yet again, using Time Lord technology to invade Earth themselves. As the war between the Cybermen and Daleks rages, with Earth as the prize caught in the middle, the Doctor and Rose manage with the help of Mickey and his freedom fighters, who have also crossed over, to trap both armies in the Void...but Rose sacrifices herself and her mother, becoming trapped in the parallel world, where they can be with her father and Mickey. The Doctor, fearing for the stability of the dimensions, closes the gates, trapping Rose, her mother, and Mickey there forever (*Doomsday*).



## A NEW COMPANION

Following Rose's becoming stranded, and a brief adventure with *The Runaway Bride*, Donna Noble, in which the Doctor stops the sinister Racnoss from devouring the planet, the Doctor is joined by new companion Martha Jones. Martha joins the Doctor after they save each other's

lives during a Plasmavore attack, and the Doctor offers her a single trip in the TARDIS by way of thanks (*Smith and Jones*). She continues as his companion following a trip to the Globe Theatre to defeat the Carrionites with the help of William Shakespeare (*The Shakespeare Code*).

### MARTHA JONES

*"I spent a lot of time with you thinking I was second best, but you know what? I am good."*

-*Last of the Time Lords*.

Str 3 Int 4

**LPs:** 34

Dex 2 Per 3

**EPs:** 32

Con 3 Wil 3

**Spd:** 10

**Essence:** 18

**Drama Points:** 20



**Qualities and Drawbacks:** Attractiveness 2, Charisma 2, Emotional Problems (Unrequited Love) 2, Mental Problems (Inferiority Complex) 1, Nerves of Steel, Situational Awareness

**Skills:** Brawling 1, Computers 3, Dodge 3, First Aid 4, Humanities (Literature) 2, Humanities Specialization (Popular Fiction) 4, Medicine 2, Notice 3, Science (Biology) 3, Science (Chemistry) 1, Science (Mathematics) 2, Science (Physics) 1, Smooth Talk 3, Storytelling 2

**Attack:** Only as a last resort.

**Powers/Metaphysics:** None

**Gear:** None

## YOU ARE NOT ALONE

Next, the pair travels to New Earth once again to meet the Face of Boe one final time. But as New-New York becomes a deadly trap, the streets are deserted except for shady Pharmacists selling moods. The Doctor and Martha must brave the *Gridlock* of the mysterious Motorway in order to discover the terrible secrets at the heart of the city. The Face of Boe tells the Doctor, "You are not alone," before dying after millions of years, and the Doctor tells Martha the story of the Time War.

In New York, 1930, in the midst of the Depression, people are disappearing: the homeless, the poor, the starving and huddled masses. Savage pig creatures

hide in the sewers, and at the bottom of the Empire State Building, some of the Doctor's greatest and oldest enemies, the Daleks, are at work, preparing their most horrific plan yet...interbreeding with humans to become a new Dalek race. The Doctor defeats the menace, but a single Dalek escapes (*Daleks in Manhattan/Evolution of the Daleks*).

## THE RISE OF HAROLD SAXON

Earth, London, present day. The Doctor, Martha and her family attend a scientific demonstration by the aged Professor Lazarus. But when the experiment goes wrong, a horrific product of genetic manipulation is unleashed, leaving a trail of death in its mission to live indefinitely.



Meanwhile the wheels of a deadly trap are set in motion, when Harold Saxon, the frontrunner for Prime Minister, warns Martha's family that the Doctor is dangerous (*The Lazarus Experiment*).

Traveling once more to the far reaches of space in the future, the Doctor and Martha are trapped aboard a spaceship hurtling out of control towards a boiling sun. The Doctor has 42 minutes to uncover the saboteurs, but with a mysterious force starting to possess and murder the ship's crew, the Doctor and Martha are running out of time. Narrowly defeating the mysterious alien menace, the Doctor offers Martha at last her own TARDIS key.

## THE PERFECT DISGUISE

As the Doctor and Martha continue their journeys, his faith in her grows, and he even entrusts her with his very existence when forced to become human to escape the machinations of The Family, a group of aliens seeking to use the Time Lord's brain to give them ultimate power. He accomplishes this feat through a fob watch, called a "Chameleon Arch," which stores his Time Lord biology and persona, and implants him with human biology and a complete human life, causing him to forget he ever was a Time Lord. With Martha's aid, he recovers his Time Lord persona in time to extract a horrible punishment on the Family for their evil ways, revealing the dark and vengeful

streak he generally keeps well buried (*Human Nature/The Family of Blood*).

In one of the creepiest episodes of the series, Sally Sparrow is a photographer investigating disappearances in an old abandoned house. But, inside, the Weeping Angels are waiting. She must decipher several messages from 1969, all directed at her from a strange man called the Doctor before the perfect assassins finish their game (*Blink*).

Previous companion Captain Jack Harkness, who after making it back to the twenty-first century, rebuilt the Torchwood Institute "in your [the Doctor's] honor", returns to Doctor Who in *Utopia*, which takes the crew to the end of the universe, where the benevolent Professor Yana seeks to find an escape for the human race from the end of all things. But when Martha discovers that Professor Yana has the same fob watch the Doctor used earlier in the season, the Professor is revealed as a fellow Time Lord-turned-human. Drawing Yana's attention to the fob watch causes the professor to open it, and he is transformed into the Doctor's old archenemy, The Master. Shot by a young alien woman, the Master regenerates and escapes, stealing the Doctor's TARDIS, but not before the Doctor fuses the controls, trapping him between 2007 and the end of the universe.

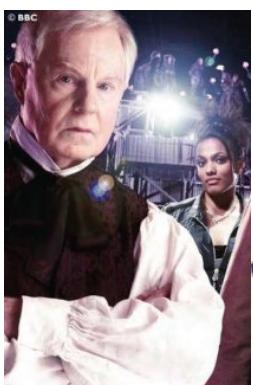
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### PROFESSOR YANA

Str: 1	Int: 6	LPs: 22
Dex: 2	Per: 3	EPs: 26
Con: 2	Wil: 4	Speed: 8
Essence: 18		Drama Points: 20

**Qualities and Drawbacks:** D dependant (Chan-tho) 2, Honorable 2, Jack of All Trades 3, Jury Rigging 3, Mental Problems (Delusions: the sound of drums) 1, Obsession (Get humanity to Utopia) 3, Photographic Memory 2, Recurring Nightmares 1, Situational Awareness 2,

**Skills:** Dodge 2, Guns (Pistols) 2, Notice 4, Research and Investigation 3, Sciences (Physics) 5, Sciences (Biology) 4, Sciences (Chemistry) 4, Engineering (Spacecraft) 6, Engineering (Mechanical) 4, Humanities (History) 3



## HAROLD SAXON/THE MASTER

Str: 2	Int: 9	LPs: 45
Dex: 3	Per: 8	EPs: 41
Con: 3	Will: 7	Spd: 12
Essence: 32		Drama Points: 10



**Qualities and Drawbacks:** Clown, Covetous (Ambitious) 3, Emotional Problems (Cruel) 3, Fast Reaction Time, Flashbacks (Time War) Hard to Kill 5, Incarnation 16, Mental Problems (Delusions of Grandeur) 3, Mental Problems (Delusions: the sound of drums) 3, Obsession (New Time Lord Empire) 3, Photographic Memory, Recurring Nightmares, Situational Awareness, Time Lord

**Skills:** Brawling 4, Bureaucracy 4, Computers 3, Dance (Pop) 1, Guns (Pistols) 2, Guns Specialization (Wands) 4, Dodge 3, Humanities (Alien Species) 5, Humanities (History) 5, History Specialization (Gallifrey) 7, Mechanic 6, Mechanic Specialization (TARDIS) 8, Notice 5, Pilot (TARDIS) 4, Research and Investigation 4, Smooth Talk 6, Science (Biology) 3, Science (Chemistry) 3, Science (Physics) 5, Science (Temporal/Dimensional Physics) 7, Smooth Talk 6, Systems Operations (TARDIS) 5

**Powers/Metaphysics:** Psychic, Mind Control (Strength 3 Art 5)

**Attack:** Laser Screwdriver D8 x 5 (20) Energy, or “Lazarus Effect” (rapid aging/de-aging; requires biological sample)

**Gear:** Laser Screwdriver, Archangel Network, Paradox Machine

*Earlier incarnations of the Master are variations on a theme; his first incarnation began simply as genius, scheming evil. As he progressed, the Master's evil and genius remained, but his madness steadily grew.*

Traveling back to the present day, the Doctor, Rose, and Jack discover that the Master is Harold Saxon, and has become Prime Minister of England. The Master captures Martha, Jack, the Doctor, and Martha's family, and reveals that he was restored to life by the Time Lords “because they knew I would be the perfect warrior for a Time War,” but became terrified during a major Dalek victory and ran to the end of the universe to hide from the catastrophe he foresaw in the future. He uses a “laser screwdriver” to suspend the Doctor’s regenerative abilities, showing all 900 years of his life. The Master then reveals his plot to conquer Earth using the strange spherical “Toclafane,” a pseudonym the Doctor explains refers to mythical “bogeymen” of Gallifreyan fairy tales. Martha escapes, vowing to return and destroy the Master once and for all (*The Sound of Drums*).

One year later, Martha returns, having completed her mission. The Toclafane are revealed to be mutated humans from Doomsday brought back to the present.

Martha has been spreading the Doctor’s name all around the world, while the Doctor uses the year to tap psychically into the Archangel satellite network to rejuvenate himself with humanity’s belief in him. He then manipulates the combined energy created by that belief, using it against the Master, who is shot by his own wife and refuses to regenerate, realizing the only way he can ever really hurt the Doctor is to die.

With time restored to normal, the Doctor invites Jack to rejoin him, but the events of the lost year cause Jack to realize that his friends need him, and he declines. Martha also leaves, citing a need to distance herself from her unrequited love, and to care for her family, who are deeply scarred by the Master’s actions. The Doctor is once again a lone traveler in the Fourth Dimension (*Last of the Time Lords*). As he leaves to continue his journeys alone, he forgets to raise the shields on the TARDIS, and experiences a *Time Crash* which results in crossing his timeline with that of his Fifth Incarnation,

the resulting paradox threatening to tear a hole in the fabric of space-time the size of Belgium. But, the paradox enables him to “remember” how to fix the problem, and

after a shared salute, the two incarnations of the Doctor part ways. The adventure continues...



*The Doctor and Donna, the Runaway Bride*



# THE PHYSICS OF DOCTOR WHO

## THE TIME VORTEX

(Excerpted and expanded from [http://en.wikipedia.org/wiki/Time\\_Vortex\\_\(Doctor\\_Who\)](http://en.wikipedia.org/wiki/Time_Vortex_(Doctor_Who)))

The Time Vortex is the medium through which wanderers in the Fourth Dimension travel. It exists outside normal spacetime, and therefore normal rules of physics do not apply. For instance, in the vortex the equation for the relationship between energy and matter is  $E=mc^3$  (*The Time Monster*). In the Virgin New Adventures novel *Just War* by Lance Parkin, it was stated that the vortex was built by the Time Lords as a transdimensional spiral that connected all points in space and time.



*The TARDIS travels through the Time Vortex*

## ENVIRONMENT

The vortex is an extremely hostile environment. In the serial *Planet of Giants*, opening the TARDIS doors in-flight caused the First Doctor and his companions to shrink to doll-size. Also, in *The Enemy of the World*, the TARDIS doors open in-flight, pulling Salamander into the space-time vortex, and in *Warriors' Gate* a similar event exposed the interior of the ship to the time winds, which age whatever they come into contact with. Time Lords appear to have some resistance to this, although unprotected travel within the vortex is still extremely dangerous and often considered fatal (*Shada, Utopia*). In *Utopia*, Captain Jack survives for a time in the vortex as he clings to the TARDIS whilst it is in flight; but afterwards he is judged to be dead by Martha Jones, only to revive due to his personal immortality.



In *Day of the Daleks* a person travelling through the vortex could be drawn to a specific location by the use of a device called a "vortex magnetron".

Looking into the Time Vortex is to see all of creation, all possibilities and events in time and space, all at once. Everything beautiful, horrific, joyous, sorrowful, and terrifying all at once flood the mind of one looking into the Vortex. Before its destruction, there was a portal on Gallifrey called the Untempered Schism, a gap in the fabric of reality where one could look directly into the vortex. Eight-year-old Gallifreyans were taken there as part of their initiation into the Time Lord Academy. As the Doctor says in *The Sound of Drums*, "Some are inspired, some run away, and some go mad." The Doctor clarifies that he was one of the ones who "Ran away. Once I started, I never stopped," and that the Master was one of those who went mad.

In *The Parting of the Ways*, Rose Tyler inadvertently absorbs all the energy of the Vortex into her, giving her godlike powers over space and time, but which eventually threaten to consume her, mind and body when she is unable to control them. The Ninth Doctor saves her by drawing the uncontrolled energy into himself and forcing a regeneration to release it. Later, the Tenth Doctor reveals that if a Time Lord were to willingly absorb the energy of the Vortex, he would become, "Like a god. An angry, vengeful god."

Time travellers in the vortex absorb background radiation called "artron energy" which some creatures such as Daleks can use as an alternative energy source, and which other time travelers can detect and track. Other races such as the Bane can use other energy that is absorbed through travel in the time vortex to identify time travellers.

## INHABITANTS

Beings that dwell in the vortex include the Chronovores (*The Time Monster*, although in the novel *The Quantum Archangel*, they're said to live "beyond" the vortex, in Calabi-Yau space), the Vortex Wraiths (the Eighth Doctor Adventures novels *The Slow Empire* and *Timeless*), clockwork creatures (the Eighth Doctor Adventure *Anachrophobia*), the Vortisaur (the Big Finish audio play *Storm Warning*), the Tar-Modowk (*No More Lies*) and the Reapers (*Father's Day*). It is unknown if any of them are related to each other. In the Eighth Doctor Adventures, Sabbath's employers set up their headquarters in the vortex, casting many of the natives out into the linear universe.

## THE EYE OF HARMONY

(Excerpted from:

[http://en.wikipedia.org/wiki/Eye\\_of\\_Harmony](http://en.wikipedia.org/wiki/Eye_of_Harmony)

The Eye of Harmony is a controlled black hole that provides the energy needed to power all Gallifreyan technology, particularly the TARDIS, and creates a link to the Time Vortex.

## FIRST APPEARANCES

The Eye was originally mentioned in the Fourth Doctor serial *The Deadly Assassin* (1976), where it was revealed as the source of power that sustained Gallifrey. According to the ancient records, the Eye was the nucleus of a black hole, which the legendary Time Lord figure Rassilon captured and placed beneath the citadel of the Time Lords on Gallifrey (known as the Panopticon). He placed it in a perfectly "balanced" condition, so that as long as the Eye existed, the power of the Time Lords would "neither flux nor wither". However, it remained there for so long that it passed into legend: until the Fourth Doctor and the renegade Time Lord known as the Master rediscovered it in *The Deadly Assassin*, the Time Lords had forgotten its location, some even believing it to be mythical or no longer in existence.

As seen in *The Deadly Assassin*, the Eye was linked to two other Gallifreyan artefacts, the Sash of Rassilon and the Great Key of Rassilon. The Sash was needed to safely

control the Eye without being sucked into it, and the Great Key was an ebonite rod that could be used to drain energy from the Eye. The Great Key was later renamed the Rod of Rassilon in *The Invasion of Time* (1978) to distinguish it from the other Great Key, a component of the De-mat gun.

In *The Deadly Assassin* and the 1996 *Doctor Who* television movie, the Master tried to use the Eye to give himself a new set of regenerations.

## OMEGA AND RASSILON

Prior to this, in the 1973 story *The Three Doctors*, another figure from Time Lord history was introduced who, along with Rassilon and the mysterious Other, became one of the three founders of Time Lord society. Omega was a stellar engineer who, in trying to provide an energy source for the Time Lords' time travel experiments, harnessed the power of a supernova. However, this apparently killed Omega and created a black hole. Unknown to anybody for millennia, Omega was not dead, but merely trapped beyond the event horizon of the black hole in an antimatter universe. This black hole was later revealed to be the Eye of Harmony.



In the 1988 serial *Remembrance of the Daleks*, Omega's stellar manipulation device was dubbed the Hand of Omega and became the object of a struggle between two competing factions of Daleks. Although the televised story made no mention of Rassilon, the 1991



novelisation of the serial by the story's writer Ben Aaronovitch, made the connection between the two Time Lords explicit. The story of Omega's supernova becoming the black hole that provided Rassilon with the Eye of Harmony became part of the fan-accepted mythology and was incorporated into the Virgin New Adventures novels.



### THE TELEVISION MOVIE

The 1996 television movie revealed a new function for the Eye. No longer just a power source for Gallifrey, in the movie an artifact referred to as the Eye of Harmony was part of the TARDIS and, for the first time, was stated to be the TARDIS's primary power source. It was also shown that leaving the TARDIS's Eye open for too long would result in spacetime distortion as the space around the Eye was exposed to the gravitational effects of the singularity.

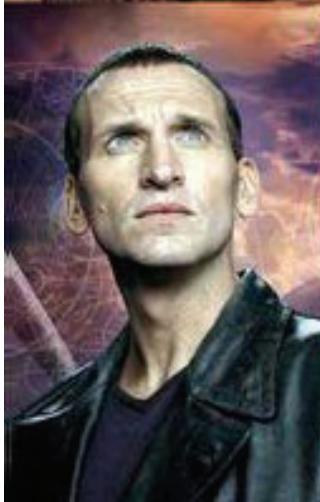
However, having the Eye of Harmony on board the TARDIS contradicted the idea that

the Eye itself was on Gallifrey. To reconcile this, it is accepted that this was not the real Eye, but a name applied to a remote link to the actual Eye that powered the craft (possibly in the same way the Time Lords transmitted energy from Gallifrey to the TARDIS in *The Three Doctors*).

### CURRENT STATUS

Since the destruction of Gallifrey and the Time Lords in the Last Great Time War, it is unclear if this means that the Eye of Harmony was also destroyed. However, in the episodes "Boom Town" and "Utopia", the TARDIS needed to "refuel" by absorbing energy from a "scar" left by a closed spacetime rift, implying that it is not powered entirely by the Eye at this time. More information on how this applies in-game can be found under the TARDIS entry (p. 21), but in brief, we assume that the Eye still exists, but now provides only the means to travel through time, no longer providing the energy to do so, and thus a TARDIS must occasionally refuel by stopping at a temporal-dimensional rift and collecting energy, a process which normally takes twenty seconds to a minute (D6 x 10 (30) seconds).





# CHAPTER FIVE: SAVING THE FORGOTTEN

## DOCTOR WHO CAMPAIGN NOTES

*"If you could touch the alien sand, and hear the cry of strange birds, and watch them wheel in another sky, would that satisfy you?"*

-The First Doctor



In this chapter we present a complete “first series” for an original game set in the “Whoniverse,” revolving around a new young Time Lord, the Artist, who has survived the Time War, and his adventures trying to find the Doctor and make his way in a universe in which he is alone. Complete cast statistics can be found at the end of the campaign.

## SEASON ONE STORY ARC: THE BASICS

### ACTION

The Artist, a young survivor of the Time War, is obsessed with finding the legendary Doctor, convinced that if anyone else survived, it'd be the Doctor. Unfortunately, the Artist and his new companions are being followed through time and space. The word “Queen” keeps haunting the Cast, from one point in time and space to the next, always one step ahead, leaving vicious traps behind.

Thus begins a mad romp through time, seeking the pieces of the answer to the great riddle. Who is the mysterious Queen of Time, and what does she want? Along the way, the trail leads the Cast to an

encounter with Susan Foreman, who joins their quest. Just how long and far will the group have to go, and will they solve the mystery and threat of the Queen of Time?

Little does the Artist know that the Queen of Time is none other than his long, lost wife Zeidu, who he watched die at the hands of the Daleks. Unbeknownst to him, she survived execution by transferring her psyche into the only living vessel available in which to hide: a Dalek. Being trapped inside the mind and skin of a Dalek drove her quite mad, and over the next year as she was compelled to kill her own people as one of their greatest enemies, she came to blame her husband for her plight, but at the same time dreamed of the day when they would be reunited as husband and wife. Eventually, in the last days of the war, she was assigned to exterminate a young Time Lord, and saw her chance. She transferred her psyche into the woman's body and fled Gallifrey in a stolen TARDIS, reborn as The Queen of Time. Her ultimate goal is to restore the Time Lord race as an empire that will dominate the entire universe, ensuring no “evil” adversary ever rises to challenge them again...



## ABOUT THE EPISODES

Scenarios herein are presented in the format of episode guides from a television show, and include a “Cut Scene,” meant to be read aloud to set the tone of each episode, and then a “Sequence of Events” forming a skeleton for the episode. Chroniclers should use the sequence of events to move the game forward, but not as a railroad to tie the Cast down. *Doctor Who* is one part investigation, two parts action, and one part technobabble. Keep it fast, furious, and as pulpy as possible, while holding to the core “Good vs. Evil” and morality ideals of the series. And always, always remember what Arthur C. Clarke said: “any sufficiently advanced technology will appear as magic.” All phenomena in *Doctor Who* should have a scientific explanation, no matter how flimsy the actual scientific rationale. The Doctor, in “The Shakespeare Code,” defines the Carrionite use of magical spells as being just like splitting atoms, except using combinations of words instead of numbers. Important background and Chronicler-specific information in each episode appears in the header font for ease of use. Finally, it is intended that this will be a thirteen-episode season as is standard for British television; however, readers will note that we present fewer than thirteen episodes, on the assumption that a couple will run as two- (or even three) part serials. In the original play through, what is presented here as Episodes 2, 5, and 7 all ran as two-part serials; episode 8 is designed as a three-part finale.

## THE EPISODE AND SERIES FORMAT

Many so-called “Cinematic” games these days use an “Episode and Season” (or Episode and Series, in Britain) format for presenting campaigns. Such a framework is phenomenally useful in crafting storylines, and though *Conspiracy X* is not a “Cinematic Unisystem” game, the game is still cinematic in feel and theme. And *Doctor Who* has always been presented in serial format, originally in two-to-seven-episode stories, with two entire series comprising single storylines: *The Key to Time* and *Trial of a Time Lord*. The new

series, beginning in 2005, continue the “one story per series” paradigm of *Key* and *Trial*, and I think that makes for a great model for a campaign. A Chronicler can create an outline—episode by episode—for an entire season, and flesh out the “Sequence of Events” for each episode as she goes. This allows for a good, solid background of notes from which to work, and believe it or not, saves a great deal of prep time in the long run. While in the U.S. episodes are done in a four act paradigm – Introduction, Complication, Climax, and Resolution, with commercial breaks between each act, I’ve chosen a more freeform “Sequence of Events” presentation as it enables more customization and freedom for the Chronicler and Cast. However you structure your sessions, of course, is up to you.

We also recommend that players “cast” their characters with real celebrities. This tends to give a visceral feel and adds a fun bit of realism for the players, especially if you do the same with your villains and Supporting Cast! If your latest incarnation of the Master, for example, is played by Christopher Walken, your players know exactly what he sounds like, looks like, and even likely what his mannerisms and personality is. In the case of our presented Cast, Davan as a young Tom Cruise means he’s got a cocky, wisecracking attitude, is full of confidence, and has a smirk that makes girls swoon. If you want a character to be played by Jimmy Stewart, circa 1955, go for it; that’s every bit as iconic as Christopher Walken, Tom Cruise, or Jack Nicholson, and will have the same effect (especially if your player does a good Stewart impersonation).

## USING THE DOCTOR IN *SAVING THE FORGOTTEN*

Finally, this series could be run with the Tenth Doctor instead of our Crew; simply change Zeidu to the Rani, or Romana, especially if using our background of the Time War on page 83, and with a few other minor adjustments to situations and cut scenes, you’re set!



# EPISODE 1: SCOURGE OF THE DROSMIANS

*In which a group of old college friends have their first shared bona-fide extraterrestrial experience, and fly off to the stars with a Time Lord in search of adventure and a new purpose in life...*

## PRE-CREDITS CUT SCENE

Ruins. The entire world—or rather, the planetoid-sized chunk of it that still existed—stood in ruins, the once-beautiful orange sky now blood red with shots of green radiation flashing randomly through the atmosphere. The cities were barely more than shells, now, and not a single survivor cried in pain from the skeletons of buildings. Always an emotional being (one had to be to excel in the arts) he wept freely for his people as he wandered the shattered remains of his dead world. They were thorough, but then, so were his people. The destruction had, at least, been mutual.

But had it? He'd survived: perhaps there were others. One other in particular. One who *had* to survive this destruction. The hero, the renegade, the one the others considered a near outlaw, but who he'd always revered. If he could find the other...but first, he'd need a way off this dead world full of dark, dead memories.

He made his way to the Library, the center of all the technology and culture for his world. The place where the Tribunal had once held court and made decisions for all the people. He didn't expect to find anything there, but it was a hope, at least.

He saw it there as soon as he walked in, small but monolithic, it stood in the middle of the wreckage like a monument to all that once was. It trembled as he drew near; it was terrified, as well it should be. He touched it, gently circling around to check for structural flaws. It shuddered beneath his touch, almost like a lover away from her beloved for too long.

"Oh," he whispered. "You are beautiful."

It groaned quietly in response.

"Well, how would you feel about the two of us getting away from all this death, and these bad memories? A pair, companions, partners. Survivors, that's what we are. Let's go see what's out there, shall we?"

\*\*\*

Punctuality was essential to a forensic scientist, and so Chuck McKinney was there for the meeting ten minutes early. He sat nervously at a table that had been reserved for them at the Union Grill, turning the object over and over in his hands and debating for the thousandth time what to do with it.

Where were they? He took a deep breath and reminded himself they weren't due for another five minutes, yet. Punctuality was a curse, sometimes. It had been three years; had they changed? Had *he* changed, and not realized it?

He'd find out soon enough. The crowd of screaming teenagers down the street spoke of the arrival of one of their little group, now.

\*\*\*

Emilie Winters flew down the streets of Oakland with the top down, the wind in her hair, the CD player blaring her latest unreleased demo CD, "Queen of the Night". The record company wanted her to review the mix before they put it into press. So far, so good.

She was looking forward to seeing her friends, again. After three years of touring, promotions, and fans, it would be good to get grounded again, remind her of where she came from. Not only would it be a welcome break, but if she expected to keep any kind of edge to her music, she couldn't let herself become spoiled.

She jammed her 1967 Shelby Cobra into gear, and swung into a parking space, ignoring the blaring horns of someone just about to back into the same spot, then leapt out of the car without bothering to open the door. She did remember to put change in the meter, mostly because she had a premonition of a ticket if she didn't. She also had the feeling she was going to have to run a gauntlet to make it to the restaurant, and she'd learned to trust those feelings.

So she wasn't surprised when the throng of teenagers charged her, screaming her name. Gracious as she could be, she signed autographs while moving the herd towards her destination. Peeking over their heads, she saw Chuck sitting at a table, watching her struggle. She smiled, waved, and worked on finishing the impromptu meet-and-greet before heading over.

\*\*\*

James Trappen pulled into a spot half a block away from the restaurant and made his way down the street. His stomach was in knots; after all, he was the only one of their little group who couldn't consider himself to have made good. In fact, he'd made more than a few messes in his day. Would they know? Would they see right through him as the phony he kind of always felt like in their presence? He'd heard Emilie had made it pretty big; maybe she could hire him on as a roadie or something. It'd be a start.

He rounded the corner to Craig Street and there they were, sitting at the Union Grill, having coffee and working on getting over that awkward, "we-haven't-seen-each-other-in-years" series of initial moments. Emily had to stop every so often to sign the odd autograph; she didn't show it, but it looked to



James like the newfound fame was taking a bit of a toll. He took a deep breath, patted his leather jacket, and approached with a smile pasted on his face.

\*\*\*

If anyone among their little group had a real devil-may-care attitude about this whole thing, it was Davan Reardon. Sure, he was looking forward to seeing them: they were, after all, some of the best friends he'd had from some of the best days of his life. But he was who he was, and if they'd changed, or they didn't like who he was anymore, so be it. People changed and grew apart, and after some of the things he'd seen in his three years of military service, Davan knew that better than anyone.

Still, part of him hoped it'd be the same. He parked his bike, adjusted his aviator sunglasses and flight jacket, and headed casually towards the Grill, throwing an irresistible grin at a few college girls, who swooned and giggled as he walked past.

*Yep, he thought. I've still got it.*

He casually walked up to his old friends, sitting at a table and getting re-acquainted, spun a chair around, and straddled it.

\*\*\*

The last to arrive, fifteen minutes late, was Don. A last-minute call at the funeral home had him working on his day off, and he'd just wrapped up in time to make the lunch date. He realized to his irritation that when he'd organized this little reunion via e-mail, he'd forgotten to get current cell phone information for any of them, so he just hoped they didn't give up on him before he got there.

To his relief, they seemed to be still just getting re-acquainted as he arrived, apologizing for his lateness. Food had already been ordered, but they'd been good enough to hold a menu for him, and he scanned the choices available, picking something quickly so as not to divert too much attention from his old friends.

Something told them all that this was going to be a big day, and they didn't want to miss a moment of it.

## SEQUENCE OF EVENTS

1. A bunch of college buddies meet up for the first time in several years, to have lunch. One of them has a strange device he found in a meteor crash site.
2. Emilie gets funny feelings about a strange group of extra-goth-looking men milling around the crowd, who seem to be growing more numerous.
3. As they discuss the device, enter the Artist ("Where did you get that?")
4. Perception and Notice Tasks to see the Goths are getting a tad rowdy, pushing people around. They seem to be looking for someone or something. Psychic power test for Julie to give her a flash of strange, alien worlds, a war from thousands of years ago, and primitive items that look similar to (though not exactly like) that object Chuck has. They also look vaguely familiar to the Artist, who has a bad feeling about them. A Perception and Mortuary Science roll by Don will reveal that their features are off, like they'd been built with dermawax. They seem too smooth, too sculpted, and don't appear to reveal any emotion.
5. Suddenly, one of the Goths looks directly at the Cast and the object they're holding, and they all simultaneously say, "The device!" and begin shoving their way through the crowd. When someone gets in the way of one of the Goths, the Goth grabs him by the throat, *and his head pops off!* A psychic power test by Emilie will see through the image inducer disguise. Perception and Computers notices an LED flashing on their belt buckles. The Artist can identify these as image inducers. Destroying one might cause a distraction...but they don't realize the inducers are networked and destroying one destroys them all. Drosmians revealed!
6. The Artist runs the Cast to his TARDIS...which looks like a Porta-Potty. From here they can monitor the situation. The drosmians start killing hostages, demanding the Cast "turn over the Gallifreyan super-weapon and its master so we can extract our vengeance upon his people." The Artist knows it's in fact the broken sonic screwdriver that started this whole mess, and that the aliens have already determined Earth is in league with the Time Lords. If the Cast turns him over, they'll



- “cleanse” the Earth of the filth of humanity.
7. At some point, the Cast should come up with the idea that high-frequency sound has a distracting and often painful effect on many species of vermin on Earth, and these drosmians are extremely vermin-like. Combining a high-frequency wave with some sort of psychic feedback might give the Cast a weapon. And they do have a psychic among them. An experiment with the sonic screwdriver shows the hypothesis correct, but there are hundreds of these creatures and only one sonic screwdriver. If only there were some sort of amplifier, or broadcast tower nearby, the TARDIS and screwdriver could be wired into it to emit a pulse that would disable the lot of the creatures and send them running for the hills.
  8. Intelligence and Notice rolls will remind the Cast about the WPTS broadcasting facilities in the William Pitt Union. The TARDIS can take them right inside, and
  - as the Artist gathers up various and sundry bits of tech he'll need to rig up the apparatus (with help, of course), he can give anyone who just happens to be a pilot a crash course in steering the TARDIS.
  9. Unfortunately, the WPTS station is swarming with drosmians. The Artist will need someone to hold them off while he works on the apparatus, with the help of Julie's character and Chuck. As the Cast fight off the drosmians, the Artist, Chuck, and Julie's character all work on getting the sonic-psychic-scream machine set up. When they use it, the drosmians all clap their heads and writhe on the ground in pain. The Cast run through the mess back towards the TARDIS, where they make their grand getaway...and presumably the Artist makes them an offer they can't refuse.

For Complete Stats on the Drosmians, see *Aliens and Enemies, Old and New*, page 35.



# EPISODE 2: SCREAM OF THE SIRENS

*In which the new friends, on their first adventure, must face the leftover and vengeance-minded dregs of the Time War that devastated the Artist's people.*

## PRE-CREDITS CUT SCENE

Stefania was worried to distraction. No, she was terrified. Her daughter, Rosemitra, hadn't come home. It was dangerous to be out after dark these days, a young woman (at twenty-four, she was practically ancient in the eyes of others, but Stefania still considered herself young) all alone in the alleys. Any number of evil men could be awaiting her.

And that was exactly why she was here. If there were bad men out here that were a danger to her, what of her daughter? She'd heard stories about what the Turks did to little girls they took off the streets, and with the recent events...

"Rosemitra!" she called. "Rosemitra! Respondere al mama! Dove siete, fiore? Rosemitra!"

That's when she heard the music. It was coming from the alley where the waterway cut through. Singing...the most beautiful singing she'd ever heard, and was that Rosemitra's voice in with the chorus?

Stefania ran around the corner and breathed a sigh of relief. There, sitting with her feet dangling over the edge of the waterway, was Rosemitra. The singing was louder, now, enchanting, and Stefania had to concentrate hard to not be overcome by the beauty of the sounds. It was all around, and yes, Rosemitra was singing, too.

"Rosemitra?" she said. "Sei quello tu?"

Rosemitra turned, slowly and gave her mother a serene smile. "Hello, mama," she said.

"Dios, mio, Rose, what are you doing here? I was worried!"

"It's okay, Mommy. My friends took care of me. Can't you hear them?"

"Yes, but—"

"Shh, Mommy, just listen. Hear my friends?"

"I..."

"There they are, Mommy!" Rosemitra pointed behind her mother, who turned, slowly...and screamed in horror as her little girl giggled at the grand joke.

The streets of Venice were quiet once again.

## SEQUENCE OF EVENTS

THE TIME IS EARLY 16TH CENTURY VENICE. THE VENETIAN REPUBLIC HAS JUST BEEN CRUSHINGLY DEFEATED BY FRANCE AT THE BATTLE OF AGNADELLO. ANNE OF BRITTANY, QUEEN OF FRANCE IS ARRIVING IN VENICE FOR A DIPLOMATIC VISIT (ATTEMPT TO NEGOTIATE A CEASE OF HOSTILITIES, PERHAPS?) THE RUB: YOUNG GIRLS HAVE BEEN DISAPPEARING THROUGH THE CITY, FALLING PREY TO BEAUTIFUL MUSIC. THE SOURCE OF THE MUSIC: SIRENS IN THE WATERWAYS. THEY WANT THE QUEEN OF FRANCE, ONE OF THE MOST POWERFUL WOMEN IN EUROPE, TO TAKE THEIR INFLUENCE INTO THE WEST. NORMALLY THEY CAN ONLY GET YOUNG GIRLS...BUT THE QUEEN IS PREGNANT, ALLOWING THEM AN "IN".

1. The TARDIS lands in the year 1509 in the Venetian Republic. The country has just been defeated by France at the Battle of Agnadello, and at this point in history, much of Europe is engaged in a war of aggression against Venice, led by the Pope, who seeks to win land for Rome. This is a good time to introduce the Cast to the idea that the ship has corridors and rooms, all serving various purposes, one of which is an extensive wardrobe. The clothes are foppish and uncomfortable, but as the Artist will no doubt mention, in this day and age, if you walk out wearing 2007 clothes, you may well be accused of witchcraft and stoned or hung, and he's here to show them the sights, not rescue them from torch-bearing mobs. Remind the Cast that 1509 is during the height of the Inquisition.
2. As the Cast steps out into the streets (they appear to simply walk around from behind a pillar), they can explore Venice for a time, until at some point a well-dressed herald clears the road, making all the peasants step aside as an elaborate, well-attended carriage carrying a beautiful woman in her early 30's comes down the road. The Herald cries out, "Make way! Make way for her royal majesty Anne, Duchess of Brittany and Queen of



France!" Any sort of historical knowledge skills can reveal that Anne of Brittany is one of the most powerful figures in the world in this day and age. She isn't just the most powerful woman in Europe; she rivals many men in this time in power and prestige. She is likely in Venice to present terms in regards to the Venetian defeat at Agnadello. Perception and Notice Tasks will reveal that the woman is several months pregnant and just beginning to show. She flashes a serene and kindly, but somewhat arrogant smile at the Cast as she goes by.

3. As the Cast watches the carriage go by, any Perception and Notice Task that gains at least two success levels can yield the following revelations. Alternately, a different piece of information can be given to each Cast Member who succeeds at their roll.
  - a. Two Successes: A woman frantically moves through the crowd, calling for "Livia." The woman is in a panic.
  - b. Three Successes: just for a fleeting second, the most beautiful singing any of them have ever heard reaches the Cast's ears, faintly, for just a moment, then is gone.
  - c. Four Successes: there don't seem to be any little girls *at all* on the streets, though there are a few little boys around.
  - d. Five Successes: the music, though it seemed mostly in their heads, appears to have come from a nearby waterway.
4. If the Cast springs into action right away (assuming five success levels), and follows the sound of the music, they may rescue little Livia, a pretty commoner girl with brunette curls and big, doe eyes. She is walking along, precariously balanced on the edge of one of the waterways, and looks about to jump in. She claims she heard pretty voices calling her and was going to play with the ladies in the water. On the other hand, if the Cast doesn't

move to help her, instead going to talk to the mother, Livia is gone (barring the expenditure of a Drama Point for Plot Twist). It's still possible for them to follow the sound, of course, and come to the waterway, where there will appear to be a bit of an undercurrent. Any one with any brains will figure that jumping into that water could be fatal (Swimming checks at -6).

Livia's mother Isabella, if questioned properly, can reveal that there has been a rash of little girls disappearing throughout the city, and in fact the city guard has been tripled due to the arrival of Anne, who has several young girls in her entourage. Livia, if properly convinced, will reveal that some of her friends have already gone to be with the ladies in the water, who sing pretty and teach all the little girls who go to them, to also sing pretty. If they ask what happens to the little girls who go, Livia says, "They're in the water. With the ladies."

Isabella blames Sirens for it, as in the mythological creatures. Any use of basic or advanced psychic powers will reveal lingering psychic energy at the spot where Livia was to jump in.

5. Let the Cast go about their business as normal. The key is, that night, to have one of them spot a lone woman, cloaked against the night, moving almost zombielike towards the waterways. The woman seems to be an adult, not a child, but Perception and Notice rolls will reveal that music (and Julie's character will be compelled to follow the sound as well). The woman stops at the shore and doesn't jump in, but just stands and listens, entranced. The men are compelled to listen, but aren't completely entranced as are the women. The cloaked woman can be awakened easily, and will be confused, not remembering how she got there. As her cloak falls away it reveals she is dressed in elegant finery, and just showing the beginnings of pregnancy. She will, in her terror and arrogance, reveal herself as Queen Anne of France, Duchess



of Brittany, and demand to know why the Cast has brought her here. She's not a stupid woman, however, and if the Cast can properly calm her down, she can be made to remember the music.

6. This is where things start to go bad. A small army of little girls crawl out of the waterways, filthy water and muck dripping from their matted hair, their little peasant dresses clinging to them grotesquely, slime and muck marring their once-innocent features. There's a malevolent glow in their eyes, and they close in upon the Cast. Then they start singing. Willpower (Doubled) rolls will allow the Cast to act normally with at least three success levels; with at least two success levels will allow them to act, but hesitantly, at -3. One success level allows action at -1. Anything below three success levels means they don't want to hurt these beautiful, precious little girls and will do anything to avoid such an awful event. Failure means they stand perfectly still and wait to be taken away; these are not little girls, they are beautiful, voluptuous women calling them to spend an eternity of bliss. Anyone who gets more than 3 success levels can roll Perception and Notice to see that these girls have developed *gill slits* which pulse and undulate as they move.

THE SIRENS ARE IN FACT AN ALIEN RACE CALLED THE SIRENAS, WHO WERE ROBBED OF PHYSICAL FORM DURING THE TIME WAR. WHERE ONCE THEY WERE MISCHIEVOUS CREATURES SEEKING TO PLAY GAMES OF LOVE THAT ALL-TOO-OFTEN DETERMINED TO BE FATAL TO THEIR PLAYMATES, NOW THEY ARE FILLED WITH MADNESS, RAGE, AND HATE, AND SEEK TO SPREAD THEIR MALICE THROUGH THE UNIVERSE AS CONQUERORS. AS A TIME LORD, THE ARTIST BECOMES A DIRECT TARGET OF THEIR SEETHING HATE. RECENTLY, THEY HAVE BEEN CONTACTED BY A MYSTERIOUS FIGURE CLAIMING TO BE THE QUEEN OF TIME WHO GAVE THEM THE ANSWER TO THEIR RAGE: THEY WILL POSSESS THE CHILD OF QUEEN ANNE OF FRANCE, AND THUS SPREAD THEIR EMPIRE ACROSS THE WORLD, THEN REACH FOR THE STARS. HOWEVER, THEY WON'T TALK ABOUT THE QUEEN OF TIME (UNLESS WITH A REALLY GOOD CIRCULAR ARGUMENT, THE ARTIST CAN BRING OUT A SLIP OF A MENTION); RATHER, THEY WILL TALK ABOUT SPAWNING THEIR NEW QUEEN TO CREATE A NEW EMPIRE ACROSS TIME AND SPACE. FOR COMPLETE STATS ON THE SIRENAS, SEE "ALIENS AND ENEMIES, OLD AND NEW," PAGE 44.

7. From here it's up to the Cast to figure out what's going on. If they can demonstrate they have some idea what might be going on, Anne might take them on as her advisors. Music is the Sirens' weapon, so some sort of sound has to play a part in defeating them. Technobabble city! Let them go nuts with it, and when they come up with an idea that sounds cool, let them have it. Work in a Siren assault on the palace at the center of town. Play it up, full-on Doctor Who style.



## SUPPORTING CAST

### ANNE, DUCHESS OF BRITTANY, QUEEN OF FRANCE

(PORTRAYED BY KATE WINSLET)

Str 2 Int 4                   **LPs:** 43

Dex 2 Per 5                   **EPs:** 29

Con 4 Wil 3                   **Spd:** 12

**Essence:** 20

**Drama Points:** 10

**Qualities and Drawbacks:** Attractiveness 3, Charisma 3, Delusions of Grandeur 1, Psychic (latent), Hard to Kill 2, Nerves of Steel, Obligation (Total), Situational Awareness

**Skills:** Bureaucracy 4, Craft (knitting) 1, Dancing (ballroom) 3, Dodge 2, First Aid 3, Humanities (economics) 4, Humanities (law) 4, Humanities (history) 4, Humanities (philosophy) 4, Humanities (political science) 4, Intimidation 3, Language (Latin) 3, Language (Italian) 3, Language (German) 3, Language (English) 3, Myth and Legend (Greco-Roman) 2, Notice 4, Riding (Horses) 2, Seduction 3, Singing 1, Smooth Talking 4, Writing (advocacy) 3

**Attack:** punch D4 x 2 bash or by weapon, but engaging in direct combat is crass and unladylike.

**Powers/Metaphysics:** None, aside from being a pregnant latent psychic



# EPISODE 3: THE UNWELCOME CHILD

*In which the Artist takes his new friends to visit Ixion, a planet of surpassing beauty, whose crystalline inhabitants adore human beings, and the Cast must stop a sinister cult worshipping a strange being known as the Red Queen...*

## PRE-CREDITS CUT SEQUENCE

The room glowed red with the pulsing of the machine's Heart, the machine which the Goddess promised would deliver freedom from bondage, and power to them all. It was time once again to surrender to those basest desires, the ones they'd touched—and loved—during the Great War.

On the altar, the victim lay, barely struggling. Still in shock, still overcome by the blasts, it was no matter. She didn't need to appreciate the honor of her position for it to work. Above her stood one of the High Priests, holding his knife high.

"We give you this offering, Goddess, in praise of the blessing you have bestowed upon us: freedom from pacifism, from peace. We give you this offering in thanks for the indulgence in passion you have granted us. And we ask your continued blessing as the Great Red Child swallows the rest, that their energy may grant us power!"

The knife plunged down, and at the very last second, the sacrifice snapped out of her near-catatonic trance and screamed. A shudder went through the room: everyone relished in the death throes.

And somewhere, their Queen laughed. Her voice echoed through the room as two words filled the air.

"He comes!"

## SEQUENCE OF EVENTS

The Artist has an old friend amongst the Cygni, a government official named Shala. He helped save the Cygni people during a pitched battle of the Time War where the Daleks wanted to use their planet as a staging ground. Acting as part of a Time Lord task force, he helped stop the Daleks cold, wiped out their invasion force, and sent them packing with minimal effect on the local populace.

He hasn't seen Shala since the Time War; he's felt seeing her might bring back too many painful memories. But, he feels, maybe it's time to start exorcising those demons, if he's ever going to maintain the focus to find the Doctor.

1. The TARDIS lands inside the private offices of Councilor Shala of Alpha Centauri IV, and to the Cast appears as a piece of bizarre artwork. Shala, however, will mention at some point that it looks like a waste disposal facility in the middle of her office.

2. They are just in time for the rise of the Unwelcome Child; allow the Artist to explain the ideas behind it as Shala leads them out onto a balcony, explaining that as much of a disturbance as it is to the world at large, she personally finds the change beautiful, though she wouldn't want to live it forever. And just as the explanations finish, the red dwarf rises in a wave of blood red fire that spreads over the entire sky. Shala looks sad for a moment, sort of off-balance, then recovers herself. A Perception and Notice Task by the Cast will pick up on this and she will explain (if the Artist hasn't already) if asked. The Artist, too, is bound to be affected, seeing the sky turn that dark red color, just like the sky on the ruins of Gallifrey, now.

NOTE THAT SINCE EMILIE DOES NOT HAVE EMPATHIC OR TELEPATHIC ABILITIES, THE ONLY WAY SHE'LL BE AFFECTED BY THE RISE OF THE UNWELCOME CHILD, OR BY THE "HIVE" CONNECTION BETWEEN THE CYGANI, IS IF SHE DELIBERATELY USES HER COGNITION POWERS WHILE ON THE PLANET. IF SHE DOES, IT WON'T HOOK HER IN: SHE'LL JUST SENSE THAT THESE PEOPLE HAVE A STRONG EMOTIONAL AND TELEPATHIC BOND ACROSS THE WHOLE RACE, AND WHEN ONE FEELS PAIN, ANGST, RAGE, OR ANY NEGATIVE EMOTION, IT AFFECTS THE ENTIRE SOCIETY.

3. After a few moments of admiring the sky, Shala turns to the Artist and says, "you've an uncanny knack of arriving at just the right—or wrong—time, as it may be. Can we talk? Your friends are welcome to come at their leisure, of course. I only regret that our first human visitors have to hear





unpleasantness upon their visit to our beautiful world."

4. She leads the Artist and Cast into a posh lounge, which seems to be made of glass, giving the illusion of floating as the Cast walks through. It is furnished with what at first appear to be stone benches in pastel marbled colors, but when the Cast sits on them, they reveal themselves as seats that instantly mold themselves perfectly to any body that sits in them, and feel extremely cushioned despite that they seem to be made of a material that is a cross between marble and crystal.

Shala takes a seat and folds her crystalline hands. She gazes out the window for a moment, concern etched on her features, then turns to the Artist and the Cast.

"The balance on our fair world has been upset," she says, a diamond-like tear running down her cheek. "I'm not just saying this because of the Unwelcome Child, though she certainly is at the root of the problem.

"Centuries ago, when we first formed the global empathic bond amongst our people, we left primitive ideas of religion behind. We came to understand the spiritual and emotional matrix of ourselves, and understand how it cycles and recycles with each new death and birth. It led to nearly a millennium of prosperity among us, even allowing soul-mates to rediscover one another after death. But recently, that has changed.

"It seems a small portion of our population, all of whom so far as we can tell are amongst those who are unduly affected by the Unwelcome Child, have rediscovered religion. It started not long after the Daleks attacked and—thanks to you—were driven off." She gives the Artist's hand a squeeze. "Some of them have somehow withdrawn from the bond we all share. Others have used it to poison the thoughts and feelings of even

more." She looks disgusted. "They call themselves the Sect of the Red Queen.

"While normally we would be saddened and somewhat disturbed by members of our society choosing to distance themselves from the rest of us, we're not...what's the Earth word...fascists? We believe in free thought and will, and those who choose to withdraw from the thought matrix are free to do so. It leaves a brief emptiness and sadness for the rest of us, but who are we to stop those who wish to no longer be a part of the greater whole? No, the problem comes not from their choice to leave our bond, nor from their need for a Goddess figure in that cursed star. Rather, it comes from the violence. This sect of theirs, it is dark. There have been disappearances, killings. We have found exsanguinated bodies, two or three a month, laid out in the public square, always on the second morning of the Unwelcome Child. There have also been threats. Anonymous letters mailed to the Council Hall threatening a revolution, the rise of this Red Queen of theirs, and even the destruction of our entire world to feed their cursed star. Something about providing energy for a new empire.

"I don't know what I'm asking of you," she says. "But you've helped us before. We're just frustrated and frightened. They began targeting public officials recently, and we don't even know who they are. Those poor souls we keep restrained in the sanatorium during the Child's appearances have been raving about the coming of this 'Queen,' lately, leading us to fear that the Sect has gotten into the heads of all those adversely affected by the Child."

Shala is clearly at her wit's end, with no idea what to do, but she also clearly thinks this cult is a real threat to the Cygni.

### THE TRUTH

THE CULT ARE PAWNS OF THE QUEEN OF TIME, WHO IS EXPERIMENTING ON THE UNWELCOME CHILD IN AN EFFORT TO REPRODUCE THE EXPERIMENT THAT CREATED THE EYE OF HARMONY SO MANY MILLENNIA AGO. THE CULT LEADERS ARE

DROSMIANS IN DISGUISE. THEY DRINK THE BLOOD FROM THE BODIES, CLAIMING IT TO BE A BLESSED RITUAL ONLY SUITED TO HIGH PRIESTS. IN TRUTH, IT'S A DELICACY FOR THEM.

THE SACRIFICES SERVE ANOTHER PURPOSE, THOUGH. THE QUEEN HAS CONSTRUCTED A PSYCHIC COLLECTOR, WHICH COLLECTS THE PSYCHIC ENERGIES OF THE SACRIFICES AND FEEDS THEM INTO THE UNWELCOME CHILD, ALLOWING HER TO FINE-TUNE ITS OUTPUT, EVENTUALLY REDUCING IT TO A CONTROLLED BLACK HOLE. SHE KNOWS THAT THIS PARTICULAR WORLD WON'T BE THE FINAL STAGE OF THE EXPERIMENT. IT'S JUST A START, BUT IN HER MAD QUEST TO RE-ESTABLISH HER WORLD AND PEOPLE, SHE'LL SACRIFICE ANYONE, AND ANY WORLD.

IT'S POSSIBLE THAT THE ARTIST CAN PIECE TOGETHER THE FACT THAT USING PSYCHIC ENERGY TO CONTROL THE EVOLUTION OF A STAR IS WORKABLE. KEEP IN MIND, THE QUEEN IS BRUTALIZING HIM. SHE WANTS HIM TO FIGURE THIS OUT, AND TRACK HIM. TO THAT END, IT'S POSSIBLE HE MAY FIND BITS OF GALLIFREYAN TECH, OR GALLIFREYAN ENERGY READINGS SOMEWHERE ON THE PLANET.

5. At some point, if the Cast doesn't go to talk to the inmates, someone will inform Shala that there's been a breakout; all of the prisoners have been sprung from the sanatorium, and there was a bloodbath in the process. The trail of the breakout can lead them to the underground of Ixion, where they may be set upon by cultists, or may stumble upon a ritual and be captured that way. In any case, there are too many cultists for them to effectively fight them off.
6. They're taken prisoner. Kill one or more of them if need be. Mostly, however, the cultists will use non-lethal force; they want them for sacrifice. They are frisked, and Chuck's Sonic Screwdriver taken from him. A second Cygni removes the Artist's Sonic Screwdriver from his pocket, knowing exactly where to go in to get it. Once captured, the Artist is separated from the Cast, who watch as he's strapped into a chair, and an oddly emotionless Cygni orders, "Bring the crown." A Perception and Notice check at -3 will note that he has a subtly flashing LED on his hip.

7. The Cygni bring a circlet of metal with a triangular dip at the front, and a bluish gem resembling the emitter of the Artist's Sonic Screwdriver. The Artist will, with a Simple Intelligence Test, recognize the device for what it is: a highly illegal Gallifreyan device named the Crown of Thorns, which is good for little more than torture by drawing to the surface all of the worst moment's of the victim's life, twisting them, and combining them into one very real (to the victim) Hell. The Cygni places the crown on the Artist's head. As his screams echo through the chambers, the rest of the Cast are dragged away to a cell, where, they are told, they will wait for the time when their blood will honor the Red Queen (Roll randomly; on an odd result they don't say "Red Queen," but "Queen of Time"). The Artist's torture will last for hours, until he's completely worn down and near-catatonic. All the while, the Cygni will whisper to him that it can all end if he only begs *her* to free him and swears to join *her*. If he asks who "She" is, they'll tell him, "The Queen. The Red Queen. The builder of empires. She who turns the Red Child to the Black Void. She who wants you to know what she has suffered. Her. The *Other*."

Then, they'll take off the crown, spilling him to the floor, and say, "She knows that which she needs. And she has told you that which she will. When she is ready, you will find her."

Meanwhile back at the cages...the Cast stews, doubtless looking for a way out, when a strikingly beautiful Cygni woman wearing a sweeping cape seems to appear out of nowhere. She looks paranoid, on the edge of freaking out, but moves silently. Her head moves side to side, looking all around.

"Please," she says. "I don't have much time. Do you want out of here? Can you help your friend?"

If they question her, she claims to be a valet of Shala named Angelique who was sent to follow them by virtue of her





stealth abilities, but she needs to get back and report this to the authorities. She'll let the Cast out of their cages but considers them too much of a liability to accompany her. She also says that their sonic screwdrivers are being held in a "golden box of some sort" in the main temple chamber. She then kneels down and looks closely at the lock. A Perception and Notice (Hearing) at -3 hears a faint sound similar to a sonic screwdriver. The lock pops, she smiles at the Cast, says "Good Luck," and runs off down the hall. By the time they get out of their cage, she's nowhere to be seen.

From here it's up to the Cast. They have to uncover the drosmian influence, kill the drosmians, destroy the psychic matrix collector (also located in the temple chamber; it's a huge TARDIS-like machine, clearly cobbled together from Gallifreyan parts. Even the Cast, with their passing familiarity with the looks of the tech, can see this with a Perception and Intelligence Task). The center of the collection matrix looks like the heart of a TARDIS, only it beats blood red instead of blue, and there are small radar-dish-like protrusions all around it. An Intelligence and Electronics, Engineering, Mechanics, or Systems Operations (TARDIS) roll can destroy the thing spectacularly. The Artist and Emilie, with a Simple Perception Test, can sense that the machine is not only absorbing, but emitting empathic and telepathic waves; it could very well be the source of the

psychotic breaks suffered by many of the folk of the world. The Artist, with more than 3 successes on the Systems Operations roll, can determine that the frequencies of the waves it's emitting would eventually turn this sun into a controlled black hole...just like the Eye of Harmony.

As the Cast fights off the bad guys, they hear the distinct sound of a TARDIS, though it sounds higher-pitched, more whiny than the Artist's. An Intelligence and Systems Operations (TARDIS) roll by the Artist will reveal that it's the sound of a *Battle TARDIS* de-materializing. Then, suddenly, burned into the wall behind them, the Cast will see the words, "We will meet again."

As the confused Cygni mill around after the destruction of the matrix collector, the Cygni authorities arrive and begin to take everyone into custody. They thank the Cast, as Shala steps forward, thrilled that everyone is all right. If the Cast questions her, she has no valet and knows no one named Angelique...

Now that the cult has been broken and the psychic collection matrix destroyed, the authorities think things will be back to normal on Ixion soon.

For complete stats on Cygni culture, the Unwelcome Child, and the Cult of the Red Queen, see *Aliens and Enemies, Old and New*, page 29.

# EPISODE 4: THE RUINS OF SKARO

BASED ON AN IDEA POSTED BY RESIRRaven AT RPGNET

*In which the Cast are diverted to the ruins of the Dalek home world, Skaro, their TARDIS drained of energy, and must effect repairs and survive the traps left behind by the mysterious enemy that has been following them since their adventures began.*

## PRE-CREDITS CUT SCENE

The bizarre, skeletal ship ducked and swerved through the meteor collision, where most vessels would have been pulverized, a testament to the skills of her pilot. Inside, a woman in her late fifties or early sixties worked the controls deftly, wrestling with the stiff flight wheel as a spider-like robot shuffled around in the background.

"That was close, Mistress," it droned.

"Yes, yes it was. I told you not to worry. I've been trained, haven't I? It's funny. One would think after all these years I'd be more on the rusty side, but it seems, as they say on Earth, I haven't lost a trick."

"Yes, Mistress. Were I alive, I fear I might have a feeling of nausea right now," the staccato voice responded as the strange robot clambered into the seat next to her, and an appendage with a suction-cup-like attachment slid from its housing to attach to the sensor panel.

"Leave it to me to program a cheeky robot," she muttered. "Just scan the area. Anything?"

A series of beeps and whistles emitted from the thing. "Yes, Mistress. Readings at Spatial Coordinates XJ-327 by LB-218, six parsecs from here. TARDIS detected."

The woman punched in the coordinates to the nav computer and gasped. "Are you certain of those coordinates?"

"I am always certain, Mistress."

"But...that's Skaro!"

"Affirmative."

She threw a few switches over her head and looked grim. "Well, out of the frying pan, so they say. I suppose we're headed for Skaro, then, aren't we? You'd best start rigging up whatever defenses you can on this bucket. We might need them."

## SEQUENCE OF EVENTS

1. The TARDIS, en route to Woodstock in 1969, finds itself mysteriously detoured...to the dead remains of the planet Skaro. The skies are shot through with streaks of sickly green radiation, and

a cold wind blows over the desert-like world. What's worse, the TARDIS seems dead, its heart not beating and not the faintest sign of power. In fact, the control panel seems burned completely out. Just as all hope seems lost, however, the heart beats once, slowly, and the vessel shudders, as though in agony. Last but not least, with a Perception and Notice Task, the Artist will discover that he somehow set the coordinates to land here, and then programmed the ship to override the central controls and vent all artron energy. The only thing that is certain is that without repairs and a source of power, the TARDIS will die, permanently.

2. The Cast may be able to detect the ruins of the Dalek city nearby with self-contained technology aboard the TARDIS. If there's any equipment left, the Artist may, with the help of Chuck and James, be able to rig up repairs and establish a refueling. As they exit the ship, they note it's taken the form of a blasted-out Dalek shell. They're on a battlefield that is littered with the things. A Simple Perception Test by the Artist or Emilie reveals psychic "residue" in the area. A Perception and Notice Task catches just a flicker of movement in the distance amongst some wreckage, but closer investigation reveals only dead Daleks and war machines. Off in the distance, the spires of the city are faintly visible. It's about a day's walk; there is still some ambient radiation which will require the Cast to use breathers that the Artist has on board his ship; for once these don't look ridiculous, but look rather like oxygen breathers without the enormous tank attached. They consist of a tube that hooks over the ears and enters the nose, providing air purification and



sending anti-radiation medicine through the nasal membranes into the bloodstream. The tube hooks to a small canister that hangs from the hip of the wearer and will last for over a week before needing replenished.

3. Travel to the city goes uneventfully...mostly. Play up the paranoia of being on the Dalek homeworld with psychic flashes of the devastation for Emilie, and "Did you see what I just saw?" moments for the rest of the Cast. Call for fear checks for no apparent reason, just from the sheer paranoia of the place. Also call for Perception and Notice checks every so often and on a success indicate, "Was that rock formation/Dalek shell/piece of junk there a minute ago?" But have someone else insist "yeah, It's always been there." In reality, this is the TARDIS staggering after the Cast, afraid to be left alone. She is dying, but such is her paranoia that she can't stand for them to leave her. Still, she's afraid that if she reveals herself as a Type 102, the Artist might abandon her. Eventually, when the Cast arrives at the city, the Artist will discover that the TARDIS has followed them there when it appears nearby wherever they eventually set up camp. It will make the telltale noise in this case, so as not to arouse suspicion, but the noise will be weak and sickly sounding.



Things only get worse when they arrive at the city, a blasted-out ruin with almost nothing left. The charred husks of Dalek shells and their mutant occupants lie all around, a testament to the destruction of

the Time War. If they didn't think to bring any, food could also be a problem, since Dalek mutants don't eat like humans do; rather, they're fed nutrients through their cybernetic shell, and these nutrients may be unpalatable at best to humans....

4. Most of the industrial facilities on Skaro are devoted to warfare. Fortunately, this means they produced spacefaring technology, and at any one of them the Artist, with help, should be able to scavenge what he needs, given d4 days' labor and help from his mechanic and scientist friends. Unfortunately, that's also when things get interesting...in a bad way. At some point, while salvaging equipment, the Artist uncovers what appears to be a working control panel (perhaps he hears a faint clicking sound and/or sees a barely visible blinking light). If (when) he goes to investigate, he finds his gaze drawn inexorably upward, where scrawled upon the wall in luminous paint is the following greeting:

I told you we would meet again.  
Welcome to my—and your—nightmare, "Artist."  
It's time for you, as the humans say, to pay your dues.

Give a Perception and Notice Task for the Artist to realize he's standing on a pressure pad which has begun to flash beneath his foot. At this point, the entire place begins to shudder as pieces of junk fall away to reveal fully functional machine works, and an automated factory at full production capability. What's worse, Dalek shells roll off the line and immediately begin attacking the cast! Fortunately, without mutants embedded in them, these shells are a bit weaker than living Daleks (no force field, meaning they can be attacked with heavy blunt objects and smashed) but are still quite deadly. Also unlike your standard Daleks, these do not shout "Exterminate!" but are deathly quiet, having no living organism inside them to communicate. As the Artist turns to flee, he should also discover a mini-disc labeled with his name and the word "Listen" on it. When the Artist listens to the disc (via emergency power



from the TARDIS, jury-rigging a player from Dalek technology, or what-have-you), he hears a female voice say the following:

"Hello, Love. I assume I need no introduction; if by now you haven't noticed me following you through time and space, well, you're far more daft than I thought. And just to put your doubts to rest, yes, my dear, it's true. You're not as all alone in the universe as you thought. Every destroyed civilization has refugees, after all, doesn't it?"

"But back to business. Oh, isn't this little game of ours fun? I do hope you've enjoyed the ever-so-small challenges I've set in your path. I know I have. And now it's time for one more. Somewhere on this putrid, dead rock I've linked a series of reactor cores directly into the planet core, which, in case you haven't been attending class, means the planet will explode after they build to critical mass. Now that you've activated the machinery, I give it perhaps two days before what's left of Skaro goes up in a nuclear fire the likes of which, well, could turn it into a new star, couldn't it? You could, of course, run through the city shutting down reactors one by one, but that would take just a tick longer than you've got, wouldn't it? Or, you could try and find the central link to the chain. Shutting that one down just might stop the others. Or it may not. Or, you could simply fix your TARDIS and run. Run for your life like the coward you've always been."

"Have fun, darling. Best of luck, and I'll see you soon! Until then, Love! Ta!"

5. Here begins a mad race through the city, as the Cast needs to avoid these animated defense systems while constructing an artron energy converter/collector to refuel the TARDIS, and hopefully stopping the remains of Skaro from turning into a new star, which could have disastrous effects on the quadrant. If the Cast wants to know how long it'll take to affect repairs and get off the planet, roll a D12, then have the Cast make Intelligence and Mechanics, Engineering, or Science (Physics) rolls. The combined success levels of these rolls subtract from the result of the D12 roll to determine the number of days the Cast will need to get up and running again, assuming no complications. Success levels should not be able to reduce the needed time to less than two days, however; the escape should be by the skin of their teeth, at minimum. Once or twice, if needed, the Cast can be the beneficiaries of a mysterious savior who disappears shortly after helping them. This savior might even look a lot

like Angelique, the mysterious Cygni who helped them on Ixion. If the Cast decides to track down the central computer and stop it, play it out. Let them construct a tracking device to follow the control signals to their source, the main computer of the link. This will require them following the daisy chain from one system to another, back to the source, and will take D4 days, minus success levels on the Perception and Notice (or Systems Operations) roll to follow the signal (Minimum 1 day), and the central core should be heavily guarded by Dalek drones.

6. Help eventually arrives in the form of a sleek black timeship, but what comes out of the ship when it lands should terrify anyone—a strange spider-like machine that appears to have been cobbled together from both Cyberman and Dalek technology! Should the PCs attack this machine will handily defeat them, but will not kill them. When the PCs are ready to talk, the machine's creator finally emerges from the timeship to speak with them...she is none other than Susan Foreman, the Doctor's long-forgotten granddaughter, now elderly.

She introduces the strange, spider-like robot as Spotalfriperaxtoriundar, or "Spot," as she calls it. It's a "pet" of sorts that she devised from the same salvaged technology used to build her ship. explains that decades after the Dalek invasion of Earth, she was pulled out of time to assist her grandfather in an adventure in the Gallifreyan "Death Zone," but when she was returned, she was placed in the wrong century, the year 1985, where she obtained a job as a computer analyst for U.N.I.T. While she missed her husband in 2165, she adjusted to her new life, and even made the acquaintance of one of her grandfather's former companions, a Miss Sarah Jane Smith. Then, in 2007, strange portals opened to disgorge horrible silver humanoids seeking to "delete" or "upgrade" any humans they could find. Though there were only a





few of these "Cybermen"—unknown to Susan, members of the invasion force from *Army of Ghosts / Doomsday* that had somehow been led astray—they fought hard and well, killing many of Susan's adopted people... including her husband. Susan is now searching desperately for her grandfather, utilizing abandoned Dalek and Cyberman technology. What she has found has terrified her. Where are the Time Lords? What has happened to Gallifrey? What was the truth behind the sudden and deadly invasion of Cybermen?

Susan agrees to help the Cast, on the condition that they help her find the Doctor...a proposal the Artist should be more than willing to accept. If he questions her story, the Artist will know her as a Time Lord, and going through his collection of "Doctor ephemera" will find photographs of a much younger Susan, still recognizable as the same woman. Also, the voice on the disc does not match Susan's voice, and if further confirmation is needed Emilie's Cognition powers will be able to get a flash of the woman who made the disc; she's much younger than Susan, with a mad, sinister gleam in her eye.

7. Susan will gladly allow her vessel to be dismantled for parts at the chance to have the joy of traveling in a TARDIS again, which she describes as a "sports car compared to this rusty old compact job." Unfortunately, this still requires time and effort, and the Cast will be exposed to drone fire while they work. Susan's "pet", Spot, will be of some use protecting the Cast from the Dalek drones, and Susan herself can provide two energy weapons resembling a cross between Thompson sub-machineguns and Dalek energy weapons. Unfortunately, to work these weapons need to be hardwired into the power center of her vessel and so are far from portable. But as the Cast nears completion of repairs, the drones descend upon their vessel *en masse*, and a desperate fight for survival begins, while

Susan, the Artist, and presumably Chuck and James try and work repairs as quickly as possible. During the fight, Spot should take a nasty hit and collapse, sparking and twitching, its single-eye fading in and out. Susan will panic, cry its name, and run to it, her own safety be damned. Just as she reaches the poor creature, however, it explodes, knocking her backwards into a full somersault that sends her staggering back to her feet...just in time to get winged by a Dalek energy weapon. With a scream, Susan Foreman falls to the ground, a charred mess that somehow, miraculously, is still alive and dragging herself back towards the bunkers set up by the Cast. Give Davan, Emilie, or Don a chance for an heroic "rescue," dodging amongst energy fire and explosions to get the poor woman back behind cover just as repairs are finished, and the TARDIS roars back to life. The Artist will likely call everyone into the ship (if they don't run in on their own). As someone leans down to try and treat Susan's wounds, she pushes them away, telling them to let her lay and give her a moment. Have the Cast make Fear Checks at -4 not to be overcome by the look of her, dying slowly, on the floor.

She'll shoot the Artist a meaningful look, as if to say, "you know what's about to happen; get them away." What she says, however, is, "Do...do they know? Do they know what's happening?"

Regardless of what the Artist says in response, she takes the hand of the nearest Cast Member (or preferably, one who failed their Fear Test) and says, "It's all right. I'll be all right. You'll see. But...*Ungh!* you should take a step away, now." With a serene smile, she says, "Trust me. I'm perhaps long overdue for this."

Then, she regenerates. There's a blinding flash of light, as if just for an instant the Cast had all looked directly at the sun. It quickly becomes evident that the light, which at first seemed to surround Susan, is actually emanating from every pore of

her body. She convulses once, violently, her back bent high in the air, her arms out to the sides, then collapses again and lies still as the light subsides. When she is revealed again, it's not Susan laying before them, but a much younger, beautiful woman with strawberry blonde hair and a serene, yet fiery and passionate glint in her gray eyes. She gropes for the control panel, and pulls herself haltingly

to her feet, saying, "Well, that...oh! New voice. New hands. I'm so young!" She gives the Cast a wink and a smirk. "That was a sight to behold, I'll wager."

She then turns to the Artist. "So, how do I look? I'll need new clothes; do you have a wardrobe? And more importantly...where to, next?"

## SUPPORTING CAST, ADVERSARIES, AND VESSELS

For Susan's Second Incarnation, see the *Cast* Appendix (p. 150), as she is designed to be a continuing NPC, and possibly a replacement or additional Cast Member. Susan's first incarnation at age 60 can be found here; certain liberties have been taken since Susan has been out of the picture for some time. There have always been indications, for example, that Susan had psychic abilities. Her stats reflect the idea that she may have developed that potential to a degree during her exile on Earth.

For Dalek drones, see the Dalek writeup (p. 31), remove the force field, reduce Intelligence to -1 and reduce Willpower to -1. If using *AFMBE* for statistics, add the Problem Solving and Teamwork Aspects. Dalek drones are treated as basic Robots controlled from a central computer, and have no skills other than those directly related to combat and destruction.

### SUSAN FOREMAN, FIRST INCARNATION

(PHYSICAL AGE 60, ACTUAL AGE 300+ YEARS)

Str 2	Int 7	LPs: 41
Dex 2	Per 5	EPs: 32
Con 2	Wil 5	Spd: 8
<b>Essence:</b> 39		<b>Drama Points:</b> 5

**Qualities and Drawbacks:** Hard to Kill 5, Honorable 2, Jack of All Trades, Jury Rigging, Obsession (What happened?) 1, Psychic, Resistance (Radiation) 1, Situational Awareness, Starship 7, Time Lord

**Skills:** Brawling 1, Computers 5, Computer Hacking 3, Computer Programming 4, Dodge 3, Engineering (Electronics) 3, Engineering (Mechanical) 3, Engineering (Robotic) 3, First Aid 2, History (Earth) 2, Mechanic 3, Myth and Legend (Various) 1, Notice 4, Science (Physics) 2, Science (Temporal/Dimensional Physics) 2, Smooth Talk 3

**Attack:** By weapon

#### Powers/Metaphysics

Empathy (Reading) Str 3 Art 3

Empathy (Sending) Str 1 Art 1

Telepathy (Reading) Str 3 Art 3

Telepathy (Sending) Str 1 Art 1

#### Gear: Time Ship, "Spot"

*Susan has lived several lifetimes by human standards, in many different eras. Her actual age is over three centuries, though she appears as a roughly 60-year-old human woman. As a teenager (as seen in the original series) alter her stats as follows: increase Dexterity and Constitution by one each, reduce Willpower by one, remove Empathy, and Reduce Telepathy (Reading) to Str 1 Art 1. Also reduce Computer, Dodge, Engineering, and History skills by 2 each.*



ALTHOUGH SPOT AND SUSAN'S TIME SHIP ARE DESTROYED IN THIS EPISODE, A NEW VERSION (SPOT MK. II) COULD BE BUILT, OR OTHER TIME SHIPS SIMILAR TO SUSAN'S COULD BE ENCOUNTERED.

### Spot

Str 8	Int 7	LPs: 74
Dex 5	Per 3	EPs: n/a
Con 3	Wil 1*	Spd: 16
<b>Essence:</b> n/a		

**Qualities and Drawbacks:** Emotionless 3, Increased Life Points 2, Immune to mind-affecting abilities, Natural Armor AV 5, Robot

**Skills:** Brawling 3, Dodge 3, Guns (Fixed Energy Weapon) 3, Pilot (Starship) 1, Systems Operations (Starship Sensors) 3, Systems Operations (Starship Weapons Systems) 2, Navigation (Space) 3, Science (Physics) 2, Science (Temporal Physics) 2, Tactics 1



**Attack:** Clawed Legs D4 x 8 slash/stab, Energy Blast D8 x 5 energy\*\*, Dalek suction arm (successful grapple treated as Str 10; can crush a human skull or break its neck at d4 x 10 bash damage before multipliers for head or neck attack)

\*Spot is incapable of independent thought and only obeys Susan.  
\*\*Stun setting deals Endurance damage instead of Life Point.

### Susan's Time Ship

THIS VESSEL IS CAPABLE OF LIMITED TIME JUMPS, A FEW DECADES AT MOST, AND EACH TIME JUMP USES 25% OF THE SHIP'S REMAINING FUEL. SINCE ALL TOMORROW'S ZOMBIES DOES NOT HAVE A BUILD FOR TIME TRAVEL, I HAVE GIVEN THIS ABILITY A VALUE OF 5 BUILD POINTS. A VESSEL LIKE THE TARDIS WOULD PROBABLY COST IN THE NEIGHBORHOOD OF 20 BUILD POINTS OR MORE, AS IT HAS THE ABILITY TO GO ANYWHERE IN TIME OR SPACE USING MINIMAL FUEL AND EXTREMELY FAST.

### Base Attributes

Size: 0	DC: 200 (base)	Crew: 1 (base)
Acceleration: 6[2]		Accuracy: 4 [4]
Armor Value (Hull): 150 (base)		Armor Value/DC (Shields): 150 (DC 200) [3]
Handling: 4 [6]		Range: Interstellar [4] / Temporal [5]
Max. Speed (Atmospheric): 600 mph (standard)		



### Additional Builds

Emergency Measures [2]
Guns: Fixed, Light (D10x20) + 200 (300) [3]
FTL Engines: 3 [6]
Total Value: 35
Starship Quality Cost: 7 points



# EPISODE 5: BURNOUT

ADAPTED FROM AN IDEA BY THAMILION AT RPG.NET

*In which the Cast, on holiday to Woodstock, discover sinister tinkering going on with the peace-loving concertgoers, and must stop a resurrected evil from spreading its malevolence throughout the universe.*

## PRE-CREDITS CUT SCENE

The machinegun fire clacking of a keyboard that shouldn't exist in this time and place was an exclamation point on the urgency of the moment. A tension so thick it was like velvet curtains hung in the air as the Taskmasters stiffly moved amongst the developers, who scribbled, typed, and muttered with blank, zombie-like expressions locked on their faces. To the last, the workers' bodies were dripping with sweat, their heart rates high and their breathing rapid and shallow.

"Will configuring the fluctuation of the dysfunctional phasers increase the confinement of the electron field?" a Taskmaster demanded.

The developer nodded mutely, then said, "Configuring the processing array of the neutron flow. The strength of the neutron flow has been increased."

"Excellent, slave. Activate the configuration of the neutron flow."

Another developer called out from across the room, her eyes scanning readouts flashing across a screen in green-and-white monochrome glory. "The polarity of the phasers has decreased. Wait...Taskmaster! The core processing of the inertial compensator has been destabilized! Configure the processing array of the omega pulse!"

The heat in this room was getting high, both figuratively and literally. It was nearly time for the Taskmasters to take their leave.

"This is unfortunate," a Taskmaster whispered to his companions. "This one is going to fail as well."

"No matter," replied another. "With each failed attempt, we come closer to success. Consider also the energy we are gathering in the process."

"We should leave, now," said a third. The other two nodded in unison.

The Taskmasters joined their fellows at the doors of the complex and watched as the fires erupted, one after another. Machines sprang to life with an ominous hum and rattle. The Taskmasters sighed.

"Well," one said. "This time, At least, the machines survived. Let us begin again..."

## SEQUENCE OF EVENTS

Desiring a break from their most recent encounter with the devastated war zone of Skaro, the Artist and company decide that a few days of peace, love and music are just the ticket, so they stop by Woodstock. For reference information on the festival, see <http://en.wikipedia.org/wiki/Woodstock>

1. Amazingly, the TARDIS works perfectly and they find themselves in upstate New York the evening before Woodstock after a quick jaunt back to 2007 to drop off Chuck so he can see his family. Exiting the TARDIS, the cast will be concerned to discover that it has taken the appearance of a military issue 3-man Pup Tent. Thankfully there's that whole Perception Field thing associated with it. With the Artist's Psychic Paper, getting in is not a problem, and the Cast are admitted with All-Access press credentials.
2. Day one of the concert passes completely uneventfully. Go over the set list and let the Cast get into the swing of being at Woodstock! Emilie, Susan, and the Artist will both sense one or more psychic presences in the crowd, but these could very well just be latent psychics amongst the hippies present. LSD has the side effect of unlocking psychic potential and letting it run wild, even if only for a few hours, so that could explain things. In the midst of the festivities, Hugh Romney, the stage announcer, makes an announcement that there are reports of a bad batch of Brown Acid going around.
3. Somewhere around the end of day one, someone in the Cast is approached by a girl named Moonbeam, who is obviously quite stoned, asking if they've seen her boyfriend Freddie. She seems to be tripping; her pupils are dilated and she has a thousand-





yard-stare going, like she's looking through them. She's soaked with sweat, her long, arrow-straight, wheat-colored hair matted down. Her breathing is rapid and shallow. She's discarded most of her clothes somewhere and is walking around in pretty much just her panties and lots of beads and hemp jewelry. She looks like she might be at the beginning of a bad trip. When she describes Freddie, she may as well be describing half the guys here. She makes a sour reference to how he'd better not be off with "those other chicks we picked up; it ain't sharin' if it's cheatin'," and staggers off after flashing a peace sign and saying, "Hey, man, Frodo lives!" A Perception and Notice Task (hearing-based, no situational awareness) at -3 reveals her muttering something about the polarity of the neutron flow in the universe as she disappears into the crowd.

4. Day two: this is likely one of the most exciting days of the festival for the Cast. It's the day they get to see Santana, Janis Joplin, Sly and the Family Stone, The Dead, CCR, the Who and, if they can stay up long enough, Jefferson Airplane at 8 a.m. the next day. Unfortunately, this is also where things start to go bad. After Santana's performance, during Canned Heat's set in the late afternoon/early evening, chaos erupts briefly when one of the concert-goers screams in pain and *bursts into flames*. By the time the Cast makes their way to the scene, security has cordoned off the area. The official story is that some wacko hippie soaked himself in gasoline and lit himself up in protest of the Vietnam War. He's burned to ash. There are Men in Black around the area already (a Simple Intelligence Test by Davan reveals that these may be Black Book Saurian agents). The Artist's psychic paper doesn't work on them, and he gets the distinct impression that they now know he's an alien.
5. Scanning for alien tech is fruitless. Something is jamming the TARDIS's

sensors, and the Cast would need a focus—a sample of the alien technology—in order to narrow the focus of the scan to track whoever is behind this. If the Cast investigates by talking to various concert-goers, they can discover that there have been a number of people whose companions disappeared, and rumors of spontaneous combustion are leaking through the crowd. The whisper is to "avoid the Brown Acid, man. That shit'll burn you up." However, also during the course of their investigations, they'll discover a few of the stoned hippies soaked in sweat, breathing heavy, and making references to advanced temporal physics and complicated mathematical equations. In general, whenever the Cast talks to one of the concert-goers, roll a d10; on a result of 1-3, they get someone with an advanced intellect. On a roll of 1, the person refers to the Taskmasters, but then immediately forgets the reference and babbles about something else.

Some random technobabble phrases:

- Decrease the frequency of the replication system.
- The core processing of the pulsar degeneration beam has been stabilized.
- Reverse the frequency of the dysfunctional transporter.
- Will configuring the strength of the prototype data transference beam randomize the phase variance of the plasma injectors? Yes, yes, if the activation circuitry of the dysfunctional holographic projector increases the processing array of the faulty neutron drive.
- It's imperative to redefine the frequency of the generator.

## THE TRUTH

THE LOCAL DRUG DEALERS ARE ACTUALLY WORKING FOR AN "INTERGALACTIC CONGLOMERATE" THAT HAS BEEN SECRETLY PROFITING OFF THE POPULAR HIPPIE MOVEMENT. THE ALIENS HAVE HAD THEIR AGENTS (THE DEALERS) SECRETLY SPIKE THE LSD LABORATORIES AROUND WOODSTOCK, NEW YORK,

WITH A FORMULA THAT INCREASES THE BRAINPOWER OF THE USER EXPONENTIALLY, BUT DESTROYS FREEWILL IN THE PROCESS. UNFORTUNATELY, THE END RESULT IS THAT THE EXCESS ENERGY CREATED BY THE OVER-CLOCKED BRAIN SLOWLY FACILITATES COMBUSTION IN CARBON-BASED LIFE. THIS FORMULA IS BASED OFF OF A CHEMICAL CALLED BURNOUT AND IS A PEST-CONTROL POISON, MARKETED IN A FASHION SIMILAR TO RAID ON OTHER PLANETS. THIS PARTICULAR BURNOUT FORMULA, HOWEVER, CARRIES NANOBOTS IN ITS MATRIX THAT CONVERT USERS INTO CYBERNETIC ORGANISMS, AND THE CONGLOMERATE CONSISTS OF SEVEN CYBERMEN WHO ESCAPED CANARY WHARF VIA VORTEX MANIPULATION. TRAPPED IN THE 60'S, THEY PLAN TO CONVERT THE EARTH, THEN MOVE ON TO THE STARS.

THE CYBERMEN ARE USING THE DRUG ADDICTS AS SCIENTIFIC R&D SLAVE LABOR, AND AS MORE AND MORE PEOPLE COMBUST, THE ENERGY RELEASED IS HARVESTED BY THE ALIENS TO POWER THEIR OWN TECHNOLOGY. THIS RESEARCH AND DEVELOPMENT IS CREATING A PSYCHOTRONIC CONVERSION MATRIX, WHICH WILL HARVEST THE BURNOUT ENERGY OF ALL THE PEOPLE ON EARTH AND BROADCAST IT—ALONG WITH THE NANOBOTS—ANYWHERE IN THE GALAXY WITH ENOUGH POWER TO GET AN ENTIRE PLANET "TRIPPING," READ: UPGRADED. WHEN THE MACHINE IS COMPLETE, AND THEY'VE COLLECTED ENOUGH ENERGY TO GET STARTED FROM THEIR LSD VICTIMS, THEY'LL TURN IT ON THE EARTH FIRST, WHICH WILL GIVE THEM THEIR INITIAL SUPPLY TO BEGIN FARMING IT OUT TO OTHER PLANETS. BUT TO MAKE IT WORK, THEY NEED THE RIGHT COMBINATION OF SOUNDS AND FREQUENCIES. THEY NEED A MUSICAL GENIUS TO PROVIDE THE SOUND WAVE CARRIERS FOR THE NANOBOTS.

#### THEY NEED JIMI HENDRIX.

Amongst the highlights of day two: The Grateful Dead are plagued by technical problems resulting in a really bad set which ends after only four songs. Abbie Hoffman leaps on stage during the Who's performance and grabs Pete Townsend's microphone. He yells, "I think this is a pile of shit! While John Sinclair rots in prison, we're here..."

At this point, Pete Townsend grabs for the microphone and yells, "Back off! Back off my fucking stage!" and smacks Hoffman in the head with his guitar, sending Hoffman careening into the crowd to howls of approval. Again, Intelligence and History reveals that John Sinclair was the founder of the White Panther Party, the white

offshoot of the Black Panthers that was dedicated to the same cultural revolution as their African American forebears.

Also, during Janis Joplin's set, she seems distracted, scanning the crowd. Eventually, she locks eyes with the Artist and Susan (or whatever Cast Members are nearby) and smiles, throwing a wink and a point their way. The rest of her set goes off without a hitch.

6. If the Cast doesn't track her down, Janis might send for them. Once they're all alone, give Perception and Notice Tasks to notice that the watch she wears is awfully high tech for 1969. Once they're alone, she'll drop the charade of being a stoned rock star and say, "Y'all are positively bleedin' Artron energy. Always nice to meet fellow adventurers. Y'all work for the Time Agency, too?" She of course doesn't have a ship here, just her handy Vortex Manipulator on her wrist. She's on a mission, basically, to keep an eye on the 60's. A lot of alien incursions happened starting with Roswell in 48, and her superiors in the Time Agency have assigned her to make sure certain historical events went off without a hitch. Becoming a rock star was a convenient way to get in anywhere, any time, and the "live fast, die young" style of rock stars in the 60's makes for an easy out when it's time to move on. She's here because something's going on at Woodstock. There are traces of alien tech and the footprints of its use everywhere; she thinks it's all tied into the "brown acid" rumor, but she's not sure what's going on just yet. She has a meeting with a contact later, and promises to keep the Cast informed if they promise the same.

#### BURNOUT

THE "BROWN ACID" RUMOR, OF COURSE, IS APOCRYPHAL. THERE IS NO BROWN ACID. BUT IF THE CAST SPECIFICALLY GOES LOOKING FOR IT, THEY WILL UNDOUBTEDLY DRAW THE ATTENTION OF THE TASKMASTERS AND GET SOME BURNOUT. TAKING THE STUFF, HOWEVER, IS INADVISABLE. BURNOUT IS, IN FACT, A NEW, EXPERIMENTAL FORM OF CYBER-CONVERSION THAT RELEASES NANOBOTS INTO THE





BLOODSTREAM OF THE USER, WHICH SLOWLY CONVERT HIS INTERNAL ORGANS TO CYBERNETIC BIO-UNITS. THE PROCESS IS UNREFINED, HOWEVER, AND STILL IN PROGRESS. CURRENTLY IT WILL INCREASE INTELLIGENCE BY D6 (3) POINTS PER HIT, THE JACK OF ALL TRADES QUALITY, AND WILLPOWER BY A COMMENSURATE AMOUNT. IF WILLPOWER REACHES 0, ALL THE CAST MEMBER CAN DO IS WANDER AROUND BLINDLY AND MINDLESSLY THEORIZIZE ABOUT ADVANCED SCIENTIFIC PRINCIPLES. A TRIP LASTS D12 (6) HOURS. FOR EACH HOUR OF THE TRIP, THE CAST MEMBER MUST MAKE A SIMPLE CONSTITUTION TEST AT A CUMULATIVE -1 PENALTY. FAILING THIS TEST MEANS SUFFERING D8 (4) POINTS OF FIRE DAMAGE AS BODY TEMPERATURE SKYROCKETS. IF THIS DAMAGE REDUCES LIFE POINTS TO -10, THE CAST MEMBER SPONTANEOUSLY COMBUSTS.

BURNOUT ALSO UNLEASHES LATENT PSYCHIC POTENTIAL. USERS WILL BE SUSCEPTIBLE TO THE MENTAL COMMANDS OF THE TASKMASTERS, WHO WILL ORDER THEM TO COME TO THE FARM TO BEGIN WORK IMMEDIATELY. USERS RESIST THESE COMMANDS WITH A SIMPLE WILLPOWER TEST, USING MODIFIED WILLPOWER. IF WILLPOWER REACHES 0, THE USER IS UNABLE TO RESIST ANDobeys THE TASKMASTERS WITHOUT QUESTION. THIS PSYCHIC LINK ALSO FORMS A HIVE MIND AMONGST THE COMMUNITY OF USERS, ALLOWING THEM TO WORK TOGETHER ON COMPLEX PROBLEMS.

BURNOUT IS ALSO HIGHLY ADDICTIVE. THE FIRST USE REQUIRES A DIFFICULT CONSTITUTION TEST AT -3, OR THE USER GAINS A 3-POINT ADDICTION DRAWBACK TO THE SUBSTANCE. IT'S POSSIBLE THAT THE TARDIS, WITH A SAMPLE OF THE STUFF AND A GOOD CHEMIST, COULD SYNTHESIZE A DETOXIFYING AGENT THAT ALLOWS TREATMENT OF THE ADDICTION WITHIN WEEKS RATHER THAN THE MONTHS IT NORMALLY TAKES, BUT THIS WOULD INVOLVE A SERIES OF INTELLIGENCE AND CHEMISTRY TASKS, ALL AT -3, REQUIRING SIX CUMULATIVE SUCCESS LEVELS TO COMPLETE.

FINALLY, ATTEMPTING TO SCAN BURNOUT FOR TECH FAILS, AS THE CYBERMEN HAVE BEEN SLICK ENOUGH TO PROGRAM THE NANOBOTS TO BREAK DOWN AND BECOME COMPLETELY INERT THE MOMENT ANY SCANNING OR ANALYSIS BEGINS. THERE WILL BE THE SENSE THAT THERE WAS A TECHNOLOGICAL (MICRO- OR NANOTECH) ELEMENT INVOLVED, BUT THAT IT HAS BROKEN DOWN INTO ITS CORE, BASE ELEMENTS. USING IT TO FOCUS THE SCANNING BEAM IS IMPOSSIBLE.

7. On Day Three, everything goes to Hell. The cases of spontaneous combustion increase, as does Saurian presence on the field. A distinctly un-Woodstock-like sense of paranoia

ripples through the crowd, though there isn't any violence to punctuate it. Rather, Free Love takes off like a rocket and the place is a near orgy as Hippies try to "peacefully" work out their fear. There are whispers of people gone missing, and a rumor that they've been taken to "The Farm," though nobody seems to know just what "The Farm" is or where. They all just "heard some one talking about it."

8. Right around 3:00 a.m., as Crosby, Stills, Nash, and Young are taking the stage, the Cast are again approached by security staff, who say, "Ms. Joplin would like a word," and escort them backstage to the Artists' area, where Janis is waiting, looking concerned. A Perception and Notice Task reveals she's not wearing her Vortex Manipulator. As soon as they're alone, she says, looking terrified, "Jimi isn't here. They—whoever they are—took Hendrix. I know it. I don't know why, but they took Hendrix."
9. She then explains to the Cast that they have more trouble. Last night she went back to her hotel with a sample of the so-called Brown Acid, intending to analyze it, and with a circuit board she got from her contact, which she was going to use to scan for alien tech. She'd barely begun when there was a knock at her door, a high-pitched whining sound, and the door swung open to reveal five Men in Black, all of whom had CIA credentials. They confiscated all of her technology and informed her that she hadn't seen anything, and if she gave them any more trouble she'd become the next artist to die of an overdose in a hotel room. Being a smart young woman, she complied, though she wasn't happy about it. However, also being a smart young woman, she was able to save her Vortex Manipulator, which she's too afraid to wear, so she has it buried...and a single microchip from the board. She knows she should just cut and run, but she's determined to find out what's going on and put a stop to it. She'll happily lead the Cast to the microchip,

which the Artist can scan in his TARDIS. Without its database, the machine is unable to identify the tech, but can track it to what appears to literally be a farm about a mile away.

10. The TARDIS can take them to the farm, but materializes *outside* a barn, while its sensors indicate that the technology is inside; however, something is keeping it from getting in (the Cybermen have set up a Vortex Inhibitor inside the barn, disallowing dimensional-temporal teleport). Inside the barn, a trap door in a back stall leads to an underground research facility where dozens of Burnout users in various stages of combustion and conversion work feverishly at computer terminals, developing the Psychotronic Conversion Matrix, which is a massive structure on a platform at the center of the room. At first, there should be no sign of alien activity; spring this on the Cast suddenly, when Cybermen simply appear.

The Cast could be taken prisoner and presented to the Controller, who demands that the humans be “upgraded” and the Time Lords “deleted,” as they are “unsuitable for upgrade.” Alternately, if the Cast are clever enough, they could sneak into the barn and infiltrate the facility all on their own. See the “Cyberman Research Facility” map on p. 126 for more details.

11. The dilemma the Cast faces now is several-fold: defeat the Cybermen and send them packing, if not kill them; destroy the Psychotronic Conversion Matrix; purify the hippies of Burnout, destroy the advanced technology; and save Jimi Hendrix so he can close out Woodstock! Once inside, let the Cast’s actions dictate the story. Jimi could be in a cell or wired into a conversion matrix in a “basement lab” of the barn, guarded by one or two other Cybermen. There are between 7 and 10 Cybermen in all.

## SUPPORTING CAST

### JANIS JOPLIN, TIME AGENT

Str 2	Int 4	LPs: 45
Dex 4	Per 3	EPs: 32
Con 3	Wil 4	Spd: 14
<b>Essence: 20</b>		<b>Drama Points: 6</b>

**Qualities and Drawbacks:** Addiction (Marijuana Use)\* 2, Adversary (Various) 4, Artistic Talent, Hard to Kill 5, Natural Toughness, Nerves of Steel, Resistance (Poison) 3, Situational Awareness, Secret (Time Agent) 3

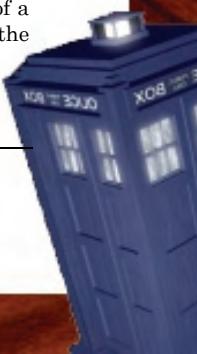
**Skills:** Guns (Pistols) 3, Martial Arts 2, Notice 3, Pilot (Vortex Manipulator) 3, Play Instrument (Guitar) 2, Science (Biology) 2, Science (Temporal Physics) 3, Systems Operations (Time Ship) 2, Singing 4, Systems Operations (Advanced Scanners and Readers) 3

**Attack:** Sonic Blaster D6 x 5 Energy\*\* or other weapon.

**Gear:** Vortex Manipulator, Sonic Blaster, other assorted alien and advanced tech.

\* Contrary to recorded history, Janis is not a heroin addict; whether the woman found dead in the hotel room of a heroin and alcohol overdose was not Janis, or Janis was taken out by the Black Book or another enemy is up to the Chronicler.

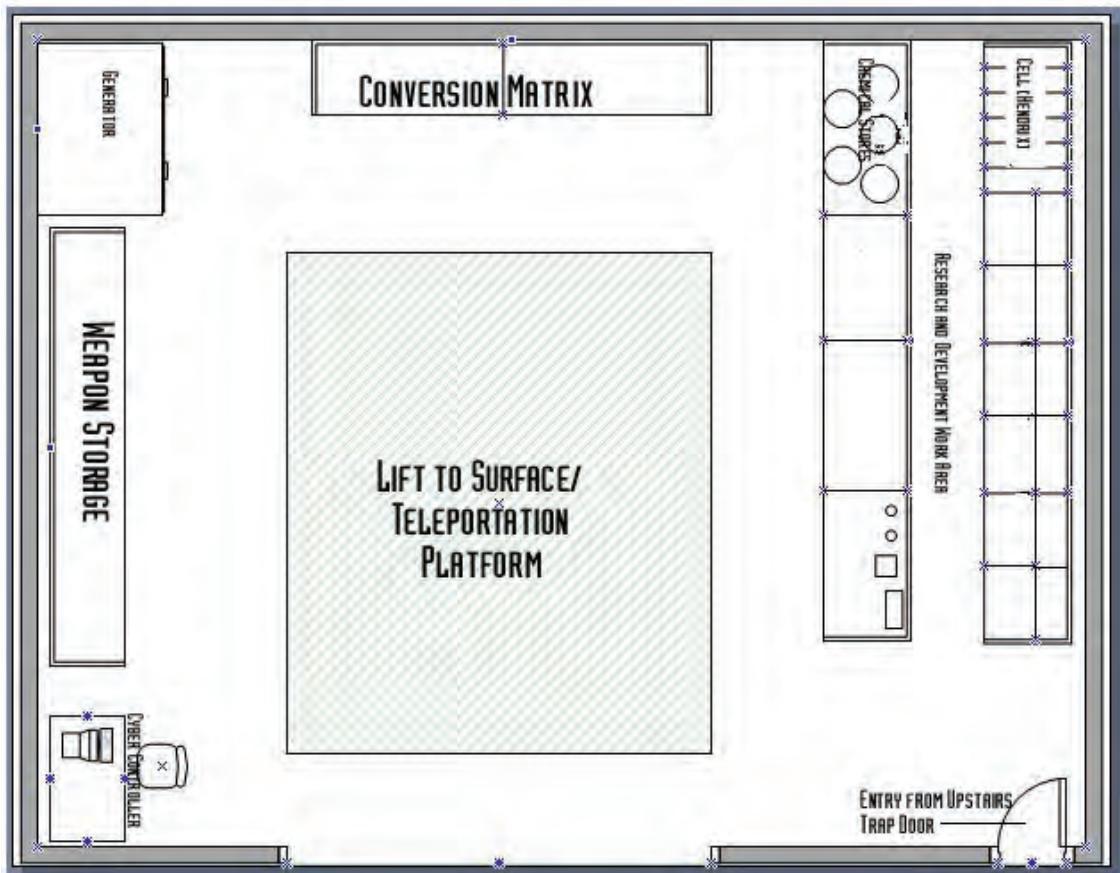
\*\* Stun setting does damage to endurance.



## CYBERMAN RESEARCH FACILITY

THIS FACILITY IS A MASSIVE ROOM, 100 FEET TO A SIDE, LOCATED BENEATH A TYPICAL BARN: SPECIFICALLY, THROUGH A TRAP DOOR LOCATED IN ONE OF THE REAR HORSE STABLES. PERCEPTION AND NOTICE, SIGHT-BASED, WITH SITUATIONAL AWARENESS, WILL LOCATE THE ENTRYWAY. MORE THAN THREE SUCCESS LEVELS ON THE TEST WILL REVEAL THAT THE FLOOR OF THE BARN IS DESIGNED TO OPEN UP, AS THOUGH SOMETHING COULD RAISE THROUGH IT (THE LIFT) BUT NO ACTIVATION SWITCH IS PRESENT UPSTAIRS (THE CYBER CONTROLLER IN THE LAB OPERATES IT).

ONCE THE CAST REACHES THE FACILITY IN THE BASEMENT, THEY WILL SEE THE ALMOST-FINISHED MATRIX, A MASSIVE MACHINE, IN THE CENTER OF THE ROOM, READY TO BE RAISED. THE PLATFORM ITSELF ALSO FUNCTIONS AS AN EMERGENCY TELEPORT AND TEMPORAL SHIFT PLATFORM, CAPABLE OF TRANSPORTING HUMAN-SIZED OBJECTS (SO IT WON'T TAKE THE MATRIX, BUT WILL FUNCTION AS AN ESCAPE ROUTE FOR ONE OR TWO CYBERMEN).



# EPISODE 6: A RIP IN THE WORLD

*In which the Cast journey to World War II to give Davan a dangerous adventure, but where sinister dealings with space-time reveal more about the Artist's adversary, and in which they come to face with the mysterious Queen of Time at last.*

## PRE-CREDITS CUT SCENE

Tan-Mao Bao muttered to himself as he walked through the confines of his small and once-peaceful village. It was funny to reflect that "peace" didn't carry much meaning anymore. Few in China could even remember what Peace felt like: in the 20's (or so he was told) there was the first World War. Then the Communists decided to have their revolution, and the country was torn apart by civil war. Now, the Japanese devils crawled all over Southeast Asia, and the rumor was that millions of Chinese were being put to death, just for being Chinese.

And there he was, in the middle of his small village of people who just wanted to be left alone. Now there was an American air base not even nine kilometers away and the sound of propellers and explosions was a regular occurrence as the Americans fought off the Japanese incursions. Bao thought with more than a little anger that if the American air base wasn't here, the Japs wouldn't have any reason to attack in the first place.

He hugged his bundle of kindling closer and made his way towards home. Then he stopped and whipped his head to the left. There was nothing there...or was there? He could swear he'd seen something out of the corner of his eye, like a ghost in the night. That seemed to happen a lot lately. A wave of cold vertigo passed over him: he caught his balance, and continued on his way.

Until he saw it. It was coming right towards him. Something that shouldn't—no, couldn't—be here.

"Who... What...are you?" He cried.

It came towards him. First at a steady, measured pace, then at a trot, then a full charge. It screamed a battle cry in a language Bao couldn't understand, but Bao understood the grinding of steel as it drew near.

He dropped his kindling and turned to run, only to find himself face-to-face with another, even more inexplicable sight. The thing roared, its arms went high, and Bao dropped to his knees, sobbing.

The sobs turned to a single, piercing scream, the scream to a sick gurgle.

Another wave of cold vertigo swept the village, and all was quiet.

## SEQUENCE OF EVENTS

The TARDIS lands in Guilin, China on June 15, 1942. Its mission: let Davan "play" by flying a mission with the Flying Tigers (U.S. 1st AVG). Exiting, they note that the TARDIS looks like a village hut; unfortunately, they're in the middle of an Army base and there aren't any huts around.

1. It's not difficult to locate the commander of the AVG, General Claire Lee Chenault, and a good Smooth Talk Task or use of the psychic paper will get the Cast settled. Before the military can properly check over Davan's credentials, klaxons go off; word comes in of a Japanese raid on the air base, and Davan finds himself in the cockpit of a Curtiss P-40 Warhawk. The other Cast Members, presumably identified as consultants, advisors, ambassadors, or SOE operatives, are shuffled off to the nearby village in a jeep, where they'll be safe.
2. Davan flies with a squadron of ten against an invading Japanese unit, consisting of twelve Ki-45 "Nick" fighters escorting two medium bombers. Note that there are other squadrons on both sides; this is merely the force Davan's unit is set to go against. Give the Cast plane and pilot stats to play out the battle so they don't get bored. See the end of the episode notes for aircraft and pilot statistics. It's not an easy task, but most of the Flying Tigers have levels in Hot Dog (See *Armageddon: Armed Force*) and high piloting skills, not to mention superior aircraft. Advanced aerial combat rules can be found in *All Tomorrow's Zombies*, or in *Armageddon: Armed Force*. Essentially, Hot Dog allows a re-roll on Piloting-related Tasks once per



- session, per level of Hot Dog possessed by the pilot.
3. Meanwhile, on the ground, the Artist and Susan get a sudden case of vertigo, symbolic of a tear in the fabric of dimensional space. Then, the village in which the Cast are camped is attacked by what can only be described as "Bog Beasts;" creatures of vegetation and muck that rise up and begin consuming villagers with a touch (see p. 26 for stats). Soon, other temporal anomalies occur, including ancient warriors from East Asian history, such as samurai invaders and Chinese Demon Hunters, and perhaps an alien or three, pop up to harass the Cast.
  4. En route home from the mission, the AVG squadron is harried by *Foo Fighters* into a sudden and mysterious fog bank. Upon returning, several of the pilots have...changed, some amnesiac and some completely insane. Allow Davan a Difficult Intelligence Test to remember a great, swirling void of colors he didn't know existed and which he cannot define, and of seeing the entirety of time, space, the dimensions all layered on top of one another, intertwining, swirling, spinning, falling through the Universe. The sight is incomprehensible and indescribable. Have him make a Simple Willpower Test at -4 (Nerves of Steel offsets this penalty) or gain a random mental drawback from the following list: Paranoid, Recurring Nightmares, Delusions (Random Hallucinations on a failed Willpower Test), or other Mental or Emotional Problems (level 1) of your choice.
  5. After the return of the squadron, more temporal anomalies occur. This time, however, during the chaos, allow Perception and Notice Tasks. Success indicates that the Cast Member notices something strange; strange black uniforms flashed at a distance, odd lights or sounds coming from an outlying hut (but this only on multiple—4+ for mundanes, 2+ for psychics and Time Lords—Success Levels; otherwise they don't even notice the hut), etc. If the Cast attempts to approach the isolated hut, they find it unguarded and locked. Not just locked...but *deadlocked*. Also, beneath the fob exterior, which appears to be mud and clay like the rest of the huts, is a wall of reinforced steel. And yes, it is shielded from internal scans. This time, however, there is a distinct Gallifreyan signature about the technology used. Performing surveillance on the hut will eventually reveal one or more men in SS uniforms going into or out of the building. It would seem the Nazis have a contingent here, probably working undercover for the Japanese. But what's with the Gallifreyan tech? It probably won't be too much of a leap for the Artist and Susan to put that one together. Their old friend The Queen is likely at work, here. Telling the Americans about it is one possibility, but if there are Nazis operating with advanced alien technology that can bend time and tear dimensions, the army might not be able to stop them, and having them assault the base could end up in the destruction of the Flying Tigers.

**THE QUEEN IS EXPERIMENTING WITH EXPOSING HUMANS TO THE TIME VORTEX, TO SEE IF THEY'RE PSYCHOLOGICALLY Viable TO BE GENETICALLY ALTERED INTO A NEW TIME LORD RACE. THE TEARS IN REALITY ARE CREATING THE BOG BEASTS AND FOO FIGHTERS, AND CLOSING THE RIFTS WILL STOP THE MONSTERS. THE PILOTS, SADLY, CAN'T BE FIXED. THE AMNESIACS ARE THOSE WHO LOOKED INTO THE VORTEX AND "RAN AWAY," THE MAD ONES ARE PERMANENTLY MAD. ONE OR TWO MAY EVENTUALLY REMEMBER WHAT THEY SAW AND PROCESS IT, BUT NONE SAVE POTENTIALLY DAVAN WILL EVER REMOTELY UNDERSTAND WHAT IT WAS.**

- THE TRUTH IS, THE HUT IS THE QUEEN'S TARDIS, AND SHE'S USING THE NAZIS AS PAWNS IN HER SCHEMES, OFFERING THEM TECHNOLOGY IN EXCHANGE FOR THEIR ASSISTANCE IN HER EXPERIMENTS. SHE NEEDS TIME LORD DNA TO HELP MUTATE HUMANS INTO A NEW RACE OF TIME LORDS, AND THE MORE SHE HAS, THE BETTER HER GENE POOL BECOMES. SINCE THE TARDIS IS, IN FACT, A BATTLE TARDIS, IT CAN EASILY TAKE OUT AN AIRBASE IN WORLD WAR II IF THE ARMY DECIDES TO ASSAULT IT. AND THAT WOULD BE DISASTROUS**
6. One night, as the Cast sleeps, another time shift happens, which knocks any waking Cast Members senseless. Roll Perception and Notice to see if sleeping

Cast are awakened momentarily (then knocked back out again); there is a flash of light, a jar like the inside of the TARDIS has been ripped open, and the sound and feeling of an explosion inside each of their heads. Then blackness closes in.

7. Give The Artist and Susan Consciousness Checks at -5 to come to, bound and gagged, in the custody of the Nazis, who secret them into the hut, which, it turns out, is dimensionally transcendent. Otherwise, they wake up bound to tables, stripped naked. With very little comment, the Nazis subject to horrific experiments, all under the direction of a shadowy female figure with waves of dark, curly hair, dressed in a scarlet silk blouse, a crimson velvet long coat, and black leather pants; both will recognize her voice as that of the Queen. There is an air of familiarity about her, but the Artist can't place her.

She refuses at first to speak to the Artist or Susan; she merely directs the experiments, which involve extraction of blood and tissue from various places on their bodies, and near-vivisection surgery, though the Queen demands that the two be kept alive and not allowed to regenerate. Eventually, if they keep demanding what she wants from them, she'll tell them they should be honored; they're to become a new Adam and Eve, in Earth terms. She may caustically and cruelly flirt with the Artist, straddling him and pumping, saying things such as, "What's the matter? Don't find me attractive? And what of this one, on the other table? Is this your wife, Artist? Or perhaps a new whore?"

With an Intelligence and Notice Task at -3 the Artist will at last recognize her as a Time Lord he knew in passing at the Academy, who fought in the wars, but was never known as a brilliant scientist; rather, she was more a philosopher. With more than two Success Levels he will remember her name: Persephone, though if he calls her by that name, she laughs hysterically, then suddenly switches gears

to rage, slapping him hard across the face and saying, "Don't you *dare* call me that, you blind, cowardly fool." With a Perception and Notice Task at -4 (for the bad angle), The Artist or Susan will recognize a preserved Dalek in a tank; the Queen seems to be experimenting with the Dalek tissue as well as their own. What's more horrific is that the thing, at one point, *screams* as she cuts pieces from it. It's alive!

8. Meanwhile, the rest of the Cast awakens to find the Artist, Susan, and the TARDIS gone, and that mysterious woman who has followed (and helped) them on a few occasions, laying next to them, unconscious! She still looks entirely human, and is still wearing her cloak; in fact, she's dressed attractively, but anachronistically; riding breeches, high boots, a frilly, off-shoulder blouse and corset of black and red velvet, trimmed with white lace, and her cape. If the Cast touch her, she screams in fear, curls up into the fetal position for a moment, then skitters away and leaps to her feet, eyes darting back and forth in panic. "What have you done to me?" she demands. She seems panicked.

She will, if pressed, introduce herself as Angelique...just Angelique, claiming she has no surname. If asked how and why she keeps following them through time, she acts confused, saying things such as, "Following you through time? Yes, I suppose I do seem to be doing that, don't I?" She'll be vague and evasive about her answers the entire time, and seems worried about whether or not she can trust the Cast, and genuinely confused about her current situation. She keeps looking at herself, running her hands over herself, as if really trying to figure out what's going on. Eventually she'll want to know "Where is your friend? The one I helped you save on Ixion?" If they claim not to know (which they likely will) she'll say "Well, we should find him, shouldn't we?" Even in the



absence of the TARDIS, she'll insist that he's still here, again merely saying, "I know, all right? I just know." if pressed how she knows.

Now the Cast has a problem; they have a new ally, but have lost their TARDIS and Time Lord. Worse, there are Nazis around, and their new friend Angelique is insistent that the Flying Tigers would be decimated if they tried to handle this with brute force. "First," she says, "We need to find your friend, and take care of the alien threat. Then, once that's done, your army can round up the Nazis. You humans are so impatient; first things first, please." Of course, if they catch the "you humans," bit, her response to "what are you" will be, "Angelique." She says she's not a Time Lord, but she has been with the Time Lords. She says she's young, but doesn't know exactly how young. Her voice does not match that of the Queen.

Angelique is not much help in a fight; though she has high attributes, she has no combat training. Her combat moves generally tend towards sweeping her cloak over an enemy, leaving him inexplicably disoriented, followed by a punch to the throat, which she misses as often as not. However, she has incredible senses; she reads as psychic and seems to always have a way of knowing exactly where everyone and everything is. She is also fast to the point of being nigh invisible when she moves. Any psychics who try and read her will see an incomprehensible depth, full of colors and shapes they can't define, which blast the rational mind (they are looking into the Time Vortex; same effect as Davan). She is, however, an expert pilot and flies almost as though she were one with the ship or aircraft (which she is). She also seems to have a hidden sonic screwdriver somewhere; the cast will hear, but never see, this device.

FOR THOSE WHO HAVE NOT YET FIGURED IT OUT, ANGELIQUE IS THE ARTIST'S TARDIS. SHE IS THE ONLY TYPE 102 IN EXISTENCE, BUT HASN'T REVEALED HERSELF OUT OF TERROR THAT THE ARTIST MIGHT BE ANGRY OR FREAKED OUT, AND LEAVE HER. SHE'S EMOTIONALLY SCARRED BY THE TIME WAR

AND SUFFERS FROM PARANOIA AND DELUSIONS THAT SHE'S FRAILER THAN SHE REALLY IS (WHICH ARE EXCELLENT EXCUSES TO USE HER AS A RECURRING SUPPORTING CAST WHO DOESN'T OVERSHADOW THE REGULAR PLAYER CHARACTERS). IF SHE FORGETS TO CLOAK HER FUNCTIONS WHILE IN HUMAN FORM, SHE MAY MAKE THE "TARDIS VROOT" WHEN SHE TELEPORTS (IN AN EMERGENCY, ROLL A D10; ON A RESULT OF 1, THE SOUND IS HEARD). HER SECRET WILL BE REVEALED THE FIRST TIME THE CAST GETS INTO A REAL JAM, WHEN SHE SAYS, "QUICKLY! TO ME!" AT WHICH POINT SHE'LL THROW HER CLOAK OVER THE CAST, AND THEY FIND THEMSELVES IN THE TARDIS! ONCE THIS HAPPENS, SHE GIVES HERSELF UP, AND WILL BRASHFULLY REVEAL HERSELF TO THE ARTIST LATER, BEGGING HIM NOT TO LEAVE HER ALONE WITH THE NIGHTMARES. WHAT EVEN ANGELIQUE DOES NOT KNOW IS THAT SHE IS, IN FACT, REGENERATED FROM THE REMAINS OF COMPASSION, WHO WAS DESTROYED AT THE CLIMAX OF THE TIME WAR. SEE P. 86 FOR MORE INFORMATION. ANGELIQUE CAN NEITHER PILOT HERSELF, SAVE FOR SHORT DISTANCE HOPS, NOR CAN SHE ENTER ANOTHER TARDIS; THIS WOULD CAUSE A TEMPORAL EXPLOSION AND BACKLASH THAT AT VERY LEAST WOULD RESULT IN GREAT DISCOMFORT, UNCONSCIOUSNESS, AND INJURY TO ALL INVOLVED. WORST CASE SCENARIO IS A MASSIVE TEMPORAL RIFT OF APOCALYPTIC PROPORTIONS. THE EXACT CONSEQUENCES, SHOULD THIS HAPPEN, ARE UP TO THE CHRONICLER, BUT AGAIN, AT VERY LEAST IT WOULD KNOCK ANGELIQUE SENSELESS AND PUT HER LIFE IN DANGER, ALONG WITH ALL THOSE INSIDE BOTH TARDISES. THIS IS NOT COMPLETELY IN KEEPING WITH THE TYPE 102 TARDISES DEPICTED IN THE EIGHTH DOCTOR ADVENTURES NOVEL SERIES, IN WHICH COMPASSION, THE PROTOTYPE FOR TYPE 102 TARDISES, TRAVELS IN THE DOCTOR'S TARDIS; IT'S A CREATION SPECIFICALLY OF THIS NETBOOK. CHRONICLERS CAN EXPLAIN IT HOWEVER THEY LIKE; AS FAR AS THE ARTIST KNOWS, A TYPE 102 IS A MYTH, AND SUSAN'S NEVER EVEN HEARD OF ONE. IT IS THE INTENT OF THIS NETBOOK THAT ANGELIQUE IS AN ORIGINAL, ACCIDENTAL MODEL 102 WHO HASN'T BEEN PERFECTED; HER INABILITY TO EXIST INSIDE ANOTHER TARDIS COULD BE DUE TO HER EARLY STAGE OF DEVELOPMENT, OR FROM THE BREACH THAT OCCURRED DURING COMPASSION'S SACRIFICE.

9. Once the Cast finds the hut, Angelique insists that she cannot enter there or it would be catastrophic. She can, however, help them get inside, though it will tax her abilities to their very limit. She seems terrified at the prospect of whatever she has to do, but is of the opinion it's the only way. She will then, with their agreement, fade from view, then re-appear occupying the same space as the door of the hut. She



lets out an ear-piercing scream that sounds almost mechanical, and is expelled violently as the door to the hut swings open. She collapses on the ground, charred and burned, but says, "The deadlock is broken. Quickly, before they restore it. Go!"

10. From here the Episode is fairly open-ended; the battle through the corridors of the Queen's TARDIS can be as long or short as the Cast desires; her TARDIS is a Battle TARDIS and isn't as sentient as the Artist's; as it is designed for battle and research, its interior is not as complex as an exploratory model. Thus, the episode can have the Cast fighting through corridors against Nazis, occasionally coming upon plush living areas. The Chronicler should switch back and forth between the Artist, Susan, and the Queen, and the Cast, as the Queen goes about her experiments, mostly unaware that her ship has been breached. If pressed by the Artist, she'll demonstrate an experiment; the SS will bring a Chinaman in, strapped to a gurney. She will proceed to inject him with a formula made from the Artist's blood and material from the Dalek, then will expose him to targeted radiation, causing him to scream and writhe, while she explains that his DNA is being rewritten to a higher form. Then she'll produce a luger and say, "I've always enjoyed these. So brutal, so base, the way they kill. It's not clean; there's blood and internal damage, and pain. This is a weapon of war. Shall we end his pain?" And she'll shoot the man. As he screams in agony, bleeding out, she runs to him and whispers, "It's happening. Do you feel it? Just let go, my dear. Let it happen. Let go." Then she runs back to the Artist and says, "Observe...rebirth!"

Then, before the Artist's eyes, the man *regenerates*...at least, at first. The regeneration quickly breaks down and the man dissolves into a puddle of blood and liquefied flesh, screaming in agony the whole time. "Ah, well," the Time Lady

says, "Still haven't got it quite right. But soon, my love. Soon."

11. The Queen should beat a retreat if threatened, running through her TARDIS to the control room, and taking off, but leaving the Cast and the SS; her TARDIS will simply de-materialize, leaving the undesirables behind. She's not ready for a final showdown just yet. The Chronicler should have her spend a Plot Twist Drama Point to ensure she escapes, if necessary. If, for whatever reason, the Cast manages to fatally wound her, she will regenerate after escaping, thus making her harder to track later on. This series will assume she gets away intact; a third regeneration for the Queen will be up to the Chronicler of an individual game to determine. Finally, she does need Time Lord DNA. It's possible that she could abandon the Artist, so that they continue their game of cat and mouse...but take Susan with her to continue her experiments.
12. Regardless, with the Queen gone, the Artist can use Angelique's sensors and scanners to close the dimensional rifts, and the army can clean up the Nazi contingent in the village. From there, the Cast can gather themselves together and move on. Unfortunately, another malfunction in space-time rocks the TARDIS as it takes off; it could be because of Angelique's method of breaking the deadlock on the Queen's TARDIS, or it could be due to the unstable space-time continuum...but for whatever reason, the TARDIS ends up somewhere that it's utterly impossible for it to go. The Cast emerges after a particularly brutal ride, onto Gallifrey, which appears to be under invasion by a huge Dalek force. A simple Intelligence Test will reveal to the Artist that they've arrived on the final day of the Time War...and both civilizations are about to die. To make matters worse...the TARDIS runs in fear, trapping them there.



## VEHICLES, SUPPORTING CAST, AND ADVERSARIES

The number in parentheses following the DC entry is the point at which aircraft must make Simple Toughness Tests to stay airborne. Every time the plane takes damage thereafter, for every 10 points of damage suffered beyond that, apply a cumulative -1 penalty to further Toughness tests.

### CURTISS P-40 WARHAWK

**Weight:** 8,300; **DC:** 135 (75)

**Speed:** 360/270; **AV:** D8 + 22(26)

**Acceleration:** 30; **Range:** 650

**Toughness:** 4; **Availability:** R

**Handling:** 4; **Accuracy:** 3

**Armament:** (6) .50 machineguns (D10 x 6(30)), 280 Rounds each

**Special:** +2 to Toughness Tests to remain airborne with damage; -2 to Piloting rolls to land the craft, or to perform defensive maneuvers against an enemy behind or below, due to poor rear and ground visibility. Due to their speed and maneuverability, Warhawk pilots gain +1 to all Piloting rolls vs. Ki-45's.



### KAWASAKI Ki-45 TORYU "NICK"

**Weight:** 12,125; **DC:** 220 (110)

**Speed:** 336/224; **AV:** D8 + 20 (24)

**Acceleration:** 25; **Range:** 2,000

**Toughness:** 4; **Availability:** R

**Handling:** 3; **Accuracy:** 3

**Armament:** (1) 20mm machinegun (D10 x 7(35)); (2) 12.7 mm machineguns (D10 x 6 (30)); (2) 7.92 mm machinegun (D8 x 7 (28)) turret-based in tail, 200 Rounds each

**Special:** Can fire at pilots on its six if second crewmember is alive to operate tailgun.



### MITSUBISHI G4M BOMBER "BETTY"

**Weight:** 9800; **DC:** 150

**Speed:** 270/200; **AV:** 75 + D10 x 2 (85)

**Acceleration:** 40; **Range:** 1460

**Toughness:** 4; **Availability:** R

**Handling:** 3

**Primary Armament:** 6 light bombs

**Secondary Armaments:** (3) 7.7mm machineguns in nose, dorsal, and tail turrets D10 x 7(35)



### JOE PILOT\*

Str 3 Int 3

**LPs:** 43

Dex 4 Per 4

**EPs:** 23

Con 3 Wil 3

**Spd:** 14

**Essence:** 20

**Drama Points:** 5



**Qualities and Drawbacks:** Hard to Kill 3, Honorable 1, Hot Dog 1, Natural Toughness, Nerves of Steel, Situational Awareness

**Skills:** Guns (Fixed Aircraft Weapons) 3, Guns (Pistols) 2, Guns (Rifles) 2, Hand Weapon (Knife) 1, Hand Weapon (Spear) 1, Pilot (Fighter or Bomber) 4, Survival (Jungle) 2

**Attack:** By weapon.

**Gear:** .45 Caliber Pistol D8 x 5 (20), General Survival Gear



\*Flying Tigers were elite pilots; Typical Japanese Pilots do not have Hot Dog, have only 2 Drama Points, and Dex and Per of 3 each. However, Japanese Pilots are not above sacrificing their lives in kamikaze attacks; upon impact (Dex + Piloting to hit, opposed by Dex and Piloting to dodge), treat the aircraft itself as a light bomb, inflicting D10 x 40 (200) points of damage at the point of impact out to 5 yards, halved for general effect area (100) to 10 yards, and that halved again (50) at maximum range of 20 yards. If the pilot makes a Difficult Dexterity Test, he may eject before impact.

## SS OFFICER

Str 3	Int 3	<b>LPs:</b> 49
Dex 3	Per 3	<b>EPs:</b> 35
Con 3	Wil 3	<b>Spd:</b> 12
<b>Essence:</b> 20		<b>Drama Points:</b> 3



**Qualities and Drawbacks:** Cruelty (Severe), Emotional Problems (Violent Tendencies) (Mild), Fast Reaction Time (2), Hard to Kill (5), Nerves of Steel (3), Situational Awareness (2)  
**Skills:** Bureaucracy 2, Brawling 2, Cheating 1, Dodge 3, Driving (Car) 2, First Aid 1, Guns (handguns, rifles, submachine guns) 2, Hand Weapon (knives) 2, Intimidation 1, Language (Any two) 2, Military Tactics 2, Notice 3, Questioning 2, Surveillance 2, Streetwise 1

**Attack:** 9mm Luger or MP40 Sub-Machinegun D6 x 4 (12) bullet, or Knife D4 x 3 (6) slash/stab

**Armor:** SS Leather trench coat provides AV of D4(2)

**Gear:** Combat knife, Luger 9mm, pen and notebook, winter clothing, MP40 sub-machinegun

## THE QUEEN OF TIME

(PORTRAYED BY VANESSA MARCIL)

Str 3	Int 7	<b>LPs:</b> 46
Dex 4	Per 3	<b>EPs:</b> 38
Con 4	Wil 4	<b>Spd:</b> 16
<b>Essence:</b> 25		<b>Drama Points:</b> 20



**Qualities and Drawbacks:** Attractiveness 3, Bag of Tricks, Charisma 2, Emotional Problems (abandonment issues; loves and hates her husband) 3, Hard to Kill 10, Incarnation 2, Jack of All Trades, Jury Rigging, Mental Problems (Cruel) 3, Mental Problems (Delusions of Grandeur) 2, Obsession (Revenge against the Artist) 3, Obsession (Restore Time Lords) 3, Psychic, Resistance (Radiation) 1, Situational Awareness, Time Lord, Zealot

**Skills:** Guns (Pistols) 3, Hand Weapon (Sword) 1, Humanities (History, Earth) 2, Humanities (History, Gallifrey) 3, Humanities (Philosophy) 6, Martial Arts (Venusian Aikido) 3, Notice 3, Science (Biology) 3, Science (Chemistry) 3, Science (Physics) 3, Science (Xenobiology) 3, Seduction 4

**Attack:** She has an aversion to direct combat due to emotional scars from the Time War; she passes this off as fighting being beneath her, and lets her pawns do her dirty work. If she must do battle directly, she attacks with a vibrosword D8 x 3 Armor Piercing Slash/Stab, Vortex Manipulation Wand (D8 x 5 Endurance Damage; if Endurance reaches zero, victim sent to a random point in space-time), or Venusian Aikido.

**Powers/Metaphysics:** Mind Control Strength 2(5)\* Art 3(6)\*



**Gear:** Battle TARDIS, Hypersonic Mentalism Control Ring (increases her Mind Control Strength and Art by 3 each), Sonic Blaster, Sonic Screwdriver, Vibro-sword, Vortex Manipulation Wand.

**Notes:** Aside from being quite mad, the Queen herself doesn't know how many regenerations she has left; the Artist's wife stole her current body from its previous owner, Persephone. \*Numbers in Parentheses under Powers indicate enhanced psychic abilities from Control Ring.

### ANGELIQUE (TYPE 102 TARDIS)

(PORTRAYED BY KEIRA KNIGHTLEY)

Str 3	Int 8	DC: 6,000
Dex 7	Per 8	EP's: 90
Con 7	Wil 3	Spd: (Human) 28
<b>Essence:</b> 300		<b>Drama Points:</b> 20



**Qualities and Drawbacks:** Bag of Tricks, Damage Resistant, Emotional Problems (Cruel) 2, Emotional Problems (Fear of Rejection) 3, Honorable 1, Humorless 2, Immortality (Forever Young), Mental Problems (Delusions; Inferiority Complex) 2; Mental Problems (Paranoid) 1, Natural Armor AV 100 + D10 x 5 (125), Situational Awareness

**Skills:** Notice 8, Pilot (Dimensional/Temporal Spacecraft) 10, Pilot (Conventional Plane) 5, Science (All) 5\*, Systems Operations (TARDIS) 10\*

**Attack:** Cloak Whip (Dimensional Transcendence stuns for 1 round) 5, Throat Punch 3

**Powers/Metaphysics:** Psychic

**Gear:** TARDIS interior

\* Reflects TARDIS scanners and analysis computers.



# EPISODE 7: THE END OF HARMONY

In which the Cast are trapped on Gallifrey in the closing days of the Time War, unable to communicate or affect the world, and what's worse...Angelique has vanished. Can they escape before the end of the world, and will the Artist and Susan survive the revelations that await them here?

## PRE-CREDITS CUT SCENE

Lady President Romana stood at the window and gazed out at Gallifrey's burnt orange sky. The second sun was setting on the northern horizon, and all was deceptively peaceful. It was all an illusion, however. Out there – way out there, in the far reaches of the galaxy, there was a war going on, and as loathe as she was to admit it, it was a war her own people began.

She cut a stunning figure in her scarlet, black, and golden robes of office, but she loathed wearing them. She missed the days of her long, tan coat, white scarf and funny hat. She missed being out there, traveling, having adventures with the one man she ever really loved: the Doctor. He was still out there, fighting the war...fighting at her behest and orders.

Gods, what had they become? The Time Lords were sworn to non-interference. They were sworn to uphold and maintain the integrity of the timeline, and what were they doing? Void ships, Black Hole Carriers, N-Forms, temporal surgical strikes. They were attacking their enemy using the best weapon they had: time itself, violating their own sacred laws, but with no higher authority to stop them. Not that they could stop at this point, even if they wanted to. The Daleks were ruthless, and relentless, and were at long last on their mad quest to conquer the universe, and regardless of who started it, now the Time Lords were all that stood between the Daleks and that very brutal conquest.

If Romana were a nail-biter, now would be the perfect time. The war was going badly, and her only consolation was that it was just as bad for the Daleks as for the Time Lords. This was a war of attrition, a war of—it left a bitter taste in her mouth to even think it—extermination. She just hoped it was the Daleks who got wiped out. Somewhere and somewhen out there, a battle was being fought over an ancient and powerful artifact they'd previously thought a myth. And the winner of that battle could well become the winner of the entire war. The whole shebang, as the Doctor—her Doctor—would have put it.

The door burst open and in ran Councilor Susanowa, her closest advisor. If Romana could be said to have a friend on the Council (and she couldn't), Susanowa would be that friend.

"Lady President, we must mobilize immediately. They're coming!"

"Calm down, Councilor. What in Rassilon's name are you talking about?"

"The Daleks, Lady President. They won. They've gained control of the Cruciform, and they're coming. It's an invasion, Romana!"

"Gods of Gallifrey!" Romana took a deep breath and asked the question that needed to be asked, but to which she already knew the horrific answer. "How many?"

"All of them."

## SEQUENCE OF EVENTS

If any episode in this series has the potential to become an old-style *Doctor Who* serial, this is it. It involves the incorporeal Cast subjected to random time-jumps spanning the entire last year of the Time War on Gallifrey, as they attempt to locate and rescue their TARDIS, and escape with their lives intact.

1. The Cast find themselves stranded on Gallifrey at some point during the Time War (the ubiquitous explosions surrounding them indicate to the Artist that it's near the end, and a Perception and Notice Task indicates the nightmare vision of Skaro in the sky, sharing Gallifrey's orbit. The closest (and possibly safest) bastion of civilization is the Citadel, on the peaks of the Mountains of Solace and Solitude. They can see the city, but will need to navigate the mountains to get there, about two days' walk.)
2. Not long after they begin their journey, the Artist, Susan, and Emilie hear Angelique crying frantically for their help. She hasn't abandoned them, but was taken and is being held somewhere. She doesn't know where; she just knows that it's dark. It's darker than she's ever known possible,



and she feels like she's trapped inside of everything. It hurts and feels like nothing all at the same time. She begs them to help her.

**ANGELIQUE IS CURRENTLY TRAPPED INSIDE THE EVENT HORIZON OF THE EYE OF HARMONY. HER ENTRAPMENT IS TIED DIRECTLY TO THE CAST'S GHOSTLIKE CONDITION, WHICH IS EXPLAINED BELOW, AND THEIR REGAINING COHESION WITH THE NORMAL TIME STREAM IS DEPENDENT DIRECTLY ON RELEASING HER FROM THE EYE; SINCE THEY ARE CONNECTED TO HER, HER BEING HELD IN LIMBO MEANS THEY ARE ESSENTIALLY SHIFTED OFF-TIME.**

3. When the Cast arrives at the Citadel, they find the place a war zone. Worse, they find themselves unable to affect anything physically. Nobody seems to see them or hear them, and their bodies seem incorporeal. It's almost as if they are ghosts. They can affect *minor* changes in the physical world, but only with great and constant conversation; doing so requires a Difficult Willpower Test, with a penalty based on the act they're trying to perform. For example, picking up a small object and moving it slowly requires a Difficult Willpower Test to pick up the cup, and additional ones at a cumulative -

2 for each foot they wish to move the object. Moving an object fast, such as grabbing a board and swinging it at an enemy, is impossible. Throwing something may be possible, but requires two Difficult Willpower Tests, one unpenalized, the other at -4. However, if the Artist can manage to pick something up and move it into the pockets of his jacket, it will remain, as it crosses the dimensionally transcendent barrier within. Writing with one's finger on foggy glass requires a Difficult Willpower Test (unpenalized) for each word. Failing a Test means the subject is flustered and cannot try again for D10 (5) minutes.

On the up side, this also means that, like ghosts, the Cast can walk through walls...so long as said walls are not deadlock sealed. With an Intelligence and Dimensional Physics Task, a Cast Member can determine that since deadlock seals keep the Cast out, they likely are not dead, but somehow dimensionally "shifted" just off of the normal continuum.



*The Citadel of the Time Lords on Gallifrey*



4. Several issues need to be solved, now. First, how did the Cast get shifted off-continuity, or is it Gallifrey that is shifted off? Second, how do they regain their normal continuity, and get off this rock before it explodes in a ball of fire? Third, where is Angelique, who took her, why are they holding her, and how does the Cast get her back? To this end, several things will happen, though in what order is up to the Chronicler, and it's possible not all will happen. These events will occur through seemingly random "Time shifts" that occur during the Cast's time on Gallifrey, hopping them to different periods during the Time War. The following periods/events can be visited by the Cast. We list them here largely in chronological order, but the Cast should skip around so that they have to put the pieces together. The real danger in this episode is that it can easily become a heavy-handed sequence of the Cast watching a movie. Be sure to provide *something* for the Cast to do while playing out these scenes, which reveal hints at vital information.
- a. **The death of the Artist's wife, 1 year prior.** The Cast witnesses the Artist cut off from rescuing Zeidu when she is shot by a Dalek weapon. The Artist fights valiantly, but to no avail, and is forced to retreat, screaming his wife's name. Shortly thereafter, one of the Daleks begins acting confused, firing its weapon at random before several of its comrades calm it down and order it return for reconditioning.
- b. **The Death of Persephone and the Rise of the Queen.** The Dalek who executes Persephone seems hesitant at first, but when Persephone tries to talk her way out of it, the thing screams "EXTERMINATE!" and fires on her, then *self-destructs*...another time shift happens at this point and projects them forward to perhaps an hour later. Persephone's eyes flicker open and she climbs to her feet, groaning but quite alive and not regenerated. She runs her hands over her body as though uncertain, and then whispers, "It worked. Now for my revenge." and runs off.
- c. **Dalek Caan.** At some point, the Cast will encounter a Dalek who also seems to be shifted off-time; he is trying desperately to exterminate Time Lords, and order Dalek forces around, but is frustrated by their inability to see him and his inability to affect the world. He can, however, affect the Cast and will attempt to exterminate them. At least, at first. The Cast can with proper effort convince him to stand down and talk. This is Dalek Caan, who escaped 1930 New York after a confrontation with the Doctor (*Daleks in Manhattan / Evolution of the Daleks*, new Who series 3). He is aware that something went wrong during his temporal shift and vaguely remembers colliding with something in the Vortex, then ending up here. He wants to regain cohesion, and is willing to call a temporary truce if the Cast wishes, to solve his problem. However, the moment Caan is freed, he turns on the Cast, seeking to escape or better yet, to acquire the Hand of Omega and deliver it to the Daleks, thus changing history and allowing them to win the war. Chroniclers should play Caan as clever, calculating, and possibly the deadliest foe the Cast has yet encountered. He can fly, and outthink most (if not all) of the Cast, and should be prepared for most of their plans and schemes. Once freed from incorporeality, he can *always* escape with another Emergency Temporal Shift.
- IN WHAT AMOUNTS TO LITTLE MORE THAN AN IMPOSSIBLE COINCIDENCE, DALEK CAAN COLLIDED WITH ANGELIQUE AS THE CAST ESCAPED 1942, AND THE RESULTING IMPACT SENT BOTH PARTIES SPIRALING OUT OF SYNC WITH TIME-SPACE, AND THIS DREW THEM TO THE ONLY PLACE THAT CAAN AND ANGELIQUE HAD CO-EXISTED: GALLIFREY AT THE END OF THE TIME WAR. IT WAS EXACTLY BEING OUT OF SYNC WITH THE SPACE-TIME CONTINUUM THAT ALLOWED THEM TO PENETRATE THE EVENT HORIZON STOPPING TRAVEL INTO GALLIFREY'S RELATIVE PAST. UNFORTUNATELY, CROSSING HER OWN TIME STREAM SO CLOSE TO THE MOMENT OF HER OWN BIRTH DREW ANGELIQUE DIRECTLY INTO THE EYE OF HARMONY, WHERE SHE REMAINS TRAPPED, EXPENDING ALL OF HER CONSIDERABLE WILL TO REMAIN IN THE EVENT HORIZON AND NOT BE DRAWN INTO THE SINGULARITY. FREEING HER IS A MATTER OF A FEW CODES**

PUNCHED INTO THE STABILIZATION MATRIX FOR THE EYE, WHICH WILL DISRUPT IT FOR THE BAREST FRACTION OF AN INSTANT, FREEING ANGELIQUE AND RESTORING OUR HEROES TO COHESION. UNFORTUNATELY, THE TARDIS IS EXHAUSTED AND DRAINED, AND DOES NOT HAVE THE POWER TO ESCAPE GALLIFREY. HOWEVER, IF SHE WERE ABLE TO PHYSICALLY STEP INTO THE TIME VORTEX, SHE COULD JUMP-START HER OWN ENGINES...ONCE SHE IS FREED, AN INTELLIGENCE AND TEMPORAL-DIMENSIONAL PHYSICS TASK COMBINED WITH TWO SUCCESS LEVELS ON AN INTELLIGENCE AND SYSTEMS OPERATIONS (TARDIS) TASK WILL IMPART THIS INFORMATION, AND IF YOUR PLAYERS ARE UNAWARE OF THE GEOGRAPHY OF GALLIFREY, A SIMPLE INTELLIGENCE TASK BY THE ARTIST OR SUSAN WILL SUGGEST THAT ANGELIQUE COULD STEP INTO THE UNTEMPERED SCHISM, WHERE A CRACK BETWEEN DIMENSIONS LEADS DIRECTLY INTO THE VORTEX.

- d. **The Pythian Uprising.** The Cast witnesses the Pythian Uprising in the middle of the Dalek invasion. President Romana is betrayed by the council (Hobrashon, Osalur, Bifrons, Anielikata, Tsunasun, Susanowa, and Marchosias), who turn over the planet to the Pythians, led by Inquisitor Darkel (who is supposed to be dead, consumed by the Pandora Entity following an earlier coup attempt). Romana is taken into custody, but a Perception and Notice Task reveals her sending a signal with her Sonic Screwdriver, and a nearby computer screen flashing. She's sent a message to the Doctor: "Situation Dire. Bring me the Hand of Omega."
- e. **The Doctor's Mission.** The Cast witness the Doctor and the Rani receive Romana's message and set off for the Tomb of Rassilon in the Death Zone, where the Hand of Omega is hidden. From here, time hops can lead them to witness all the events leading up to the destruction of both forces, from the journey to the tomb, to the Doctor's confrontation with the Rani, to his ultimatum to the three factions, to Compassion's arrival. They might even witness the birth of Angelique, if they are somehow fortunate enough to survive the destruction of Gallifrey. It should be noted that if the Cast is still incorporeal and present at the moment of Gallifrey's destruction, they will in fact die. Even being out of sync isn't enough to save them from the cross-dimensional

devastation levied by the Hand of Omega released within the Eye of Harmony, unless they too somehow manage to get inside of Compassion. An Intelligence and Dimensional Physics Task will reveal this information, requiring at least three success levels to reveal that being within Compassion might save them.

- f. **The Queen's Escape.** Persephone, now the Queen of Time, sneaks through the war-torn streets of the capitol, stealing technology, and eventually kills the pilot of a Battle TARDIS with a vibro-sword and fleeing Gallifrey shortly before its destruction, swearing to rebuild the Time Lords into a new race of conquerors, *exterminating* all resistance.
- g. **Post-Apocalypse Gallifrey.** The Cast jumps to the moments after the Time War, and possibly even sees the Artist find Angelique in the Library, or Angelique's creation from the death of Compassion.

- 5. Discovering where Angelique is trapped is another problem the Cast faces. This could be accomplished through psychic visions leading Susan or Emilie from one place to another (though unless she has purchased Clairvoyance, Emilie's powers are still the ability to see the past, future, or true nature of a person, place or thing, not remote viewing). It could also occur through hints passed down as Angelique gathers data about where she is trapped. She doesn't know, but perhaps someone could put it together once information comes out like, "not even light escapes this place," or, "I can feel the Vortex calling me, as though I could touch it...but I can't see anything. I can hear the people outside perfectly...but they can't hear me." All these are references to the black hole drawing all matter and energy into it, and being connected directly to the Eye. If the Cast doesn't put that together after enough time (Chronicler's discretion), allow a Temporal-Dimensional Physics and Intelligence Task to figure it out.

- 6. Once Angelique is free, they still need to get to the Untempered Schism, which could lead to an adventure unto



itself, as the random Time Jumps may still affect them as long as they remain on Gallifrey. If they can manage to get the coordinates from a computer in the council chambers and upload those coordinates to Angelique, she may just have enough power to do a quick hop to the Schism, and step in. It all depends on how much of the

war the Chronicler wants to show. And remember, the Cast has to defeat Dalek Caan as well, who wishes to obtain the Hand of Omega and deliver it to the Daleks. Like many of our episodes, how this all plays out is up to the Chronicler; we've given you the framework here. Run with it!



## SUPPORTING CAST AND ADVERSARIES

### DALEK CAAN

(Modified standard Dalek – See p. 31)

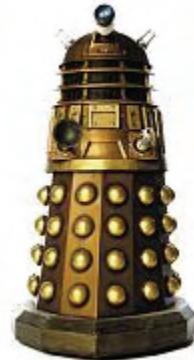
Str 7	Int 6	LP's: 46
Dex 3	Per 7	EP's: n/a
Con 5	Will 4.	Spd: 18

**Essence:** 14

**Drama Points:** 10

**Skills:** Beam Weapon 6, Brawling 2, Computer Hacking 4, Computer Programming 4, Science (All) 6.

**Attacks:** Gun Arm 9 (a Dalek usually waits and aims); damage D8 x 10 (stun setting deals endurance damage or incapacitates limb). Plunger arm grapple 11



### Special Abilities

**Flight:** standard speed.

**Natural Armour:** Skin Like Iron (the eyestalk is a little weaker, D8 + 8 rather than D8x2 +8).

**Flame Resistant:** Fire deals no damage.

**Forcefield:** When active, this provides another layer of protection, dusting projectiles before they even hit - each turn, the field can provide D8x8 + 80 points of protection - however, successive hits in a turn subtract from this, so concentrated fire can get through. Anyone who touches the Dalek while the field is active gets one turn's worth of fire damage (D6). The field doesn't protect against things like explosions, heavy impact, and certain very advanced and heavy energy weapons.

### THE RANI

(Stat block by Kurt Weigel from RPGNet, with modifications)

Str 2	Int 5	LPs: 57
Dex 4	Per 4	EPs: 41
Con 6	Wil 4	Spd: 20

**Essence:** 25    **Drama Points:** 10



**Qualities and Drawbacks:** Adversaries (the Doctor, various former test subjects) 3, Attractive 2, Bag of Tricks, Charisma 2, Hard to Kill 5, Incarnation 2, Jack of all trades, Jury rigging, Mental Problems (amoral) 2, Mental Problems (Cruelty) 3, Mental Problems (Delusions of Grandeur) 2, Obsession (perfect biological life forms) 3, Resistance (disease) 5, Resistance (Radiation), Time Lord, Time Lord Regeneration.

**Skills:** Bureaucracy 3, Computers 3, Dodge 3, Guns (Pistols) 2, Mechanics 3, Pilot TARDIS 4, Research/Investigation 4, Science (Biology) 6, Science (Chemistry) 6, Science Specialization (Biochemistry) 8, Science (Dimensional/Temporal Physics) 4, Science (Xenobiology) 5, Stealth 2, Systems Operations (TARDIS) 4

**Attack:** mind-control worms\* or a low-end laser pistol D8 x 4.

**Powers/Metaphysics:** Special form of Telepathy Strength 2, Art 4, Remote Viewing Strength 2 Art 4, Mesmerism Strength 4 Art 5 (biological organisms that she can mentally contact/control).

**Gear:** High-end TARDIS with astounding science lab contained therein, and cerebral virii for psychic power duplication.



\*Ingesting one of these invokes a Difficult Willpower Task at -4; failure means the victim is a slave to the Rani's will. Whether there is a way to recover those enslaved is at the Chronicler's discretion.

**Note:** these statistics are for the classic Rani. It's quite possible she's regenerated since her last appearance in 1987. If so, Chroniclers should redesign her stats using the Incarnation Quality, p. 14.

## ROMANA II, PRESIDENT OF GALLIFREY

(Stat block by Samd at RPGNet, with modifications)

Str 3	Int 8	LPs: 57
Dex 4	Per 4	EPs: 47
Con 5	Wil 6	Spd: 18
<b>Essence: 29   Drama Points: 20</b>		

**Qualities and Drawbacks:** Attractive 2, Charisma 2, Hard to kill 5, Honorable 2, Incarnation 1, Jack of All Trades, Jury Rigging, Mental Problems (Delusions of Grandeur) 2, Mental Problems (Free thinker, to most Time Lords that's pretty disturbed) 1, Obligation 3, Resistance (Radiation) 1, Status 5, Time Lord.

**Skills:** Bureaucracy 3, Computer Repair 2, Computers 3, Dodge 3, Electronics 2, Engineer (Electrical) 2, Engineer (Mechanical) 2, Engineer (Robotics) 2, Mechanic 3, Pilot (TARDIS) 3, Research/Investigation 4, Science (Temporal/Dimensional Physics) 6, Systems Operations (TARDIS) 4



**Attack:** Civilized Gallifreyans do *not* attack!

**Powers/Metaphysics:** Basic Psychic

**Gear:** Slimline Sonic Screwdriver, Robes of office, Type 90 TARDIS, access to Gallifreyan tech

*These statistics ignore the third incarnation of Romana from the novels and audio plays in favor of the idea that as president of Gallifrey, Romana has been well-protected enough to avoid the need for a new regeneration. If the Chronicler wishes to use her third incarnation, it would likely be more martial in orientation, with skill levels in tactics and strategy, military philosophy, and at least one level of Mental Problems (Cruel).*

## TYPICAL GALLIFREYAN COUNCILOR

Str 2	Int 7	LPs: 37
Dex 3	Per 4	EPs: 41
Con 4	Wil 6	Spd: 14
<b>Essence: 26   Drama Points: 5</b>		

**Qualities and Drawbacks:** Emotional Problems (Cruel) 2, Hard to kill 3, Incarnation 1, Jack of All Trades, Jury Rigging, Mental Problems (Delusions of Grandeur) 3, Mental Problems (Zealot) 1, Obligation 3, Resistance (Radiation) 1, Status 5, Time Lord.

**Skills:** Bureaucracy 5, Computers 4, Dodge 3, Electronics 1, Mechanic 1, Pilot (TARDIS) 2, Research/Investigation 2, Science (Temporal/Dimensional Physics) 6, Systems Operations (TARDIS) 2



**Attack:** Civilized Gallifreyans do *not* attack!

**Powers/Metaphysics:** Basic Psychic

\*Gallifreyans fighting the war increase Zealot to 3 and add Hand Weapon (choose one), Guns (Pistols) 2, Brawling 3 or Martial Arts 2, and increase Pilot (TARDIS) and Systems Operations (TARDIS) by one each to their list of skills. Pythian Cultists add Obsession (Overthrow Council) 3 to their list of Drawbacks.



# EPISODE 8: THE STAR-PYRAMIDS OF EGYPT

*In which the Cast visits ancient Egypt and has a final showdown with their nemesis, the Queen of Time.*

## PRE-CREDITS CUT SCENE

KHAMA AND ANKHU RAN AS FAST AS THEY COULD THROUGH THE STREETS OF THE SMALL VILLAGE SLAVE QUARTER. THE OVERSEERS WERE CLOSE BEHIND THEM, WHIPS READY TO GIVE THE BOYS A GOOD THRASHING. AND YET, THE BOYS LAUGHED BETWEEN THEMSELVES AS THEY RAN. OVERSEER MAHU WOULD BE CLEANING THE MUD OUT OF HIS CLOTHES AND SKIN FOR HOURS, AND ANY WHIPPING THEY RECEIVED, THEY FELT, WOULD BE WORTH IT.

THEY DOVE ON THE GROUND AND BELLY-CRAWLED, AS ONLY YOUNG BOYS CAN, INTO A DRAINAGE DITCH, WHERE THEY HUDDLED BENEATH A LEDGE AS THE OVERSEERS ROARED PAST ABOVE. THE BOYS CLAPPED THEIR HANDS OVER THEIR MOUTHS TO STIFLE THE GIGGLES AND WAITED FOR THE MEN TO PASS.

AFTER A MOMENT, ALL WAS QUIET AGAIN. ANKHU PEEKED HIS HEAD OVER THE DITCH, THEN TURNED TO HIS FRIEND.

"LOOKS LIKE ALL CLEAR," HE SAID. SHOULD WE GO?

"WAIT A MOMENT," KHAMA REPLIED. "I WANT TO TELL YOU SOMETHING."

"YOU SOUND SERIOUS," ANKHU SAID.

KHAMA NODDED. "WHAT WOULD YOU SAY IF I TOLD YOU THAT THE TASKMASTERS WEREN'T PEOPLE?"

"NOT PEOPLE? WHAT COULD THEY POSSIBLY BE, THEN?"

KHAMA SHRUGGED. "I DON'T KNOW. BUT THEY'RE HORRIBLE LOOKING. THEY'RE MONSTERS, MAYBE SENT BY THE GODS."

ANKHU GAVE HIS BROTHER A PUNCH ON THE ARM. "CAREFUL YOU DON'T LET FATHER HEAR YOU SAY THAT. WE'RE SUPPOSED TO FOLLOW THE ONE."

"OW!" KHAMA SAID IN RESPONSE, AND RUBBED HIS ARM. "I KNOW, I KNOW, THE GOD OF ABRAHAM. BUT YOU KNOW, NOT EVERYONE DOES. SOME PEOPLE STILL CALL OUT TO EL AND ASHERAH. SOME PEOPLE DON'T LIKE THIS NEW ONE GOD BUSINESS. BUT THAT'S BESIDE THE POINT, ANKHU. I SAW THEM. THEY'RE NOT HUMAN, AND THEY'RE UP TO SOMETHING. THEY'VE GOT A DOOR THAT THEY GO IN AND OUT. A SECRET DOOR. AND I KNOW WHERE IT IS. WE COULD GO SEE. WE COULD BE HEROES."

"NOT ON YOUR OWN," SAID A NEW VOICE, AND A SHADOW FELL OVER THE BOYS AS THEY SPUN IN FEAR. THERE, ABOVE THEM, STOOD A LITHE, CLOAKED FIGURE, HER EYES GLEAMING DOWN FROM THE SHADOWS. "IT'S ALL RIGHT," SHE SAID. "DO YOU KNOW WHO I AM?"

ANKHU SHOOK HIS HEAD IN MUTE WONDER, BUT KHAMA WENT PROSTRATE. "I DO!" HE SAID. "YOU'RE THE GODDESS! ASHERAH!"

SHE LAUGHED, AND THE SOUND WAS BEAUTIFUL AND TERRIBLE. "THAT'S RIGHT, LITTLE MAN," SHE SAID. "WHY DON'T YOU COME WITH ME? I'LL SHOW YOU WHAT YOU WANT TO KNOW, AND IF YOU PLEDGE YOUR SERVICE TO ME, I'LL GIVE YOU POWER AND IMMORTALITY."

"DON'T DO IT!" ANKHU WHISPERED.

KHAMA LOOKED AT HIS BROTHER, THEN WITHOUT ANOTHER WORD, TOOK THE HAND OF THE GODDESS AND LEFT WITH HER. IT WAS ONLY MOMENTS LATER THAT THE OVERSEERS RETURNED, AND THEIR INTENT WAS FAR DARKER THAN A MERE WHIPPING. ANKHU WAS NEVER SEEN AGAIN.

## SEQUENCE OF EVENTS

THIS SCENARIO IS FAR MORE OPEN AND GENERAL THAN THE PREVIOUS ONES. THE EXACT EVENTS HEREIN DEPEND largely upon how the Cast has dealt with their previous adventures, and the choices they make while in Egypt. Zeidu has spread her influence everywhere, and the Cast is bound to become embroiled in her schemes in one way or another. This scenario will break down the various schemes going on throughout the area, and Chroniclers should build their series finale from that information. After all, what fun would it be if we told you how to end your first series? Finally, this "episode" should form at least a three-part serial to end the series on a big note.

1. The Cast arrives in ancient Egypt. As they exit the TARDIS, they note that they have landed in a necropolis and that it has taken on the appearance of a funerary home. Intelligence and Humanities (History) will reveal that the necropolis is likely Saqqara, judging by the massive step pyramid at the center (for more



information and a map, see <http://en.wikipedia.org/wiki/Saqqara> and the fact that they can see the Great Pyramid, not quite completed, in the distance. That places them in the Old Kingdom during the reign of Khufu. The Cast must be stealthy moving into and out of this area, as it is a capitol offense to be in a necropolis unless one is participating in burial rites. However, that also means the TARDIS is very unlikely to be disturbed. If the Artist requests that she accompany them, the TARDIS will shudder briefly; a Perception and Systems

Operations (TARDIS) Task will reveal that the girl is not yet fully recharged, and it probably takes some energy for her to move about in humanoid form. Further analysis reveals that she has stopped on top of a (very) minor rift in spacetime from which she can draw energy. But as low as she was, the Artist and Susan estimate it will take some time (d4+1 days) for her to get back up to full power, especially given that the rift is so minor as to be almost unnoticeable; just a relatively normal hairline crack.



*Djoser's step pyramid at Saqqara*

2. Sensors detect a small village nearby, likely a town of workers participating in the construction of the pyramid. The city of Memphis—the Capitol of Egypt in this time—is also only a few hours' walk. Finally, the sensors detect the presence of alien technology and biological signatures in both the village and Memphis, and an incredibly strong alien bio and tech signature inside the necropolis step pyramid, and inside several other pyramids scattered around the region, including the nearly completed Great Pyramid. It is likely that any Time Lord in the group knows of the Osirians (see p. 41); a Simple Intelligence Test will reveal that the signatures beneath the pyramids

are likely those of buried Osirians, and that disturbing their rest would be unwise on a massive level.

**IT SHOULD BE NOTED THAT CONTRARY TO POPULAR LAY BELIEF, THE EGYPTIANS VERY LIKELY DID NOT USE SLAVES TO BUILD PYRAMIDS. RATHER, THE CONSTRUCTION OF MONUMENTS WAS A SACRED HONOR GRANTED TO FARMERS DURING THE MONTHS WHILE THE NILE WAS FLOODED AND FARMING IMPOSSIBLE. IT WAS A SORT OF RELIGIOUS PUBLIC WORKS PROJECT. IF SLAVES WERE USED, LIKELY THEY WERE USED ONLY TO MAKE AND CHURN MORTAR, LIKE HUMAN CEMENT MIXERS. ALSO, THE PYRAMIDS, LIKE MOST OF THE BUILDINGS IN EGYPT THAT STOOD THE TEST OF EONS, WERE BUILT NOT OF MUD BRICK BUT OF STONE QUARRIED FROM NEARBY DEPOSITS.**



- 
3. As they walk towards one of the destinations, have Emilie test her Cognition. Success means a bad vibe on some level. Depending on the level of success, this vibe will vary in detail and clarity:
    - a. **One success** grants a simple bad feeling (*general, past, present, and future*) that something is very wrong.
    - b. **Two successes** grants a flash of taskmasters beating slaves in mud pits, demanding that the bricks for the temple be made quickly and properly, under the direction of a new master builder, who orders that some sort of metallic powder be added to the mud used to make the bricks (*past*).
    - c. **Three successes** imparts a vision of a mysterious, hooded woman walking amongst the slaves, healing their wounded by what appears to be magic, and promising them freedom from oppression (*past and present*) and apparently building a cult. This image is intertwined with another image of a veiled woman wearing the vestments of a queen of Egypt, whispering in the ear of Pharaoh, who issues decrees and writs with her suggestions.
    - d. **Four successes** grants a flash of the Drosmians in disguise moving amongst the people of Memphis, and even taking up priestly positions in temples (*near future*).
    - e. **Five or more successes** shows a vision of two possible *dark futures*: one in which the Earth is a charred husk, burned out of all life, and though it's impossible, the god Seth laughing over the devastation; and the other in which the Egyptian Empire has spread across the world, ruling not only the Earth, but entire planetary systems, with the Drosmians acting as enforcers, foot soldiers, and regional governors. More than one success grants all the previous information up to and including the most detailed available. Thus, three successes will give a bad vibe, an image of the taskmasters, and the hooded woman.

In no way should the face of the Queen be revealed through this flash of insight, however. If Emilie gains two success levels, however, it will be obvious that the slaves in this era are being horribly abused to a very specific end. Of course, this is several thousand years ago, and likely it is commonplace for slaves to be abused.

WHAT THESE VISIONS INDICATE IS THAT BEHIND THE SCENES, ZEIDU, THE QUEEN OF TIME, HAS TAKEN ON THE IDENTITY OF MERITATES, QUEEN OF THE PHARAOH KHUFU, AND IS ALSO MASQUERADE AS ASHERAH, THE GODDESS OF THE CANAANITE SLAVE COMMUNITIES. IN ADDITION, SHE HAS A DAUGHTER WHO WILL ONE DAY BECOME QUEEN HETEPHERES II. KHUFU THINKS THAT HETEPHERES IS HIS, THANKS TO ZEIDU'S PSYCHIC MANIPULATION, BUT IN FACT THE GIRL IS THE ARTIST'S DAUGHTER. THE QUEEN USED THE GENETIC MATERIAL SHE EXTRACTED FROM THE ARTIST IN WORLD WAR II TO IMPREGNATE HERSELF. HER PLAN IS TO USE THE PYRAMIDS OF EGYPT AS FOCI TO BUILD A STELLAR ENGINEERING DEVICE THAT WILL OPEN UP A NEW EYE OF HARMONY WITHIN ANCIENT EGYPT AND ALLOW HER TO CREATE HER NEW TIME LORD EMPIRE. TO THIS END, SHE HAS CONTINUED THE EXPERIMENTS THE CAST STOPPED DURING WORLD WAR II, AND HAS ACTUALLY MANAGED TO IMBUE SEVERAL PEOPLE, INCLUDING CANAANITE SLAVES AND HER OWN DAUGHTER, WITH A TRUE REGENERATIVE CYCLE.

ZEIDU HAS MANAGED A LARGE DEGREE OF SUCCESS THIS TIME THROUGH TRAPPING THE ENERGIES OF THE SLEEPING OSIRANS BURIED THROUGHOUT THE EGYPTIAN DESERT. BUT HER MADNESS AND DESPAIR ARE WEIGHING UPON HER, AS IS HER PARADOXICAL DESPERATION FOR BOTH REVENGE UPON AND FORGIVENESS BY HER HUSBAND. WORSE, IF MATTERS CONTINUE AS THEY ARE, THE QUEEN MAY END UP FREEING SUTEKH FROM HIS CHAMBER, UNLEASHING A HORROR OF DESTRUCTION UPON THE UNIVERSE.

4. Mummification, in the modern era, is a completely lost art, and thus Don will very likely wish to see it firsthand. This being the case, a visit to a funeral parlor will be in order. With the use of the psychic paper, it's easy enough to pass Don off as an apprentice, which will get him on the inside. The process of mummification takes seventy days, however, so how long he'll wish to stay to observe is up to the Cast. While apprenticing, however, Don can easily become embroiled in the machinations of the Drosmians, who have

insinuated themselves into the priesthood, to aid in controlling the people of Egypt. It's more than possible they've recovered Osirian control rings and are using the dead as pawns in their schemes. By this time, Drosmian cloaking technology has become much more foolproof, resembling decorative and ceremonial collars worn by many Egyptians in this era, and allowing them to mimic the exact appearance of specific people, including those who spawned them. See the Drosmian statistic writeup on page 35 for more information on Drosmian reproduction.

5. Where the Cast goes is entirely up to them. In Memphis, they will witness the glory of Ancient Egypt at its most spectacular, and may come across the machinations of the Drosmians and/or Meritantes. In the work-village at Khufu, they will certainly run afoul of the "goddess," Asherah, and the Drosmians. Entering the Pyramids is next to impossible; the only one with any worthwhile access is the Great Pyramid, which houses the sleeping chamber of Sutekh. The entrance to this chamber is actually achieved through the Sphinx, which at this time is brightly painted and complete. Only Drosmian "priests" can enter and exit the chamber, for the purpose of maintaining and calibrating the instruments that tap into Osirian power. Also herein is a space-time tunnel leading to Mars, where the focus pyramid that maintains all of the Osirian sleeping chambers resides. It should be noted that by this time all of the Osirians except Sutekh are dead, though their bodies still contain vast reserves of psychic energy that the Queen and her servants are tapping to create the new Eye of Harmony. This being said, perhaps there are secret passages intended as escape routes for Pharaoh, leading out from the palace. And perhaps, given Zeidu's intent, certain new secret passages have been excavated leading into the burial chambers of the Osirians...
6. The key to this adventure is to get the Cast embroiled in one or more of the plots

and intrigue going on throughout Memphis. Khufu and Hetepheres could become deadly enemies, or valuable allies, depending on how the Cast handles them. The teenaged boy, Khama, from the cut scene, has been taken by the Queen and her experiments have yielded in him a full Time Lord regenerative cycle. He will still "feel" human until after he regenerates, at which point his biology becomes Gallifreyan. However, Khama has turned against the Queen after enduring the pain of the experiments and discovering not only that she is in league with the Drosmians, but that the Drosmians have killed his brother. He may even have seen the "trapped god" beneath the Pyramid that the Queen is using to power her magic (technology). He could certainly show up to help the Cast and reveal certain elements to them, his eventual fate depending on their actions. Perhaps he's even in love with Hetepheres, the two conducting a secret affair behind Zeidu / Meritantes' back.

7. Events should build to a climactic conclusion as the Queen is revealed as the Artist's wife, and activates the Great Pyramid to form a new Eye of Harmony, using Sutekh as the center in lieu of a star. She has cannibalized her own TARDIS for this end, and will use a human cultist to open its link to the now-defunct Eye of Harmony, to act as a containment field for the new black hole. In addition, in a nearby cave she has begun cultivation of a new fleet of TARDISes, which will form the basis of her empire when they come to maturity in a few centuries' time. If she could capture Angelique, however, that would be even better, as she could then begin genetic manipulation of life forms to create Type 102's. This is a good time for a technobabble solution to stop the pyramid's activation, or for a heroic sacrifice as someone (the Artist, perhaps) places their body in the way of the beam, disrupting the entire machinery but killing them (or forcing a regeneration) in the process. The



Queen could die here, thus ending her threat and giving her a chance for reconciliation or revenge, or she could escape, vowing to return again. The Cast could even have a showdown with the Drosmian Queen, who serves Zeidu, and turn her against Zeidu, or defeat her themselves. There are any number of ways this series could end, and we leave it to the Cast and the Chronicler to determine which is the most action-packed and satisfying to your group.

#### 8. Possible cliffhanger endings for episodes:

- a. The Cast emerges from the spacetime tunnel to find themselves on Mars, looking at a great silver pyramid that is pulsing with energy. Of course, the atmosphere on Mars is toxic to human beings...
- b. The Cast engage in a battle with the Drosmians, aided by a Canaanite slave or perhaps even Khama, who is gravely wounded in the fight. The Cast carry him to safety where they watch, shocked, as he regenerates.

- c. The Cast are captured by the Drosmians and separated from the Artist. They are brought to face Meritates, who reveals herself to be the Queen of Time. Likely, this won't be much of a huge surprise to your Cast, but it's possible they won't put it together. Anything, after all, is possible.
- d. The Cast dash through the tunnels beneath Egypt to discover the core of the Queen's stellar manipulation machine: her own TARDIS, bastardized and unsalvageable.
- e. The Queen points a wand at Susan and fires a beam which apparently disintegrates the girl. It will later be revealed that she's simply been banished to a random point in space and time. If Susan is being played as a regular Cast Member, this option may not be appropriate.

AT SOME POINT, SOMEONE IN THE CAST IS BOUND TO QUESTION HOW THE QUEEN ALWAYS SEEMS TO COINCIDENTALLY END UP AT THE SAME POINT IN SPACE-TIME AS THE CAST. THE ANSWER TO THIS IS SIMPLE: THE QUEEN HAS A TARDIS. SHE'S BEEN FOLLOWING THE CAST THROUGHOUT SPACE AND TIME, WATCHING WHERE THEY MATERIALIZE, AND THEN GOING BACK TO THE SAME PLACE AT AN EARLIER POINT IN TIME TO LAY HER TRAPS.

## SUPPORTING CAST AND ADVERSARIES

### KHUFU

PORTRAYED BY ERICK AVARI

Str 4 Int 4

**LPs:** 47

Dex 4 Per 2

**EPs:** 32

Con 4 Wil 2

**Spd:** 14

**Essence:** 20

**Drama Points:** 5

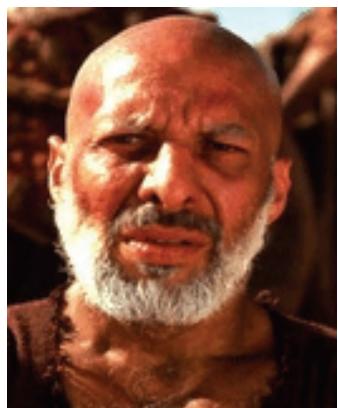
**Qualities and Drawbacks:** Charisma 3, Hard to Kill 3, Honorable 2, Obligation 3, Recurring Nightmares, Resistance (Disease) 3, Resources 10, Status 10

**Skills:** Bureaucracy 5, Drive (Chariot) 3, Engineering (Structural) 2, Hand Weapon (Bows) 3, Hand Weapon (Clubs) 3, Hand Weapon (Shield) 3, Hand Weapon (Spears) 4, Hand Weapon (Swords) 4, Humanities (Economics) 3, Humanities (Ancient History) 3, Military Tactics 4, Myth and Legend (Ancient Egypt) 5, Smooth Talk 3

**Attack:** By weapon, if he has to

**Powers/Metaphysics:** None

**Gear:** Whatever he needs.



## HETEPHERES II

PORTRAYED BY RACHEL WEISZ

Str 2 Int 5

**LPs:** 40

Dex 4 Per 4

**EPs:** 32

Con 4 Wil 4

**Spd:** 16

**Essence:** 23

**Drama Points:** 5

**Qualities and Drawbacks:** Ambidexterity, Attractiveness 3, Charisma 3, Emotional Problems (Fear of Rejection) 2, Hard to Kill 2, Honorable 2, Jack of All Trades, Jury Rigging, Mental Problems (Cruelty) 1, Mental Problems (Delusions of Grandeur) 2, Obligation (Loves Khama) 2, Psychic, Resources 10, Situational Awareness, Status 9, Time Lord, Resistance (Radiation) 1



**Skills:** Bureaucracy 2, Dance (Ancient Court and Ritual) 2, Drive (Chariot) 1, Humanities (Ancient History) 1, Humanities (Economics) 1, Humanities (Gallifreyan History) 1, Language (Coptic) 4, Language (Demotic) 5, Language (Hierotic) 5, Language (Hieroglyphics) 5, Martial Arts (Akido) 2, Martial Arts (Egyptian Fencing) 2, Myth and Legend (Ancient Egypt) 5, Myth and Legend (Canaanite) 1, Notice 2, Questioning 1, Riding (Camels) 1, Riding (Horses) 1, Science (Biology) 2, Science (Physics) 1, Seduction 1, Smooth Talk 1, Stealth 1

**Attack:** two butterfly knives D6 x 2 slash/stab, plus 3.

**Powers/Metaphysics:** None, save basic Psychic abilities.

**Gear:** Whatever she needs

**Notes:** Hetepheres could become a replacement character for one of the Cast; if someone else to step into her historical shoes, she could join the Crew in the TARDIS. Though more powerful than a typical starting character, she should balance with the Cast by this time, as they should have collected an average of 30 Character Points with which to advance. Upon leaving Ancient Egypt, of course, she would lose her Resources and Status Qualities, and likely her Obligation to Khama, which might be replaced by another Drawback representing her longing for him.

## KHAMA

PORTRAYED BY JAYE DAVIDSON

Str 3 Int 2

**LPs:** 40

Dex 3 Per 2

**EPs:** 29

Con 3 Wil 2

**Spd:** 12

**Essence:** 15

**Drama Points:** 5

**Qualities and Drawbacks:** Attractiveness 1, Charisma 1, Emotional Problems (Flashbacks, experiments) 2, Hard to Kill 2, Honorable 2, Mental Problems (Reckless) 2, Mental Problems (Zealot) 1, Natural Toughness, Obligation (Loves Hetepheres) 2, Recurring Nightmares, Situational Awareness, Time Lord (Latent)\*



**Skills:** Brawling 4, Dodge 2, Engineering (Structural) 2, Hand Weapon (Clubs) 2, Hand Weapon (Knives) 2, Language (Proto-Hebrew) 5, Myth and Legend (Ancient Egypt) 3, Myth and Legend (Canaanite) 5, Notice 4, Stealth 3

**Attack:** Punch (D4-1) x 3 or by weapon

**Powers/Metaphysics:** None as yet

**Gear:** None.

\*Latent Time Lords do not gain the benefits of the Quality, save for Time Lord Regeneration, until they successfully regenerate for the first time.



## APPENDIX: THE CAST



### THE ARTIST

A survivor of the last Great Time War between the Time Lords and the Daleks, the Artist is a dark, lonely soul who hides his pain and anger through humor and a cheerful disposition,

though he sometimes becomes irritated with his human companions, expecting more of them than even he knows he should. The Artist doesn't often talk about his experiences in the war, and whenever the subject arises it is clear he carries some deeply personal scars and blames himself for things that perhaps are not his fault. The Artist, like many great artists, is quirky and eccentric. He uses a mask of optimism and humor as weapons and as a defense mechanism within. His tastes are almost as quirky as his personality, and he often disguises advanced Gallifreyan technology as "steampunk"-looking or mundane, silly items. A psychic shielding device, for example, may look like a paper party hat, or a device allowing one to scan for temporal distortions might resemble 1920's-style welding goggles. The Artist is portrayed by Tyron Leito.

### DAVAN REARDON

Very much the wealthy playboy, Davan entered the Navy at the age of 18 and coasted his way through basic and OCS on his parents' money and influence. Despite his cavalier attitude and womanizing ways, Davan is a competent and talented pilot, and an athletic marathon runner. He also has a protective streak and though he probably wouldn't admit it, more than a little chivalry in him.

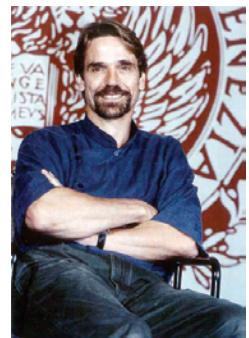
Davan is gung-ho and full of bravado, but extremely serious about his status as a navy pilot, and dedicated to his own



mission as a secret member of AEGIS, the United States equivalent of Torchwood, a government conspiracy battling other alien conspiracies within the U.S. hierarchy. For more information on AGEIS, see *Conspiracy X*. Davan's travels with the Artist likely arise from an AEGIS directive to determine whether this new Time Lord (the Artist) is an Earth ally like the Doctor, or a threat, like the Master. Davan is portrayed as a young Tom Cruise.

### CHUCK MCKINNEY

A small-town scientist with a family, Chuck is very much the "absent-minded professor" of the group. Sometimes, even when the solution is right in front of him, Chuck doesn't see it. Still it was he who first brought the burned-out sonic screwdriver to the group, launching them on their first adventure with the Artist, and the Artist recognizes ability and talent when he sees it. If he's extra-hard on Chuck, that's just because the Artist sees what Chuck is capable of and wants to exhort greatness from the man. Chuck occasionally will take leave of the group to spend time on Earth with his wife. Chuck is portrayed as a young Jeremy Irons.



### EMILIE WINTERS

A power-pop-punk-rocker who is just starting to enjoy the trappings of real success, Emilie has a small degree of status amongst teens on Earth. She's also psychic and her unique abilities, both vocal and psychic, have served the group well on more than one occasion. She's sassy and outgoing, but still a bit uncomfortable with her own powers, which seem to be growing stronger each day,



and have a disconcerting tendency to show her things she's not quite ready to process. Emilie is portrayed as Alicia Moore, a.k.a. Pink.

### JAMES TRAPPAN

James has lived a hard life. A hard life, and a bad life. He's done things he doesn't like to think about, let alone talk about. He took the reunion with his friends as an opportunity to finally give going straight a try. Then this whole mess with the Artist happened. He's still trying to walk the straight and narrow, but it's so much damned easier just to pick up a gun and start blasting away...besides, he's found himself sticking to Emilie like glue all over again, just like in the old days, and it's easier to protect her if he's got access to lethal force... James is portrayed as Paul Teutul, Jr.



### DON VEY

Although one would never guess by his profession, this twenty-something funeral director was born and raised in the tough side of town, which though less visible now, has left him astute and streetwise. If his profession would permit, he'd have a ponytail and be wearing a jean jacket and black jump boots. Because of this, Don tends to have an affinity for James... he lives the life that, sometimes, Don would prefer. But guiding those in need through their grief and pain is his calling and he receives a deep sense of comfort and peace in the knowledge that he is able to help many in a manner that no other can, though the children are the hardest and sometimes touch deeper than he is



prepared and leave their mark. He values friendship and loyalty more than most and is generally dependable. He has trained in Tae Kwon Do and is just short of a Black Belt, is an outdoorsman and handy with rifle and handgun. Don is portrayed as Michael Shanks.

### SUSAN FOREMAN

#### [SECOND INCARNATION]

Susan was left by her grandfather, the Doctor, in the year 2165 following an adventure in which she fell in love with a freedom fighter battling the Daleks. She married the young man and they had a good life; alas, the Time Lords pulled her out of her adopted time twenty years later, to assist her grandfather in foiling a high-level plot in the Time Lord government. Following this adventure, Susan was returned to Earth... but in the wrong century, to the year 1985. Though grief-stricken over the loss of her family, Susan adjusted and had a life in 1985 working for U.N.I.T. as a computer and scientific analyst, skills which have carried over into her new regeneration. However, the new Susan is very much a wild young woman of the new Millennium: cheeky, fun-loving and adventurous, the type who will observe a situation, say, "We should really get out of here," then charge in with abandon, grinning ear-to-ear. This doesn't mean she's stupid, just that she gets off on the thrill of the chase, adventure, and the rush of danger. Her ultimate goal is to discover whether her grandfather or any of her people survived the Time War, and help rebuild Gallifreyan society. Though very slightly more powerful than the rest of the Cast, she is presented as an additional, or alternate, Cast Member and can be run by Chuck's character on those occasions when he is on a sabbatical visiting his family on Earth. Susan is portrayed as Miranda Otto.





# CHARACTER SHEET

Primary Attributes		
STrength	2	INTelligence
DEXterity	3	PERception
CONstitution	3	WILLpower
Secondary Attributes		
Life Points	36	Endurance Pts
Speed	12	Essence Pool
Drama Points	10	

Character Name "The Artist"  
Character Type Time Lord  
Description/Concept Alien Sculptor

Character Points	
Spent Points	80
Unspent Points	_____
Character Traits	
Race/Nationality	Gallifrey
Age (Apparent)	28
Weight	160
Hair Color	Brown
Notes	_____
Gender	Male
Handedness	Left
Height	5'10"
Eye Color	Blue

Quality (Level)	Cost
Time Lord	16
Attractiveness (+ 4)	4
Charisma	3
Artistic Talent (Sculpture)	2
Nerves of Steel	3
Hard to Kill 2	2
Bag of Tricks	1
Resistance (Radiation) 1	n/a
Jack of All Trades	n/a
Jury Rigging	n/a

Skill (Level)	Cost
Fine Arts (Sculpture)	4
Smooth Talk	3
Brawling	2
Dodge	2
Notice	2
Mechanic	2
Science (Chemistry)	2
Specialty: Organic Chem.	4
Science (Physics)	2
Science (Temporal/Dimensional Physics)	2
Science (Biology)	2
Specialty: Anatomy	5
Computers	2
Piloting (TARDIS)	2
Escape	2
Research/Investigation	2
Systems Operations (TARDIS)	2

Success Levels Table		
Total	Level	Description
9-10	1	-0% time, +0 to Social/Normal Damage
11-12	2	-10% time, +1 Social/Normal Damage
13-14	3	-25% time, +2 Social/Vital Area Hit
15-16	4	-50% Time, 3 Social/+ 1 Base Damage
17-20	5	Excellent, +4 Social/+ 2 Base Damage
21-23	6	Extraordinary, +5 Social/+ 3 Base Damage
24-26	7	Mind-Boggling, +6 Social/+ 4 Base Damage
27-29	8	Outrageous, +7 Social/+ 5 Base Damage
30-32	9	Super-Heroic, +8 Social/+ 6 Base Damage
33-35	10	Godlike, +9 Social/+ 7 Base Damage



## Notes/Background

A survivor of the last Great Time War between the Time Lords and the Daleks, the Artist is a dark, lonely soul who hides his pain and anger through humor and a cheerful disposition, though he sometimes becomes irritated with his human companions, expecting more of them than even he knows he should. The Artist doesn't often talk about his experiences in the war, and whenever the subject arises it is clear he carries some deeply personal scars and blames himself for things that perhaps are not his fault. The Artist, like many great artists, is quirky and eccentric. He uses a mask of optimism and humor as weapons and as a defense mechanism within. His tastes are almost as quirky as his personality, and he often disguises advanced Gallifreyan technology as "steampunk"-looking or mundane, silly items. A psychic shielding device, for example, may look like a paper party hat, or a device allowing one to scan for temporal distortions might resemble 1920's-style welding goggles. The Artist is portrayed by Tyron Leito.

Acquaintence	Ally/Enemy/Contact

Str 2 Dex 3 Con 3 Int 7 Per 5 Wil 4



**DOCTOR WHO**  
**CHARACTER SHEET**

Character Name Chuck McKinney  
 Character Type Heroic  
 Description/Concept Small-town Scientist

Primary Attributes		
STRength	3	INTElligence
DEXterity	3	PERception
CONstitution	3	WILLpower
Secondary Attributes		
Life Points	37	Endurance Pts
Speed	12	Essence Pool
Drama Points	20	

Character Points		
Spent Points	70	Unspent Points
Character Traits		
Race/Nationality		
Race/Nationality	White	Gender
Age (Apparent)	20's	Handedness
Weight	180	Height
Hair Color	Brown	Eye Color
Notes		

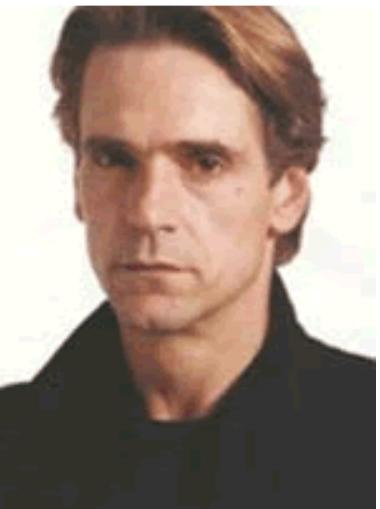
Quality (Level)	Cost
Academic	1
Acute Senses (Sight)	2
Photographic Memory	2
Situational Awareness	2
Ally (State Police)	4
Hard to Kill	1
Influence (Law)	2
Influence (Science and Research)	2
Pulling Strings	8

Drawback (Level)	Value
Obligation (Law; Ally)	1
Honorable	1
Animal Animosity	2
Dependent (Wife)	2
Secret	1
Addiction (Light Marijuana)	2

Skill (Level)	Cost
Bureaucracy	1
Climbing	1
Computers	1
Engineering (Civil)	2
First Aid	1
Humanities (Law)	1
Martial Arts (Greco-Roman Wrestling)	2
Notice	3
Research/Investigation	2
Sciences (Geology)	3
(Math)	2
(Astronomy)	2
(Physics)	3
(Biology)	2
(Chemistry)	4
Survival (Forest)	1
Writing (Advocacy)	1
(Academic)	1
(Technical)	1

Pulling Strings	Cost
Attorney (Law)	1
Chemical Stores	1
City Hall Archives (Law)	1
Laboratory	1
Library (Science and Research)	1
Species Identification (Science & Research)	1
Grants (Science and Research)	2
From Ally:	
Arrest Powers, Asset Forfeiture, Attorney, CEASEFIRE	
Fingerprinting, Search and Seizure	

Success Levels Table		
Total	Level	Description
9-10	1	-0% time, +0 to Social/Normal Damage
11-12	2	-10% time, + 1 Social/Normal Damage
13-14	3	-25% time, + 2 Social/Vital Area Hit
15-16	4	-50% Time, 3 Social/+ 1 Base Damage
17-20	5	Excellent, + 4 Social/+ 2 Base Damage
21-23	6	Extraordinary, + 5 Social/+ 3 Base Damage
24-26	7	Mind-Boggling, + 6 Social/+ 4 Base Damage
27-29	8	Outrageous, + 7 Social/+ 5 Base Damage
30-32	9	Super-Heroic, + 8 Social/+ 6 Base Damage
33-35	10	Godlike, + 9 Social/+ 7 Base Damage



Weapons/Combat Maneuvers				
Attack or Maneuver	RoF	Bonus	Base Damage	Range 1/2/3/4/5
Grab (Base)		7	n/a	
Trip (Base)		7	d6	
Judo Throw (Base)		7	d4	
Break Free 2		7	n/a	
Choke 2		7	2 (p. 176)	
Arm Lock		Grab	3	
Flip 1		6	n/a	
Range Modifiers – Strike/Damage				
Point Blank	Short	Medium	Long	Extreme
+ 1 / + 1	0/0	-1/0	-3/-1	-6/-2

## Power (Description)

#### Hunch (Yes/no about present)

## Intuition (Yes/no about subject's thoughts/intent)

### Ken (Yes/no about past nature of object/event)

**Read Aura (Insight re: emotional/mental state of living subject)**

#### **Second Sight (Yes/No question about the future)**

*Each of these powers are usable once per session. To use a power, choose a symbol: wave, star, square, circle, or cross. The chronicler draws a Zener Card. If the symbol is correct, the power works.*

## Gear/Possessions

Perception and Notice

## Normal

## w/Acute Senses

## w/Situational Awareness

w/Senses and Sit. Aware.

## Notes/Background

A small-town scientist with a family, Chuck is very much the "absent-minded professor" of the group. Sometimes, even when the solution is right in front of him, Chuck doesn't see it. Still it was he who first brought the burned-out sonic screwdriver to the group, launching them on their first adventure with the Artist, and the Artist recognizes ability and talent when he sees it. If he's extra-hard on Chuck, that's just because the Artist sees what Chuck is capable of and wants to exhort greatness from the man. Chuck occasionally will take leave of the group to spend time on Earth with his wife. Chuck is portrayed as a young Jeremy Irons.

## Acquaintance

## Ally/Enemy/Contact

Str 3

Dex        3

Con\_ 3

Int 4

Per          4

Wil\_3



**DOCTOR WHO**  
**CHARACTER SHEET**

Character Name: Davan Reardon ("Lightning Hawk")  
 Character Type Heroic  
 Description/Concept Naval Aviator and Ladies' Man

Primary Attributes			
STREngth	3	INTElligence	2
DEXterity	5	PERception	3
CONstitution	5	WILLpower	2
Secondary Attributes			
Life Points	42	Endurance Pts	41
Speed	20	Essence Pool	20
Drama Points	20		

Character Points	
Spent Points	70
Unspent Points	
Character Traits	
Race/Nationality	White
Age (Apparent)	20's
Weight	180
Hair Color	Dk. Br.
Notes	

Quality (Level)	Cost
U.S. Navy Naval Aviator	16
Attractiveness +2	2
Charisma +2	2
Situational Awareness	2
Influence (Military) 1	0
Military Rank 3 (Ensign)	0
Resources (Well Off)	2
Hot Dog 1	1
Contacts (UFO Group) 1	0

Drawback (Level)	Value
Obligation (Extreme)	0
Heavy Smoking	2
Abductee	2
Covetous (Greed)	1
Covetous (Lechery)	1
Fear of Commitment	1
Honorable	1
Talentless	2
Adversary (Black Book Conspiracy) 2	0

Skill (Type)	Value (Cost)
Brawling	1
Bureaucracy	1
Climbing	1
Computers	1
Dancing (Modern Club)	1
Dodge	2
Driving (Motorcycle)	2
Engineer (Mechanical)	2
First Aid	1
Guns (Fixed Aircraft)	3
Guns (Rifles)	1
Mechanic	1
Myth and Legend (UFOlogy)	2 (0)
Notice	2
Pilot (Helicopter)	1 (0)
Pilot (Jets)	3 (2)
Running (Marathon)	1
Seduction	3
Smooth Talking	3
Sport (Parachuting)	2 (1)
Swimming	1
Systems Operations (Communications)	1
Systems Operations (Radar)	2

Pulling Strings	Cost
Base Clearance	0
Cheaper Vehicles (Air and Water)	0
Military Training Facilities	0
Mobility	0
Satellite Surveillance (Intelligence)	0

Success Levels Table		
Total	Level	Description
9-10	1	-0% time, +0 to Social/Normal Damage
11-12	2	-10% time, + 1 Social/Normal Damage
13-14	3	-25% time, + 2 Social/Vital Area Hit
15-16	4	-50% Time, 3 Social/ + 1 Base Damage
17-20	5	Excellent, + 4 Social/ + 2 Base Damage
21-23	6	Extraordinary, + 5 Social/ + 3 Base Damage
24-26	7	Mind-Boggling, + 6 Social/ + 4 Base Damage
27-29	8	Outrageous, + 7 Social/ + 5 Base Damage
30-32	9	Super-Heroic, + 8 Social/ + 6 Base Damage
33-35	10	Godlike, + 9 Social/ + 7 Base Damage



Power (Level)	Cost
"Dead Sexy"	(9)
Ken (Yes/no about past)	
Intuition (Yes/no about thought/intent)	
Hunch (Yes/no about present)	
Read Aura (emotional state of being)	
Second Sight (Yes/no about future)	
<i>To use, choose a symbol: Cross, square, star, circle, or wave. The Chronicler draws a Zener card. If the card has the correct symbol, the power works.</i>	

Perception and Notice	
Normal	3
w/Acute Senses	3 (n/a)
w/Situational Awareness	5
w/Senses and Sit. Aware.	5 (n/a)

## Notes/Background

Very much the wealthy playboy, Davan entered the Navy at the age of 18 and coasted his way through basic and OCS on his parents' money and influence. Despite his cavalier attitude and womanizing ways, Davan is a competent and talented pilot, and an athletic marathon runner. He also has a protective streak and though he probably wouldn't admit it, more than a little chivalry in him.

Davan is gung-ho and full of bravado, but extremely serious about his status as a navy pilot, and dedicated to his own mission as a secret member of AEGIS, the United States equivalent of Torchwood, a government conspiracy battling other alien conspiracies within the U.S. hierarchy. For more information on AGEIS, see Conspiracy X. Davan's travels with the Artist likely arise from an AEGIS directive to determine whether this new Time Lord (the Artist) is an Earth ally like the Doctor, or a threat, like the Master. Davan is portrayed as a young Tom Cruise.

**Str** 3      **Dex** 5      **Con** 3      **Int** 2      **Per** 3      **Wil** 2



# CHARACTER SHEET

Character Name: Don Vey  
Character Type Heroic  
Description/Concept Young Funeral Director

Primary Attributes			
STrength	3	INTElligence	4
DEXterity	3	PERception	4
CONstitution	3	WILLpower	3
Secondary Attributes			
Life Points	43	Endurance Pts	32
Speed	12	Essence Pool	20
Drama Points	20		

Character Points			
Spent Points	70		
	Unspent Points _____		
Character Traits			
Race/Nationality	White	Gender	Male
Age (Apparent)	20's	Handedness	Right
Weight	180	Height	6'
Hair Color	Dk. Br.	Eye Color	Brown
Notes	_____		

## Success Levels Table

Success Levels Table		
Total	Level	Description
9-10	1	-0% time, +0 to Social/Normal Damage
11-12	2	-10% time, +1 Social/Normal Damage
13-14	3	-25% time, +2 Social/Vital Area Hit
15-16	4	-50% Time, 3 Social/+ 1 Base Damage
17-20	5	Excellent, +4 Social/+ 2 Base Damage
21-23	6	Extraordinary, +5 Social/+ 3 Base Damage
24-26	7	Mind-Boggling, +6 Social/+ 4 Base Damage
27-29	8	Outrageous, +7 Social/+ 5 Base Damage
30-32	9	Super-Heroic, +8 Social/+ 6 Base Damage
33-35	10	Godlike, +9 Social/+ 7 Base Damage



Weapons/Combat Maneuvers				
Attack/Maneuver	RoF	Bonus	Base Damage	Range 1/2/3/4/5, Notes
Gunshot	Var.	5	Varies by	Range/RoF/Dmg. by Weapon
Punch	1	7	D4 x 3	Bash
Kick	1	7	D4 x 4	Bash; see p. 166
Roll w/Blow	D	7	÷ 1/success	Automatic; See p. 167
Crescent Kick	1	6	D6 x 3	Bash; see p. 166
Jump Kick	1	6	D6 x 5	Bash; see p. 167
Roundhouse Punch	1	6	D6 x 3	Bash; see p. 167
Head Butt	1	6	D4 x 3	Bash; see p. 166
Range Modifiers – Strike/Damage				
Point Blank	Short	Medium	Long	Extreme
+ 1/+ 1	0/0	-1/0	-3/-1	-6/-2

#### Power (Notes)

Hunch (Yes/no about present)

Intuition (Yes/no about subject's thoughts/intent)

Ken (Yes/no about past nature of object/event)

Read Aura (Insight re: emotional/mental state of living subject)

Second Sight (Yes/No question about the future)

*Each of these powers are usable once per session. To use a power, choose a symbol: wave, star, square, circle, or cross. The chronicler draws a Zener Card. If the symbol is correct, the power works.*

Perception and Notice	
Normal	6
w/Impaired Senses	4
w/Situational Awareness	8
w/Senses and Sit. Aware.	6

#### Notes/Background

Although one would never guess by his profession, this twenty-something funeral director was born and raised in the tough side of town, which though less visible now, has left him astute and streetwise. If his profession would permit, he'd have a ponytail and be wearing a jean jacket and black jump boots. Because of this, Don tends to have an affinity for James... he lives the life that, sometimes, Don would prefer. But guiding those in need through their grief and pain is his calling and he receives a deep sense of comfort and peace in the knowledge that he is able to help many in a manner that no other can, though the children are the hardest and sometimes touch deeper than he is prepared and leave their mark. He values friendship and loyalty more than most and is generally dependable. He has trained in Tae Kwon Do and is just short of a Black Belt, is an outdoorsman and handy with rifle and handgun. Don is portrayed as Michael Shanks.

#### Possessions

9mm Ruger

.20 Gauge Pump Shotgun

30.06 Scoped BDL

#### Gear (Carried on Person)

Black Boots

Pocket Knife

Jeans and Jacket

Lap Top Computer

#### Acquaintance

#### Ally/Enemy/Contact



# CHARACTER SHEET

Character Name: Emilie Winters  
Character Type Heroic  
Description/Concept Psychic/Punk Rock Singer

Primary Attributes			
STrength	2	INTelligence	3
DEXterity	2	PERception	5
CONstitution	3	WILLpower	5
Secondary Attributes			
Life Points	30	Endurance Pts	35
Speed	10	Essence Pool	26
Drama Points	20		

Character Points			
Spent Points	70		
	Unspent Points _____		
Character Traits			
Race/Nationality	White	Gender	Female
Age (Apparent)	20's	Handedness	Right
Weight	120	Height	5'4"
Hair Color	Red	Eye Color	Gray
Notes	_____		

## **Success Levels Table**

Success Levels Table		
Total	Level	Description
9-10	1	-0% time, +0 to Social/Normal Damage
11-12	2	-10% time, +1 Social/Normal Damage
13-14	3	-25% time, +2 Social/Vital Area Hit
15-16	4	-50% Time, 3 Social/+ 1 Base Damage
17-20	5	Excellent, +4 Social/+ 2 Base Damage
21-23	6	Extraordinary, +5 Social/+ 3 Base Damage
24-26	7	Mind-Boggling, +6 Social/+ 4 Base Damage
27-29	8	Outrageous, +7 Social/+ 5 Base Damage
30-32	9	Super-Heroic, +8 Social/+ 6 Base Damage
33-35	10	Godlike, +9 Social/+ 7 Base Damage



## Power (Notes)

Bioenergetics

Strength	1
Art	1
Clairvoyance	
Strength	1
Art	1
Cognition	
Strength	1
Art	1

**Automatically use the following once/session each**

#### Hunch (Yes/No about present)

Intuition (Yes/no re: subject's thought/intent)

Ken (Yes/no re: past nature of object or event)

**Read Aura (Insight re: emotional or mental state)**

#### **Second Sight (Yes/No about future)**

## Perception and Notice

Normal	6
w/Impaired Senses	4
w/Situational Awareness	8
w/Senses and Sit. Aware.	6

## Notes/Background

A power-pop-punk-rocker who is just starting to enjoy the trappings of real success, Emilie has a small degree of status amongst teens on Earth. She's also psychic and her unique abilities, both vocal and psychic, have served the group well on more than one occasion. She's sassy and outgoing, but still a bit uncomfortable with her own powers, which seem to be growing stronger each day, and have a disconcerting tendency to show her things she's not quite ready to process. Emilie is portrayed as Alicia Moore, a.k.a. Pink.

## Possessions

## Guitar

## P.A. System

## **Posh New York Apartment**

1967 Shelby Cobra

### Gear (Carried on Person)

## Deal (Can) Black Roots

## Black DOOS

### Boot Knife

Leather pants, jacket, chains and spikes

## Leather pants

2

Dex 2

Con 3

Int.

Per

Wil



Character Name: James Trappen  
Character Type Heroic  
Description/Concept Bad Ass Biker

Primary Attributes			
STrength	5	INTelligence	2
DEXterity	4	PERception	3
CONstitution	5	WILLpower	3
Secondary Attributes			
Life Points	56	Endurance Pts	44
Speed	18	Essence Pool	22
Drama Points	20		

Character Points			
Spent Points	70		
	Unspent Points _____		
Character Traits			
Race/Nationality	White	Gender	Male
Age (Apparent)	20's	Handedness	Right
Weight	205	Height	6'2"
Hair Color	Dark	Eye Color	Dark
Notes	_____		

## Success Levels Table

Success Levels Table		
Total	Level	Description
9-10	1	-0% time, +0 to Social/Normal Damage
11-12	2	-10% time, +1 Social/Normal Damage
13-14	3	-25% time, +2 Social/Vital Area Hit
15-16	4	-50% Time, 3 Social/+ 1 Base Damage
17-20	5	Excellent, +4 Social/+ 2 Base Damage
21-23	6	Extraordinary, +5 Social/+ 3 Base Damage
24-26	7	Mind-Boggling, +6 Social/+ 4 Base Damage
27-29	8	Outrageous, +7 Social/+ 5 Base Damage
30-32	9	Super-Heroic, +8 Social/+ 6 Base Damage
33-35	10	Godlike, +9 Social/+ 7 Base Damage



Weapons/Combat Maneuvers				
Attack/Maneuver	RoF	Bonus	Base Damage	Range 1/2/3/4/5, Notes
Punch 4	1	8	D4 x 5 (6*)	Bash; *for Adrenal surge
Disarm 4	1	8	n/a	p. 166
Roll With Blow 4	D	8	÷ 1/Success	Automatic on hit; p. 167
Break Free 4	D	8	n/a	p. 166
Arm Lock 1	n/a	n/a	5 (6*)	*Adren. Surge. Auto w/grab
Grab 4	1	8	n/a	p. 167
Head Butt	3	7	D4 x 5 (6*)	*Adren. Surge, Grab first
Range Modifiers – Strike/Damage				
Point Blank	Short	Medium	Long	Extreme
+1/+1	0/0	-1/0	-3/-1	-6/-2

Power (Notes)	Cost/Value	Possessions	
<b>Once/session each (Requires Zener Card Draw to use)</b>			
Hunch (Yes/No about present)			
Intuition (Yes/no re: subject's thought/intent)			
Ken (Yes/no re: past nature of object or event)			
Read Aura (Insight re: emotional or mental state)			
Second Sight (Yes/No about future)			
<b>Perception and Notice</b>		<b>Gear (Carried on Person)</b>	
Normal	6	Black Boots	
w/Impaired Senses	4	(2) Throwing Knives	
w/Situational Awareness	8	Leather pants, jacket, chains and spikes	
w/Senses and Sit. Aware.	6	Louisville Slugger	
		Harley Davidson Motorcycle	
		9 mm Baretta	
		Pack of Marlboros	
		Zippo Lighter	
<b>Notes/Background</b>		<b>Acquaintance</b>	
James has lived a hard life. A hard life, and a bad life. He's done things he doesn't like to think about, let alone talk about. He took the reunion with his friends as an opportunity to finally give going straight a try. Then this whole mess with the Artist happened. He's still trying to walk the straight and narrow, but it's so much damned easier just to pick up a gun and start blasting away...besides, he's found himself sticking to Emilie like glue all over again, just like in the old days, and it's easier to protect her if he's got access to lethal force... James is portrayed as Paul Teutul, Jr.		<b>Ally/Enemy/Contact</b>	

James has lived a hard life. A hard life, and a bad life. He's done things he doesn't like to think about, let alone talk about. He took the reunion with his friends as an opportunity to finally give going straight a try. Then this whole mess with the Artist happened. He's still trying to walk the straight and narrow, but it's so much damned easier just to pick up a gun and start blasting away...besides, he's found himself sticking to Emilie like glue all over again, just like in the old days, and it's easier to protect her if he's got access to lethal force... James is portrayed as Paul Teutul, Jr.

Str 5 Dex 4 Con 5 Int 2 Per 3 Wil 3



**DOCTOR WHO**  
**CHARACTER SHEET**

Character Name Susan Foreman (1<sup>st</sup> Regeneration)

Character Type Heroic

Description/Concept Time Lord

Primary Attributes		
STRength	2	INTElligence
DEXterity	3	PERception
CONstitution	3	WILLpower
Secondary Attributes		
Life Points	45	Endurance Pts
Speed	12	Essence Pool
Drama Points	5	

Character Points	
Spent Points	106
Unspent Points	
Character Traits	
Race/Nationality	White
Age (Apparent)	30's
Weight	120
Hair Color	Red
Notes	Susan has "bought off" her Time Lord Delusions of Grandeur drawback due to extensive time on Earth

Quality (Level)	Cost
Incarnation 1	n/a (4)
Time Lord	16
Attractiveness 2	2
Charisma 2	2
Contacts (U.N.I.T.)	3
Hard to Kill 5	5
Jack of All Trades (No unskilled penalties)	n/a (3)
Jury Rigging*	n/a (3)
Nerves of Steel (+ 4 vs. Fear)	3
Psychic	5
Resistance (Radiation) 3	n/a (3)
Situational Awareness (+ 2 to Notice Tasks)	2

\*When making improvised or "on the spot" repairs, roll twice and keep the better result

Drawback (Level)	Value
Honorable (Serious)	n/a (2)
Mental Problems: Reckless (Mild)	n/a (1)
Obsession (Where is the Doctor?) (Mild)	1
Obsession (Restore the Time Lords) (Mild)	1
Showoff	2
Covetous (Lecherous) (Mild; flirtatious)	1
Clown	1
Adversary (Various)	2
Secret (Doctor's Granddaughter)	2

Skill (Level)	Cost
Art (Drawing/Painting)	2
Brawling	1
Computer Programming	3
Computer Hacking	2
Dodge	3
Engineering (Electronics)	1
Humanities (Earth History)	2
Myth and Legend (Various)*	1
Notice	2
Pilot (Starship)	2
Pilot (TARDIS)	2
Research/Investigation	2
Science (Biology)	2
Science (Physics)	3
Science (Dimensional/Temporal Physics)	3
Seduction	1
Smooth Talk	2
Streetwise	1
Systems Operations (TARDIS)	2
* Treat as Special Skill	

Pulling Strings	Cost
Base Clearance	*
Computer Security Database	*
DNA Database	*
Forensic Laboratory Analysis	*
Lab/Workshop	*
Security Protocols	*
Satellite Surveillance: Intelligence	*

\*From Contacts. Susan has resigned her position with U.N.I.T. following the revelation that Gallifrey has been destroyed.

Success Levels Table		
Total	Level	Description
9-10	1	-0% time, +0 to Social/Normal Damage
11-12	2	-10% time, +1 Social/Normal Damage
13-14	3	-25% time, +2 Social/Vital Area Hit
15-16	4	-50% Time, 3 Social/+ 1 Base Damage
17-20	5	Excellent, + 4 Social/+ 2 Base Damage
21-23	6	Extraordinary, + 5 Social/+ 3 Base Damage
24-26	7	Mind-Boggling, + 6 Social/+ 4 Base Damage
27-29	8	Outrageous, + 7 Social/+ 5 Base Damage
30-32	9	Super-Heroic, + 8 Social/+ 6 Base Damage
33-35	10	Godlike, + 9 Social/+ 7 Base Damage



(Symbols: Square, Cross, Wavy Lines, Star, Circle)

## Automatic Powers (Once Per Session Each)

## Hunch-Yes/no question re: present condition of object, person, event

**Intuition:** Yes/no re: person's state of mind, intent, or reaction

**Ken:** Yes/no re: past nature of object, person, event

## **Read Aura: Yes/no re: Feelings or status of a person**

**Second Sight:** Yes/no re: future event

Perception and Notice	
Normal	8
w/Acute Senses	8
w/Situational Awareness	10
w/Senses and Sit. Aware.	10

## Notes/Background

Susan was left by her grandfather, the Doctor, in the year 2165 following an adventure in which she fell in love with a freedom fighter battling the Daleks. She married the young man and they had a good life; alas, the Time Lords pulled her out of her adopted time twenty years later, to assist her grandfather in foiling a high-level plot in the Time Lord government. Following this adventure, Susan was returned to Earth... but in the wrong century, to the year 1985. Though grief-stricken Over the loss of her family, Susan adjusted and had a life in 1985 Working for U.N.I.T. as a computer and scientific analyst, skills which have carried over into her new regeneration. However, the new Susan is very much a wild young woman of the new Millennium: cheeky, fun-loving and adventurous, the type who will observe a situation, say, "We should *really* get out of here," then charge in with abandon, grinning ear-to-ear. This doesn't mean she's stupid, just that she gets off on the thrill of the chase, adventure, and the rush of danger. Her ultimate goal is to discover whether her grandfather or any of her people survived the Time War, and help rebuild Gallifreyan society.

Str 2

Dex 3

Con 3

Int 6

Per 5

Wis 6



# CHARACTER SHEET

## Primary Attributes

**ST**rength      **IN**TElligence  
**DEX**terity      **PER**ception  
**CON**stitution      **WILL**power

## Secondary Attributes

Life Points \_\_\_\_\_ Endurance Pts \_\_\_\_\_  
Speed \_\_\_\_\_ Essence Pool \_\_\_\_\_

Quality (Level)	Cost
-----------------	------

## Skill (Level) Cost

**Character Name** \_\_\_\_\_

**Character Type** \_\_\_\_\_

Description/Concept \_\_\_\_\_

## Character Points

**Spent Points** \_\_\_\_\_ **Unspent Points** \_\_\_\_\_

## Character Traits

Race/Nationality \_\_\_\_\_ Gender \_\_\_\_\_

Age \_\_\_\_\_ Handedness \_\_\_\_\_

**Weight** \_\_\_\_\_ **Height** \_\_\_\_\_

Hair Color \_\_\_\_\_ Eye Color \_\_\_\_\_

**Notes** \_\_\_\_\_

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For more information about the study, please contact Dr. [REDACTED] at [REDACTED].

Drawback (Level)	Value
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Skill (Level)	Cost
---------------	------

## **Success Levels Table**

Total	Level	Description
9-10	1	-0% time, +0 to Social/Normal Damage
11-12	2	-10% time, +1 Social/Normal Damage
13-14	3	-25% time, +2 Social/Vital Area Hit
15-16	4	-50% Time, 3 Social/+ 1 Base Damage
17-20	5	Excellent, +4 Social/+ 2 Base Damage
21-23	6	Extraordinary, +5 Social/+ 3 Base Damage
24-26	7	Mind-Boggling, +6 Social/+ 4 Base Damage
27-29	8	Outrageous, +7 Social/+ 5 Base Damage
30-32	9	Super-Heroic, +8 Social/+ 6 Base Damage
33-35	10	Godlike, +9 Social/+ 7 Base Damage

## Gear/Possessions

Acquaintance	Ally/Enemy/Contact

Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Per \_\_\_\_\_ Wis \_\_\_\_\_



# DOCTOR WHO

“...his name is The Doctor. He has saved your lives so many times and you never even knew he was there. He never stops. He never stays. He never asks to be thanked. But I've seen him, I know him... I love him... And I know what he can do.”

-Martha Jones, “Last of the Time Lords”

At last, you can live your own adventures in the Fourth Dimension! Gather your Time Lord and Companions, hop in your TARDIS and go! Or assemble a team of Time Agents with Time Ships and Vortex Manipulators, and take up the mantle of Champions of Time in the mysterious absence of the Time Lords. The fate of the world...nay, the universe...and all its alternate dimensions, are in your hands!

This unauthorized and unofficial sourcebook for *Conspiracy X* includes everything you need to get up and running in the Whoniverse. Inside you will find:

- Full stats for every incarnation of the Doctor, Hartnell through Tennant, and stats for classic Companions for each incarnation.
- A (Nearly) Complete History of the Doctor, a synopsis of the entire 44-year history of Doctor Who, compiled by Topher Harris and Jason Vey.
- Technology of the Time Lords: background and statistics on some famous technology in the series, including the TARDIS, Sonic Screwdriver, and even a few original surprises!
- A bestiary including classic standards from both the old and new series, completely original monsters and aliens with which to threaten your Cast, and links to resources that add even more.
- New rules, skills, Qualities, and Drawbacks
- Complete episode notes and Cast stats for the "Saving the Forgotten" Campaign detailed on this thread.

To get the most out of this sourcebook, you will need *Conspiracy X, Second Edition*, and *All Tomorrow's Zombies*.

