

TIMELORD JOURNIES



SEPTEMBER 2003 EDITION



TABLE OF CONTENTS

CHAPTER 1: CHARACTER GENERATION	Pg.
Using the Character Templates	6
Table: Skill Rating Costs	6
An Example of Character Generation - Doctor Sarah Bellum	7
Table: Resources & Authority	7
Player Group Composition	9
Character Templates:	
The Experienced Time Lord	12
<i>The Professor</i>	13
The Noviced Time Lord	14
<i>Zharadimitrades</i>	15
The Companion	16
<i>Antonio Garcia</i>	17
The Specialist	18
<i>Dr. Sarah Bellum</i>	19
The Soldier	20
<i>Sgt. John Carter</i>	21
The Alien	22
<i>Blivitz the Gleep</i>	24
CHAPTER 2: NEW RULES AND CLARIFICATIONS	
Regeneration	
Using a Regeneration	26
Time Lord Body Building	26
Table: Gallifreyan Min/Max Ability Scores	26
Table: Gallifreyan Body Building	27
Special Abilities	27
Post-Regeneration Disorientation	28
Regeneration Example	28
Genre Tropes	
Drama Points	30
Villians and Drama Points	30
Example	30



CHAPTER 2: NEW RULES AND CLARIFICATIONS (Cont.)

Pg.

Genre Tropes	31
<i>The Davros Effect</i>	31
<i>The Probic Vent Effect</i>	31
<i>The Nick of Time Effect</i>	31
<i>The Daft Gaurd Effect</i>	31
<i>The Master Effect</i>	32
<i>The Joe Grant Effect</i>	32
<i>The Instant MacGuffin Effect</i>	33
<i>The Li H'sen Chang Effect</i>	33
Learning	34
Rules Clarifications	35
MacGuffin	35
Regenerative Powers	36
Pseudoscience	37
History	37

CHAPTER 3: Random Journeys

Random Journeys	40
The Master Plan: And Example Random Journey	40
Section 1: Themes & Subplots	40
Section 2: Adversaries	49
Section 3: Locations	53
Section 4: Objects	59





INTRODUCTION

Welcome to the first edition of Time Lord: Journeys. Inside you will find all sorts of rules, clarifications and generators for the enhancement and expansion of Time Lord: the Doctor Who role-playing game.

I first started playing Time Lord back in 1992, and since then, I've found no other game that so captures the flavour and feel of Doctor Who and episodic adventure television in general. The system is rules light, and those rules reflect the TV reality of the universe of the Doctor so well that it is a wonder the game has not seen wider attention.

Of those who managed to originally find a copy (despite Virgin Ltd.'s bizarre marketing strategy), a few people dismissed the game for the lack of character generation and experience rules, long standing sacred cows of the RPG community. Others felt it was a little *too* rules light and not 'crunchy' enough. These days, such things are so commonplace in the RPG industry, one might say that Time Lord was well ahead of its time in those regards and many have missed out on a great game. Fortunately, though the main rulebook is out of print, the authour, Ian Marsh, has made the contents available on the web, so that new players, and fans of Doctor Who alike, can enjoy home made adventures through time and space.

This manual serves as a companion piece to the main rules, adding character generation, experience and other new rules and tools to make the game 'crunchier' while still maintaining the original's flavour and intent. While most of the content is of my own creation, the Regeneration and Resource Point rules are actually either modified or drawn from previous works that have been on the web for years, and can be found compiled in the Time Lord Companion, by Stephen J. Ege, which also contains an alternate point based chargen system and rules for converting the old FASA Doctor Who game to Time Lord.

Finally, this document is a 'Living' document. It will continue to grow and expand as questions are asked, new rules are envisioned or old rules updated, so check back on occasion for the latest version.

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1



CHARACTER GENERATION



1: Character Generation

Character Generation

While the rules in the Timelord rulebook provide you with a splendid system for creating yourself as a companion, there is no real system for generating characters. While it is easy enough to create your own unique Timelord or alien companion by working out what is or isn't acceptable with the Referee, those new to role-playing or building characters for a PBEM game might find it quicker to use the system below.

Using the Character Templates

On the following pages you will find a number of character templates. Pick the one that best describes the character you would like to play. Each template has the following information:

Description: A short description of the Character type.

Ability Scores: For each individual Ability score you may choose to either take the set rating or roll it randomly if a Die and modifier are provided.

Special Abilities: The character will automatically receive any Special Abilities listed here. at the ratings given.

Skill Points: As with Ability Scores, the player may choose to take either the set rating or roll for the number of Skill Points randomly if a Die and modifier are provided. These points may be spent on the purchase of new Special Abilities, or to raise the ratings of Special Abilities already known, at the costs given below:

Special Ability Rating Costs

RATING	COST	CUMULATIVE COST
1	1	1
2	2	3
3	3	6

NOTE: Only Aliens and Gallifreyans may purchase Regenerative Powers and only Aliens may purchase Special Immunity. All PC's gain the Special Ability: *Running* at a rank of 1 and *Cheat Death* at a rank equal to 5 - their Strength, for free.

Resource Points: Characters start off with nothing but the clothes on their back. With resource points, you may purchase equipment and/or a position of authority (see the Resource & Authority table). This item will always be available to you at the start of a new adventure unless the referee determines that you have somehow permanently lost it (as Mike Yates lost his UNIT position at the end of *The Invasion of the Dinosaurs*).

Advantages & Disadvantages: Here you will find special rules relating to the character template you have chosen.

1: Character Generation



An Example of Character Generation - Doctor Sarah Bellum

The referee has gathered together 3 players to join him in a game of Time Lord. One of the players, Emma, decides that she wants to play someone similar to Liz Shaw from the Third Doctor's era, and so she picks the Specialist template (pg. 16) to base her character on.

The first step is to generate the character's main Ability scores. For starters she decides to roll for her Strength and Control ratings, and she gets a 2 and 4, respectively. Next, as there are only two choices for each, she picks a Size of 4 and a Weight of 3.

Not seeing her character as someone who would need to move particularly fast and also not wanting to be saddled with the possibility of a low Move score, she decides to take the average rating of 3 for her Move instead of rolling.

For Knowledge, she decides to roll, knowing that if she rolls low, she can always use her *Natural Talent* advantage to change it to a 5, if need be. She rolls and gets a 5! Now she can use her *Natural Talent* on another Ability instead!

Finally, she decides to roll for her final two Abilities, in hopes of getting higher than average scores. She scores an average rating of 3 for her Determination score, but rolls abysmally for Awareness, getting the minimum score of 1, indicating that her character is almost completely out of touch with her surroundings! Thankfully, she still has her *Natural Talent* advantage, and turns the 1 into an automatic 5, making her highly observant and charismatic.

Resources & Authority

1 Point Resource

Common everyday items: *Jelly Babies, Penknife, Adric's Gold Star*

2 Point Resource

A useful item of some worth: *Hunting Knife, Binoculars, Radio*

3 Point Resource or Position

An item of notable worth: *Sword, bow, Palm Pilot, body armour*
Low position of authority: *Sergeant, Minor City Official, Head Priest, Earl*

4 Point Resource or Position

A valuable item: *Security Pass, firearms, GPS unit, full armour.*
Moderate Authority: *Captain, Senator, Duke, Bishop*

5 Point Resource or Position

Exceptionally valuable or high tech items: *Sonic Screwdriver, Tricorder, blasters*
Head of Organization: *National head of UNIT, President, Pope, King*



1: Character Generation

Next, she moves on to the Special Abilities section of the template. She automatically receives the Strong Passion Special Ability. As she wishes her character to be a medical doctor, she decides that she will be passionate about healing others and curing their ailments. She writes Strong Passion, Healing 2 on her sheet.

As an Advantage of being a Specialist, she also receives one Special Ability rated at 3, two Special Abilities rated at 2 and three Special Abilities rated at 1. These must all be related to her field of expertise, however. She decides that her character is a doctor from a future time in Earth's history and is a specialist in the Cybernetic replacement and enhancement of human bodies. She takes Cybernetics at 3; Medicine and Science at 2; and First Aid, Computing and Electronics at 1. The referee decides that all of these fit the field and background that Emma has chosen for her character and allows them.

Finally, all characters receive the Running skill at 1 for free. They also receive the Cheat Death skill at a rating equal to 5 - their Strength. This comes out to a 3 for Emma's character.

Skill Points are next, and Emma is disappointed with the measly D3 potential points a Specialist receives. Oh, well, she thinks, you can't have everything. She decides to take the average of 2, as she sees little advantage in rolling for the extra point. She spends the Skill Points by purchasing two more Special Abilities, each rated at 1: Mathematics, a basic skill for any scientist; and Striking Appearance, giving her already charismatic doctor smashing good looks as well.

Emma receives 4 Resource Points for her Specialist and she spends 3 of them on a Palm Pilot, a useful technological item which will allow her character to better perform her scientific duties. She uses the remaining point on a Gold Pen, which she describes as a Med School graduation present from her dear departed father, whom the Professor bears a strong resemblance to.

To wrap up her character, she needs a name and a background. She picks Sarah Bellum, a name that humourously reflects her character's brainy nature. Her background has already developed a bit as a result of the choices she has made during character generation and she fills it out a little more, including a description of the way she looks and how she acts. With that finished, she is ready to join the other players on an adventure through time and space...



Player Group Composition

Referees note, the templates are not balanced in the typical way one might find in other games. Indeed, the Experienced Time Lord far outstrips the other characters in ability and even the Novice Time Lord is impressive by comparison to the Companion template. This doesn't mean a lack of advantage to playing other character types, however, as they all have at least one particular strength or weakness that makes them unique and important to a well balanced team. Villains should, for instance, always underestimate the Companion character, leaving them free to maneuver when a Time Lord Character is clapped in very firm chains.

More importantly, it is contrary to the feel of the programme to have a TARDIS crammed full of Experienced Time Lords who careen around time and space arguing over who gets to fly the TARDIS (and rather silly to boot). Here are a few alternative ideas to help you and your players nail down a good group composition...



The Time Lord Stands Alone: The default grouping, one character takes on the role of an Experienced or Novice Time Lord while up to three others play any other character type, preferably with a good mix of templates to create a well balanced crew.

The T-Team: The TARDIS crew is made up of a Time Lord and a group of Specialists and Soldiers who act as a troubleshooting team for the Celestial Intervention Agency. This could include up to eight players, as it would be a very action oriented format, with the soldiers holding off hordes of Daleks, Cybermen, Sontarans and what have you, while the Specialists accomplish the technical side of the mission.

1: Character Generation



The Time Lord's Apprentice: This is a campaign primarily designed for two players. One is an Experienced Time Lord and the other is a Novice Time Lord fresh from the academy. This type of campaign is best when started around a Quest, as the *Key To Time* series. After the quest is over, the Novice may return to Gallifrey, or stay on, as Romana did.

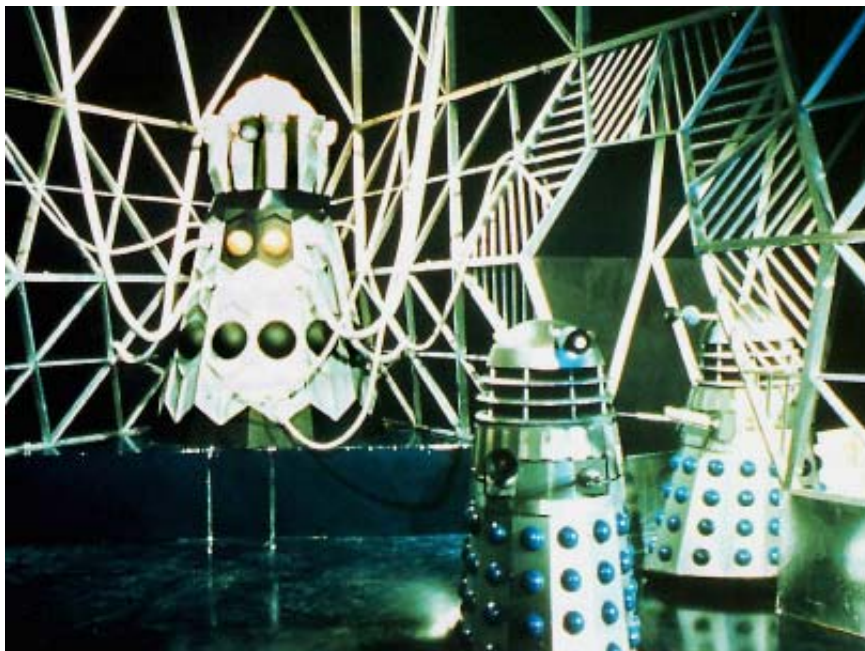
This group could be expanded by adding in another Novice, although three Time Lords should be the practical limit. Furthermore the danger and complexity of the task would have to be enormous to warrant such a grouping, so the referee should really pull out all the stops when planning adventures for three.

Guest Starring...: Along with the one of the choices above, you can add extra players who will take on the role of 'Guest Stars,' i.e. characters who will only be around for one story, like the characters of Professor Chronotis, Chris Parsons and Claire in Shada. This could also include recurring roles, like those of the Brigadier, Captain Yates and Sgt. Benton during the Third Doctor's era.

An interesting variation on this theme is to allow one of the Guest Starring players to take over the role of a Time Lord during regeneration, relegating the Time Lord Player to playing Guest Stars. This way, not only will everyone in the group eventually have a chance to play the Time Lord character, the Time Lord player will be less likely to throw away regenerations, and will actually change personalities when they do regenerate! Allow the new player to choose or roll up his new body and Special Abilities as per the rules on pg. 26.

The Villain: Choose one of the other formats and then allow one player to be the main Villain! This works best if the group is good about not acting on information that their characters would not know.

In either case, the Villain should help the Referee build up his plot in the story, creating a rough plan of how he intends to carry out his scheme. As the players cause problems, he can react to their interference, taking the Referee into another room to inform him of any changes to his plan and to roll dice secretly (especially for Gloating rolls)!





The Time Lord Stands Alone



An Experienced Time Lord and his crew (from left to Right): The Companion, The Alien and the Specialist.



1: Character Templates

The Experienced Time Lord

Whether a member of the High Council who gets inadvertently caught up in events beyond his control or a renegade who left Gallifrey long ago, the Experienced Time Lord has been around so long, he's forgotten more than most civilizations have learned. His great age and experience are a positive boon to any situation in which he becomes involved, but he has created a lot of enemies and used a goodly number of regenerations in his time... (*Example: The Doctor*)

Abilities:

Strength	3 (1+D3)
Control	3 (1+D3)
Size	3 or 4
Weight	3 or 4
Move	3 (1+D3)
Knowledge	6
Determination	5 (3+D3)
Awareness	3 (D6)

Special Abilities

Regenerative Powers (STR)	1
Iron Constitution (STR)	1
History, Galactic (KNO)	1
, Planetary (KNO)	1
TARDIS (KNO)	1
Temporal Science (KNO)	1
Indomitable Will (DET)	1

Skill Points: 21 (6D6)

Resource Points: 6



Advantages & Disadvantages

Experienced: Add +1 to any Ability and subtract 2D6 from your remaining regenerations. The player may wish to create these past lives as characters by 'backwards' regenerating their current character.

Knowledgeable: The Experienced Time Lord is so widely learned, that he begins with (6) Knowledge based Special Abilities of his choice, rated at 1 each.

My Best Enemy: Choose an adversary or villain from the rulebook or have the referee make one up for you. There is a 1 in 6 chance each game session that they show up to trouble or attempt to kill you in revenge for past defeats.



Sample Experienced Time Lord - The Professor

STR 3 KNO 7
 CON 3 DET 7
 MOV 3 AWA 3
 SIZ 4 WGT 3

SPECIAL ABILITIES



STR	
Cheat Death	2
Iron Constitution	1
Regenerative Powers	2
CON	
Bench Thumping	1
MOV	
Running	1
Driving	1
Piloting	1
Sailing	1
KNO	
Astrogation	1
Computing	1
Electronics	1
Engineering	1
History, Mutter's Spiral	2
History, Earth	1
Law	2
MacGuffin	1
Mathematics	1
Mechanics	2
Pseudoscience	1
Science	2
TARDIS	1
Temporal Science	2
DET	
Indomitable Will	1
AWA	
Bureauchracy	2
Refined Palette	2

Space/Time Origin: Gallifrey
Species: Gallifreyan
Apparent Age: Late-Fifties
Regenerations Used: 6

RESOURCES	
Sonic Screwdriver	(5)
Magnifying Glass	(1)

Background

The Professor was previously curator of the Gallifreyan Museum of Temporal and Spatial Vehicles and has always had a great love for travel machines of all sorts, shapes and sizes from across the universe. It was little wonder then, that after a millennium of tending to the museum, he would eventually decide to make off with one of his charges (an antique Type 33 Reconnaissance TARDIS) and see the real universe for himself.

At first, he only intended to sneak out for a small excursion and return unnoticed. Unfortunately, the directional unit blew out on his first trip and sent him on a rather lengthy and random journey throughout the universe. During that time he encountered so many interesting peoples and places that, once the fault had been fixed, he had no desire to return to the confines of his dusty cloister.

The Professor is an older gentlemen with a scholarly demeanour and a quiet, observant manner. This, combined with a raggedy tweed suit and and cap, gives him the semblance of a tenured university professor on an extended holiday.



1: Character Templates

The Novice Time Lord

Having recently graduated from the dry, restrictive halls of the Time Lord Academy, the Novice is chomping at the bit to experience time and space first hand. Though inexperienced and oft times reckless, the Novice has a body in its prime, a keen intellect and a full cycle of regenerations bolstering a feeling of relative indestructibility. He will go anywhere and anytime. As a result, many Novices become members of the Celestial Intervention Agency... (*Example: Romana*)

Abilities:

Strength	4 (2+D3)
Control	4 (2+D3)
Size	3 or 4
Weight	3 or 4
Move	3 (1+D3)
Knowledge	5
Determination	5 (3+D3)
Awareness	3 (D6)

Special Abilities

Regenerative Powers (STR)	1
Iron Constitution (STR)	1
History, Galactic (KNO)	1
TARDIS (KNO)	1
Temporal Science (KNO)	1
Indomitable Will (DET)	1

Skill Points: 18 (5D6)

Resource Points: 3



Advantages & Disadvantages

Inexperienced: The Novice may not start with any Special Abilities at Rank 3.

Time Lord Ageism: When dealing with older, more experienced Time Lords, the Novice suffers a +1 Difficulty modifier to all interaction rolls. This lasts until the Novice regenerates for the first time.

Adaptive: You may shift 1 point from any single Ability except Size or Weight, and move it into another.

1: Character Templates



Sample Novice Time Lord - Zharadimitrades

STR 3 KNO 5
 CON 5 DET 4
 MOV 3 AWA 4
 SIZ 3 WGT 3

SPECIAL ABILITIES

STR	
Cheat Death	2
Iron Constitution	1
Regenerative Powers	1
CON	
Bench Thumping	1
Martial Arts	1
MOV	
Running	1
KNO	
Computing	2
Cybernetics	1
Electronics	1
First Aid	1
History, Mutter's Spiral	1
MacGuffin	2
Mathematics	1
Medicine	1
Pseudoscience	1
Science	1
TARDIS	2
Temporal Science	2
DET	
Indomitable Will	1
AWA	
Eloquence	1



Space/Time Origin: Gallifrey
Species: Gallifreyan
Apparent Age: Early Twenties
Regenerations Used: 0

Background

After graduation at the head of her class, Zharadimitrades was immediately assigned as the personal assistant to a high ranking member of the High Council. This consisted of passing messages back and forth across the capitol for him, monitoring his pet projects, and attending lectures in his place and taking notes as some stodgy old man droned on for hours about some insignificant species on some backwater planet in some dull prehistoric time zone.

Just as she feared she would be a thousand before ever setting foot off her home world, she recieved a Secure Delivery Capsule which contained a TARDIS key, directions to a type 51 in a disused repair bay, and three sets of coordinates with the message "Do whatever you think is best." She hasn't been back to Gallifrey since.

Zhara is a tall, red-headed Time Lady, her severe features beaming with refinement and a vast intellect. The belies her vivacious spirit and natural charm, however, and she has been known to liven up a room with her mere presence or calm a tense situation with a casual remark.

RESOURCES

Data Pad (3)



1: Character Templates

The Companion

The average man or woman on the street may find themselves in many less than pedestrian situations after becoming affiliated with a Time Lord. While they're constantly aware that there are great differences in intellect, ability and behaviour between themselves and this strange, time traveling alien, they also know that without them, he would be largely unable to extricate himself from the numerous sticky situations he inevitably lands himself in... (*Example: Joe Grant*)

Abilities:

Strength	3 (1+D3)
Control	3 (1+D3)
Size	3 or 4
Weight	3 or 4
Move	3 (1+D3)
Knowledge	4 (2+D3)
Determination	3 (1+D3)
Awareness	3 (D6)

Special Abilities

Independent Spirit (DET) 1

Skill Points: 7 (2D6)

Resource Points: D6



Advantages & Disadvantages

Adaptive: You may shift 1 point from any single Ability except Size or Weight, and move it into another.

No Threat to My Plans: Whenever a Villain takes a Companion into consideration for imprisonment, execution, etc. during an adventure, have them make a Gloating Roll with a difficulty equal to 5 + 1 for every time the Companion has been instrumental in thwarting their plans.

If it succeeds the Villain will see them as no threat. Whereas other characters will be placed under heavy guard while awaiting their fate, the Villain might find the Companion pretty or amusing enough to keep around for entertainment value, useful as slave labour or anything else that puts them under light guard and/or gives them access to a means for making life difficult for the bad guys.

Quick Study: Companion characters only need to spend 3 Drama Points to learn a new Ability. See pg. 34 for more information.



Sample Companion - Antonio Garcia

STR 4 KNO 3
 CON 5 DET 4
 MOV 3 AWA 3
 SIZ 3 WGT 3

SPECIAL ABILITIES

STR	
Cheat Death	1
CON	
Brawling	1
Edged Weapons	1
Stealth	1
MOV	
Running	1
KNO	
Photographic Memory	1
DET	
Independant Spirit	1
AWA	
Con	1
Gambling	1



Space/Time Origin: Earth, Spain 1863AD

Species: Human

Apparent Age: Mid-twenties

Background

Antonio was an incorrigible rogue and gambler who made a living conning his way around Europe before he met the Professor in Prague and helped him to defeat a crash landed Rutan scout. The Professor took a shine to the young man and, knowing that his criminal ways would lead to his untimely death in a little less than a year, he challenged him to a game of cards. He bet his large emerald ring (a gift from Nefrititi) against Antonio's servitude for a year and a day. Antonio lost (despite having marked the cards

beforehand) and has been travelling with the Professor ever since.

Antonio is a curious and adventurous young spaniard with a keen intellect and haughty demeanour. While he has little love for authority in general, he has great respect for the Professor and will usually follow whatever instructions he gives, especially as the situations he now finds himself in are usually well outside of his range of experience. Still, he has taken to his new life and wonders if, when his servitude is finally up, he will actually want to go home...



1: Character Templates

The Specialist

Whether scientists, spies or politicians, the Specialist is passionate and accomplished in all the areas pertaining to their specialty. Time Lords may find them very helpful in tackling particular problems, like negotiating treaties, aiding in their scientific experiments, and so on, so they find the prospect of traveling with one very appealing, even if the Specialist simply wants to be left at home... (*Example: Liz Shaw*)

Abilities:

Strength	3 (1+D3)
Control	3 (1+D3)
Size	3 or 4
Weight	3 or 4
Move	3 (1+D3)
Knowledge	4 (2+D3)
Determination	3 (1+D3)
Awareness	3 (D6)

Special Abilities

Strong Passion, Field of Expertise (DET) 2

Skill Points: 2 (D3)

Resource Points: 4



Advantages & Disadvantages

Area of Expertise: The Specialist should pick a Field (examples include science, politics, espionage, detective work, farming, etc.). They may then gain the following:

- (1) Special Ability at Rank 3
- (2) Special Abilities at Rank 2
- (3) Special Abilities at Rank 1

The only proviso is that all of the Special Abilities must be related to their field in some way, so Math and Pseudoscience would fit a scientist but not Stealth and Escapology, while the opposite would hold true for an espionage Specialist.

Natural Talent: Replace any one Ability Rating with a 5.



Sample Specialist - Dr. Sarah Bellum

STR 2 KNO 5
 CON 4 DET 3
 MOV 3 AWA 5
 SIZ 3 WGT 3

SPECIAL ABILITIES

STR	
Cheat Death	3
CON	
Bench Thumping	1
MOV	
Running	1
KNO	
Computing	1
Cybernetics	3
Electronics	1
First Aid	1
Mathematics	1
Medicine	2
Science	2
DET	
Strong Passion, Healing	2
AWA	
Striking Appearance	1



Space/Time Origin: Earth, England 2387AD

Species: Human

Apparent Age: Early twenties

Background

Sarah Bellum is a bright young medical doctor with a speciality in the cybernetic augmentation of living creatures. She found herself putting this knowledge to good use when aiding the Professor to defeat a colony of future Cybermen placed in the past to prevent their present defeat during the Galactic Cyberwars.

Following the destruction of the colony, along with the crew of the ship on which she served, Sarah insisted on joining the Professor in his travels. She finds life aboard the TARDIS stimulating and enjoys the mental and physical challenges she finds whenever she steps out the door, even the ones that threaten her life.

Unfortunately, the Professor is rather nervous about Sarah endangering herself. He recently found out that she is extremely important to the time-stream, eventually inventing a cybernetic anti-virus that will save millions during a galactic plague. He wants to return her to her own time, but he daren't tell her why and she refuses to go without a very good reason.



1: Character Templates

The Soldier

Whether Army, Navy or Special Forces, Soldiers are common throughout Time and Space, from the hoplites of ancient Greece to the blaster wielding starship troopers of the far future. Whatever the Soldier's origins in history, however, he is now experiencing conflict throughout space/time, and all on a regular basis thanks to the TARDIS.

The Soldier is comfortable in most environments and can use a variety of weapons, even unfamiliar or alien ones, with ease. While most Time Lords are pacifists, they can't deny that having a Soldier on hand is a Very Good Thing when Daleks are about...*(Example: Sgt. Benton)*

Abilities:

Strength	4 (3+D2)
Control	4 (3+D2)
Size	3 or 4
Weight	3 or 4
Move	3 (1+D3)
Knowledge,	
Ancient World	2
Pre-20 th Century	3
Others	4
Determination	4 (2+D3)
Awareness	3 (D6)

Special Abilities

Iron Constitution (STR)	1
Brawling <i>or</i> Martial Arts	1
Wilderness Lore (KNO)	
Pre 20 th Century	2
20 th Century and Beyond	1



Skill Points: 3 (D6)

Resource Points: 7 (2D6)

Advantages & Disadvantages

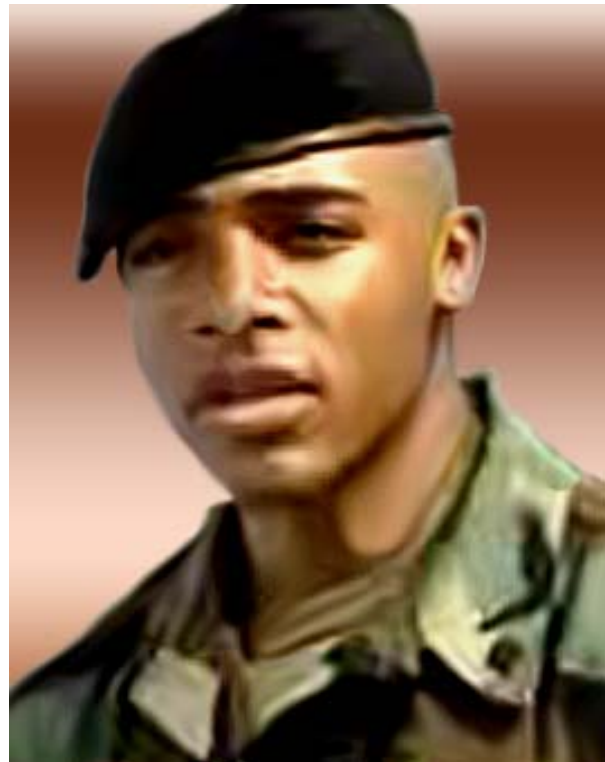
Hop to it Mr. Benton!!!: Soldiers who spend Resource Points to gain rank or authority gain the Special Ability: Command at a rating of 1 for free.

MOS: Soldiers gain (1) Special Ability at 2 to reflect specialized Military Training. This must be appropriate to the era and race they hail from, so no Greek Hoplites with Temporal Science...



Sample Soldier - Sgt. John Carter

STR 5 KNO 4
 CON 4 DET 3
 MOV 4 AWA 5
 SIZ 3 WGT 4



SPECIAL ABILITIES

STR		
Iron Constitution		1
CON		
Brawling		1
Marksman		1
MOV		
Driving		1
Running		1
KNO		
Explosives		1
Mechanics		2
Wilderness Lore		1
DET		
Command		1

RESOURCES

Rank: Sergeant (3)
 Binoculars(2)
 Pistol (4)

Space/Time Origin: Earth, United States 2003AD

Species: Human

Apparent Age: Late twenties

Background

Sgt. John Carter was an armoured vehicle specialist for U.N.I.T. USA. He first became involved with the Professor when averting an attempted invasion of Earth by the Ice Warriors. He so impressed the old Time Lord during the affair, that the Professor 'borrowed' him from U.N.I.T. at the mission's conclusion in order to deal with another matter far in the Earth's future.

That was some time ago and the Professor has yet to return the Sergeant home, but truth be told, Sgt. Carter enjoys travelling in the TARDIS and isn't in a hurry to return to the dull regimented life of the military just yet. During his time with the Professor he has seen the siege of Masada, fought the Sentient Cybertanks of Sirius 7, and been made an honorary noble of Draconia for his actions against the Daleks. Life on Earth just seems a little too tame in comparison.

Sgt. Carter is very tall, well muscled, and generally physically intimidating. He is quiet, however, and tends to follow the ages old axiom 'speak softly and carry a big stick,' although once battle is joined, he springs to life, bellowing orders and taking charge of the situation.



1: Character Templates

The Alien

Aliens are a varied lot and that is about the best you can say to describe them. Some may be human like in every way except for their ability to hover about the place, while others may have blue skin, multiple arms and/or various other blazingly apparent alien traits.

For the most part, those who travel with Time Lords tend to be of a humanoid shape and comparable size for convenience sake, but exceptions have been known. It might be difficult, however, to convince the Inquisition to not burn you alive when your traveling companion is the spitting image of the Devil... (*Example: Cheetah People*)

Abilities:

Strength	3 (D6)
Control	3 (D6)
Size	3 (D6)
Weight	3 (D6)
Move	3 (D6)
Knowledge	3 (D6)
Determination	3 (D6)
Awareness	3 (D6)

Special Abilities

History, Own Species (KNO) 1

Skill Points: 10 (3D6)

Resource Points: 3 (D6)



Advantages & Disadvantages

Unusual Abilities: The Alien may use Skill and Equipment points to purchase Alien Special Abilities. See the list on the next page. Note that those that make use of a specific Special Ability are useless unless you also purchase that as well.

What IS That Thing Sticking Out of Your Bottom?: Alien characters who purchase more than one Alien Special Ability or who purchase the same ability more than once, must also pick some sort of physical tag to go with each additional choice. For instance, a Acid Spitter might drool, a telekinetic might be bald with obtrusive pulsing veins in his temples and a Hyper Intelligent Alien might have pointed ears and a bowl haircut.



Alien Special Abilities

Acid Spit: You have the ability to spit acid at a range of one area, using your Control to hit, which acts as a fast acting poison with a potency equal to your Strength. You may also chew through various materials, assuming you can get your mouth around them at a Cutting Capability equal to your Strength. You may purchase this ability up to 3 times, increasing the strength of your acid by +1 each time after the first. *Cost: 3 Points*

Fast Healer: Every Research Turn, you may roll Regenerative Powers vs. a Difficulty of 7. If successful, you heal one wound. This will not bring you back from the dead. *Cost: 6 Points*

Fly: Through wings, levitation, magnetic fields or some other means, you gain the Move Special Ability: Fly at a rating of 1, which may be improved in the same way as other Special Abilities. *Cost: 9 Points*

Hyper-Ability: Your species is especially strong, agile, smart, etc. Pick an Ability score and add 1 to it. You may purchase this ability numerous times. *Cost: 9 Points*

Natural Equipment: The Alien has some natural ability, say super long ranged vision, the ability to speak in radio waves, natural weaponry, etc. that functions as the equivalent piece of equipment. *Cost: Resource x3*

Shapeshifter: You have the ability to change your appearance in some fashion by making an AWA test vs. a Difficulty of 5. Every D6 Research Turns another AWA test must be taken or you revert to your original form. The amount of change depends on how many points you spend on this ability. Spending more than 3 points qualifies you for the *What IS That Thing Sticking Out of Your Bottom* disadvantage.

3 Points: You can change small features, like skin colour, nose shape, etc. This adds +1 to any use of the Disguise Special Ability.

12 Points: You can completely change your physical appearance, as long as you maintain the same body type (i.e. no extra arms and the like). This has no affect on your stats (an alien shaped like a Sontaran is not necessarily as strong or hardy as one) and does nothing at all for your clothing.

18 Points: You may take any shape, including adding extra limbs, as long as you maintain the same mass. This has no affect on any stat except Size (an alien shaped like an elephant will be an extremely light and puny elephant, for instance) and does nothing at all for clothing.

Telekinetic: You may use your strength at range, adding +1 to the Difficulty for each area of distance between you and your target. Each additional purchase of this power reduces the Diff by 1. *Cost: 5 Points*

Telepathic: You may send messages with your mind into the mind of another. Use your DET vs. a Difficulty of 5 + 1 per area of distance. Each additional purchase of this power, reduces the Diff by 1. *Cost: 3 Points*

Teleporter: Through whatever means, your character may move from one area to another without crossing the intervening space on a successful Move test. Gain the Move Special Ability: Teleport at a rating of 1, which may be improved in the same way as other Special Abilities. Failing a Move roll when teleporting and ending up in a solid object is quite dangerous, and will do a number of wounds equal to the Hardness of the material. Should you survive, you may attempt to teleport out in your next turn. *Cost: 15 Points*



1: Character Templates

Sample Alien - Blivitz



STR	3	KNO	3
CON	5	DET	5
MOV	2	AWA	4
SIZ	4	WGT	3

SPECIAL ABILITIES

STR	
Cheat Death	2
MOV	
Bouncing (Running)	1
KNO	
History, Gleeps	1
AWA	
Serendipity	1

Space/Time Origin: Spiv 3129AD

Species: Gleep

Apparent Age: Indeterminable

Alien Abilities	
Shapeshift (18)	

Background

Blivitz was merely a bud when the Professor first visited the planet Spiv and helped them to avert catastrophe when the planet's magnetic field reversed itself. Years later, after Daleks had invaded to learn the genetic secrets of Gleep shapeshifting, the Professor returned. Blivitz helped the Time Lord and his companions to rally the normally pacifistic Gleeps into a guerilla force and destroy the Daleks utterly. He then stowed away on the TARDIS to follow his hero into time and space.

Gleeps are amorphous blob like creatures with an unstable genetic structure that allows them to duplicate almost any creature they've touched. They are normally very inquisitive beings, and Blivitz shows this racial trait to such an extreme that he often lands himself in various sticky situations. Many times, however, he also inadvertently finds a solution to a greater problem in the process or reveals hidden dangers that might have gone unnoticed by the others.

Blivitz is still young and rather immature for his species, so he often displays child-like behaviour that can annoy his companions, like mimicking them and pulling practical jokes. On the whole, however, he is very loyal, especially to the Professor, whom he idolizes.

2



RULES & CLARIFICATIONS



2: New Rules - Regeneration

REGENERATION

As has been well established, A Time Lord can regenerate his body up to 12 times during his lifetime. This can be voluntary, such as when replacing an old, worn out or debilitated body; or involuntary, as when caught in the crossfire between two warring Dalek factions.

Some Time Lords can control this ability to a degree, tailoring their outward appearance to their tastes, while others find it impossible to control and are always disappointed with the results. The Master, whose appearance has changed very little over his lifetime, is an example of the former, while the Doctor is an excellent example of the latter.



Using a Regeneration

When a Time Lord chooses to voluntarily regenerate, as Romana did in *Destiny of the Daleks*, have them make a Regenerative Powers roll vs. a Difficulty of 6. A success indicates that the Time Lord has full control over the regenerative process and can choose his final appearance. Otherwise determine his new Ability scores randomly, using the method given below.

When regenerating due to injury, the Time Lord makes a Regenerative Powers roll against a Difficulty of 6 + the number of wound levels taken beyond those necessary to cause death. If successful, the regeneration proceeds under voluntary control, allowing them to choose their final appearance or to delay the regeneration for up to D6 research turns in the hope of receiving enough medical attention to bring them back from the brink of death. Failure, again, leads to a random body.

Time Lord Body Building

If the regeneration proceeds under the Time Lord's control, he may voluntarily change around any of his abilities except for Size and Weight. The player may lower any Ability score and place the points in another Ability score on a one for one basis, with the only proviso being that no Ability may be lowered or raised beyond the Gallifreyan minimums and maximums listed below. Size and Weight may be chosen by the player, again, within the limits set below.

Gallifreyan Min / Max Ability Scores

Strength	2 - 5	Knowledge	5 - 7	Size	3 - 4
Control	1 - 6	Determination	1 - 7	Weight	3 - 4
Move	2 - 5	Awareness	1 - 6		

2: New Rules - Regeneration



If the regeneration is uncontrolled, or you delay the regeneration and are not brought back above the threshold of death in time, roll for your new body below:

Gallifreyan Random Body

Strength	1 + D3	Knowledge	4 + D3
Control	1D6	Determination	1 + D6
Move	1 + D3	Awareness	1D6

For Size and Weight, roll a D6 for each.

- 1-3 You are Size or Weight 3
- 4-6 You are Size or Weight 4

Special Abilities

The massive upheaval of the synapses caused by the regenerative process can have a direct effect on a Time Lord's skills and knowledge. As old synaptic pathways are closed down and new ones are opened, they may find that they have completely forgotten how to do something they've been doing for years but can now remember a long forgotten skill, one that hasn't been used in centuries, with perfect clarity.

To represent this, whenever a Time Lord regenerates, roll a D6 for each Special Ability:

- 1 Reduce the Special Ability Rating by 2
- 2-3 Reduce the Special Ability Rating by 1
- 4-6 The Special Ability remains the same.

If an Special Ability is reduced to 0 in this way, it is lost to the Time Lord until he regenerates again, however, the following Special Abilities may never be reduced below a rating of 1 and are therefore never lost: Regenerative Powers; Iron Constitution, Cheat Death, MacGuffin, TARDIS, Temporal Science, Science and Indomitable Will.

Any lost points may be used to purchase new Special Abilities on a one for one basis. They may also be used enhance those Special Abilities, and only those Abilities, that have not been reduced or lost during the current regeneration, on a two for one basis.





2: New Rules - Regeneration

Post-Regenerative Disorientation

After an involuntary regeneration, a Time Lord is often disoriented to a degree. Their memory can be foggy or non-existent and their behaviour erratic. Long time friends might become complete strangers and familiar surroundings as alien as any new world.

There are no hard and fast rules about how a player should act when playing their character after an involuntary regeneration, but it behooves them, and improves the quality of the game, to play in the spirit of the series. It can even be quite fun to act in as potty a manner as possible until the referee and the other players have had quite enough, at which point you can assume that your Time Lord's personality stabilizes.

Indeed, if the you and the other players are truly enjoying your portrayal of a gonzo Time Lord, you might even decide to keep it as the permanent personality of the current incarnation. You could say that the regeneration was unstable, as was the case for the 6th Doctor. It might even provide for some interesting story opportunities.

Regeneration Example

The Professor is caught in a Dalek crossfire and left for dead as his companions are escorted off to slave labour. After a time his body starts to melt and flow into a new form, as the miraculous process of regeneration takes place.



The Professor is suffering from an involuntary regeneration. He has taken three wounds over the amount needed to kill him, so the Difficulty of his regeneration is $5 + 3 =$ Difficulty 8. He has a STR of 3 and a Regenerative Powers rating of 2, so he needs to beat a difference of 3 to control his regeneration.

He throws the dice and gets a 5 and a 1, a difference of 4! He elects to hold off regeneration in hopes that the local rebels he has befriended will find him and fix him up before he wastes a body. He rolls to see how long he can wait and gets a 2, so he has 2 research turns or roughly 30 minutes before the regeneration takes place on its own. Unfortunately, the rebels don't show up, and his regeneration now proceeds without his control as a consequence. He rolls up a new body on the Gallifreyan Random Body Table. The results are below, with his old scores before the slash and his new ones after

The Professor's Old / New Body

Strength	3 / 3	Knowledge	7 / 5	Size	4 / 4
Control	3 / 4	Determination	7 / 7	Weight	3 / 3
Move	3 / 4	Awareness	3 / 5		

2: New Rules - Regeneration



The Professor, previously a myopic older fellow with an academic demeanor, has gained a point of control and move, as well as 2 points of awareness. He has also lost 2 points of Knowledge! He has obviously regenerated into a much younger, more active man with a great deal less academic interest.

Next we roll a D6 for each of his Special Abilities. We find that his Regenerative Powers are reduced from 2 to 1, as are History, Law and his Refined Palette. His ability with Bureaucracy, formerly a 2, disappears altogether. This leaves him with 6 points floating about.

The player decides that new skills to match the new, virile body are in order. He picks up Martial Arts, Marksmanship, Keen Sight and Striking Appearance, each at 1.

For the remaining 2 points, he decides to increase his ability to steer his TARDIS from a 1 to a 2, to signify that while his first incarnation, having been a museum curator, was inexperienced at actual TARDIS flight, his travels and a new talent gained from his regeneration have bolstered that ability significantly.

Finally, the cosmetic changes. The Player decides that the Professor is now a handsome, six foot tall, black haired man who looks to be in his mid 20's. When he gets a chance, he will ditch the old tweed suit and cap favoured by his previous incarnation for a more flamboyant set of clothing, something an 18th century swashbuckler might wear, to better reflect his new 'man of action' persona.

Speaking of personas, the Professor's has changed dramatically. Gone is the mild-mannered and thoughtfully curious academic. He has been replaced by an active explorer, one who has little patience for bureaucracy or the slightest hint of injustice. He is daring, and fears little, but often underestimates his enemies and lands himself in a great deal of trouble which his companions must then extricate him from at great peril to themselves.

For his post regeneration phase, the player decides that the Professor's new personality will be turned up to 11, making him a raving action movie icon. He will be totally incapable of stealth and insist on taking ridiculous risks, like swinging on an electrical cable into the midst of a group of Daleks and demanding their surrender. He and the referee agree that this will last until the end of the adventure, when he will finally stabilize into a more sensible hero.

Assuming he survives that long...



2: New Rules - Genre Tropes

GENRE TROPES

Doctor Who is a television programme based around dramatic storytelling themes, and as such, things work a little bit differently in the Doctor's universe than they do in ours. For instance, heroes always get 'There' in the nick of time, fatally wounded characters will always live just long enough to pass on one last important message, and an ordinary companion can take out a Sontaran instantly with an outrageously lucky blow to the probic vent.

Each genre of story, from science fiction to soap operas, has its own particular idiosyncrasies similar to the examples above, and some of these (such as the 'Nick of Time' effect) may be common to more than one genre. These are known as Genre Tropes, where reality (the way things are) takes a back seat to Dramatic Necessity (the way things should be). With these new rules, you can now include Genre Tropes in your Time Lord games.



Drama Points

Each adventure that a character completes earns them a single Drama Point or DP. These may be spent during the game on the Genre Tropes listed on the next few pages, though they may only be used in times of *Dramatic Need* as defined by the particular Genre Trope the character wants to enact. For instance, *The Nick of Time* can only be used if the mission would be doomed to failure without the arrival of the heroes or the completion of a certain task. Assuming the dramatic need is met, the character may spend a DP to activate the Genre Trope.

Villians and Drama Points

Referees should feel free to give a DP or two to their main villain as well. These points can be used in exactly the same way as the characters use them, with the following exceptions: villains may never use the *Probic Vent Effect* or the *Master Effect* against the characters.

Ex. The Doctor and Romana have just disabled the Movellan crew with the help of a ragtag group of freed prisoners when they notice that Commander Sharrel (who used a DP of his own to escape during the confusion of the fight) is missing. Knowing that he will try to activate the Nova Device, they race to stop him.

*Unfortunately, the fight took a while and they have no way of knowing how big a head start he has. Romana decides to use a DP to enact **The Nick of Time**. The referee judges that the activation of the Nova Device would indeed end the adventure in rather deadly fashion and allows it.*

Romana arrives and tackles Sharrel just as he reaches out to activate the weapon...



The Davros Effect

Dramatic Need: Whenever a character takes a Serious or Fatal wound.

Rules: The character appears to have been killed, but actually is only Lightly wounded and unconscious. The character will recover consciousness D6 Research Turns after being left for dead.

The Probic Vent Effect

Dramatic Need: Whenever a character has to quickly take out an enemy, who clearly outclasses them in every way, to meet some great need.

Rules: The character using some normally useless method manages to disable or destroy his opponent by a lucky blow to a vulnerable spot, or the enemy is neutralized by the intervention of a lucky event.

Ex. A companion must hurry past a Dalek to save the Professor from imminent death. With no other choice, they pick a rock up off the ground and attack the Dalek, smashing its eye piece with the rock and ducking through the doorway as the creature fires blindly, crying out 'My vision is impaired, I cannot see!' over and over again...

The Nick of Time Effect

Dramatic Need: Whenever a character needs to be somewhere or needs something done NOW or the adventure will end in failure.

Rules: The character arrives or completes whatever it is they are working on at the very last moment, no matter how long it would have normally taken them to arrive or finish.

Ex. With world wide nuclear devastation imminent, the Doctor manages to complete the Destructor Code shut down sequence with only a second to spare...

The Daft Gaurd Effect

Dramatic Need: Whenever an adversary and/or their gaurds are distracted by a disturbance that takes their attention off the character momentarily.

Rules: The PC may automatically leave, regardless of how far it is to the nearest door and how many gaurds are about. Alternately, the character may work their way to another area within sight, perhaps to reach a weapon, sabotage some equipment while no one is looking or to release another character.

Ex. The Daleks and their Ogron servants have the Professor captive in the control room of thier time ship. They are about to order the Ogrons to rip the Professor's arms out of their sockets when an alarm goes off, indicating intruders.

As the Daleks and Ogrons tend to the problem, the Professor uses the distraction to activate the Daft Gaurd Effect, using one DP to quietly move over and steal the Taranium core to their ship, and then another DP to slip out a side door...



2: New Rules - Genre Tropes

The Master Effect

Dramatic Need: Whenever a villain has a character at his mercy and could easily dispatch them. This Genre Trope can only be used once per adventure.

Rules: Force the Villain to make a Gloating test vs. a Difficulty of 6. If they pass, they are so confident of their superiority that they not only tell the character part of their plan, but also place them in some sort of unsupervised, slow working deathtrap, and leave them to complete The Final Phase of The Operation. The character now has a chance to escape or time for some other character to arrive and rescue them.

Ex. *The Daleks have the Professor surrounded and could easily open fire and kill him, but decide to drain his knowledge and duplicate him instead...*



The Joe Grant Effect

Dramatic Need: Whenever a character absolutely must convince an NPC of their sincerity, innocence or usefulness in order to stop some event that could lead to the failure of the adventure or Death of a PC.

Rules: The character automatically convinces a single NPC to at least forestall whatever catastrophic event would lead to the undesirable end of a PC or the adventure.

Ex. *As the Professor is about to be shot as a spy, his companion's sincere pleadings and cries for justice manage to move the General to at least postpone the execution until more evidence can be gathered...*



The Instant MacGuffin Effect

Dramatic Need: Whenever a dire situation, one that could lead to the unsuccessful end of an adventure or the death of a PC, calls for a piece of equipment that cannot be obtained through other means.

Rules: A useful item is found lying about or hidden within the reach of the characters. This item can be practically anything appropriate to the story and situation, but it costs a number of DPs equal to $\frac{1}{2}$ its Resource Value rounded up (see Chapter 1: Character Generation) and is only good for one use. Note that it is not permanent and goes away after the adventure.

Ex. *A Cyberman advances to kill the Doctor, who spots a gold pen lying on a desk. He picks it up and slams it into the Cyberman's chest grille...*

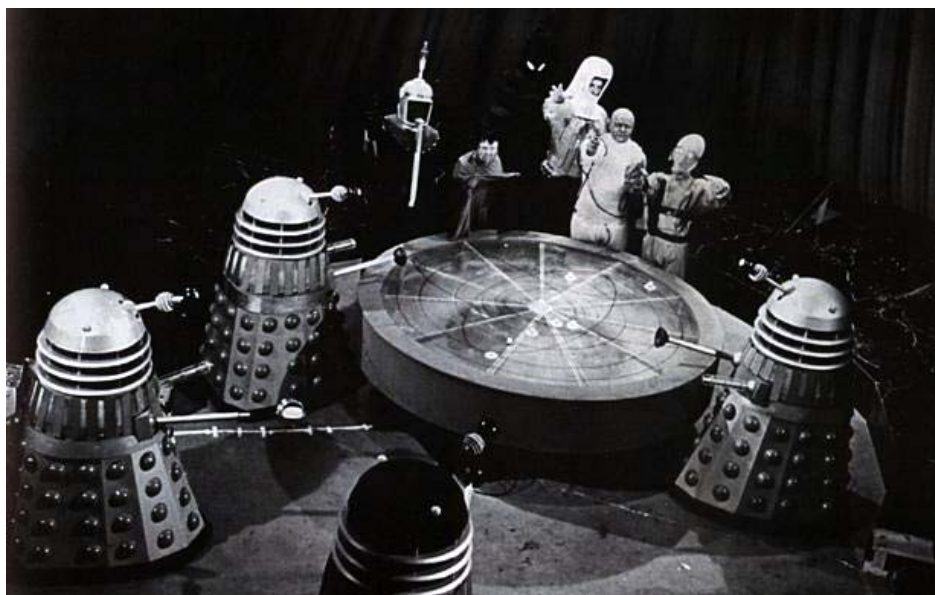


The Li H'sen Chang Effect

Dramatic Need: Whenever an important NPC is mortally wounded before telling the PCs some important bit of information.

Rules: No matter how 'dead' the NPC has been made, he will hang on to life just long enough to deliver one last message to the PCs or will leave some sort of message for the characters to find.

Ex. *An alien slave escapes the Daleks, only to be hunted down. The characters fight the Daleks and manage to destroy them, but not before the slave is fatally shot. With his dying breath he tells the characters about the Dalek's Master Plan...*





2: New Rules - Learning

LEARNING

While the biggest reward one should get from playing Time Lord is the action and drama that comes from participating in a grand adventure through time and space, it is one of the oldest traditions of RPG design to provide a system that will allow the characters themselves to grow in ability as a campaign progresses.

The problem is that in Time Lord, a 1-point jump is massive in terms of experience. Even the Doctor, who has centuries of experience, has few Special Abilities at the master level of 3. Still, one would think that with all the information stored in the TARDIS databanks and the ability to learn from the brightest minds throughout Time and Space, one would be able to pick up quite a few new tricks. Keeping this in mind, the following system may be used.



Raising Special Abilities

For the cost of 3 Drama Points, you may raise a single Special Ability by one point (to a maximum of 3). To learn an entirely new Special Ability, you must spend 4 DPs. Referees, however, should limit the acquisition of Special Abilities that are quite outside of the character's understanding. For example, teaching Leela about Cybernetics, without first teaching her Math, Science, Medicine and raising her Knowledge in general by a couple of points would be near impossible. Watch the Doctor try to explain Transdimensional Engineering to her in the episode *Robots of Death* and you'll see what we mean.

Raising Primary Abilities

While Special Abilities represent specific skills that a character might know, the primary Abilities represent much broader capabilities. Therefore, raising a primary Ability even one point represents a greater leap than raising a Special Ability and is a much more difficult.

To raise a primary Ability score, a character must have a number of relevant Special Abilities equal to the new rating they are trying to attain. They may then spend 3 DPs and reduce all of the relevant Special Abilities by 1 each.

If this reduces a Special Ability to a rating of 0, then keep it listed on the character sheet and just change the rating. This way, you remember what Special Abilities character has training in so that you only spend 3 DPs when raising them in the future. Special Abilities rated at 0 must be raised to at least 1 before raising their primary Ability Rating further...

Ex. Sarah Bellum has travelled for some time with the Professor and her player decides that the experience has broadened her knowledge considerably. Accordingly, he decides to raise her Knowledge Ability from 5 to 6.

Checking the character sheet, the player sees that Sarah does indeed have the six Special Abilities under Knowledge necessary to raise it to 6. They pay 3 DPs and reduce her Computing, Cybernetics, Electronic, Mathematics, Medicine and Science skills to 0, 1, 0, 0, 2, and 1 respectively.



RULES CLARIFICATIONS

MACGUFFIN

The MacGuffin Special Ability represents an intuitive grasp of technology and a unique perspective on science that allows the character to use disparate bits of technology to solve a problem in just the nick of time.

Before a MacGuffin can be built, however, the character must have some idea of what it is he is trying to do. Don't just let the player say 'I'm building a MacGuffin to solve all of our problems.' Make them come up with some specific way to do it, such as attacking a weakness of the problem to destroy it, shielding people from it, disrupting it until other forces can stop it, etc.

The reasoning behind the solution doesn't have to be scientifically accurate, unless you happen to be a bunch of rocket scientists who enjoy that sort of thing. All it takes is something imaginative which isn't blazingly nonsensical (like having the perfect tool materializing out of thin air).

A good example includes turning a lighthouse into a Carbon Arc Laser (*The Horror of Fang Rock*). The laser may be a bit far-fetched based upon our knowledge of the way things work, but all of the elements are there: a bright light source, a focusing diamond and a character with the Pseudoscience Ability to make it work. In the same way, let the players mix and match story elements to build their solutions.



To aid the players in their creations, remember when building your adventures to provide hints at weaknesses or effects that might be useful, like the fact that Daleks seem to slow down in extreme cold (*as in Planet of the Daleks*) or that powdered mushroom kills green maggots (seen in *The Green Death*). And if the players come up with something unique that isn't too far-fetched, like altering a machine to do the opposite of what it is intended to do, let them have a go even if it doesn't fit in exactly with the way you planned to solve the adventure. They'll have more fun stretching their intellectual muscles than being railroaded and you'll have more fun letting them...



2: Rules Clarifications

REGENERATIVE POWERS

Regenerative Powers allow a character to heal much more rapidly than typical, and when combined with normal medical attention, can have a wounded character hopping to his feet in a matter of days. A good example of this occurs in the *Planet of the Daleks*, where the Doctor, who had been shot at the end of the previous story, recovers almost completely, and only a short time after Joe leaves to seek assistance.

Treat this Special Ability the same way as (and in addition to) the Medicine Special Ability in the Healing rules. Once bleeding and trauma have been dealt with using First Aid, allow a roll every 24 hours, with a success healing a number of wounds equal to the Special Ability alone.

Ex. The Professor is severely wounded by a blaster (6 Wounds) during a fight with space pirates. Fortunately, his companion Sarah is a trained medical doctor and she manages to apply first aid, healing a wound and stopping any further damage, before being dragged off by the pirates for nefarious purposes.

The Professor lies unconscious and wounded severely, but he is a Time Lord and his recuperative powers kick in. He has a STR of 3 and Regenerative Powers at a rating of 2. During the first 24 hours, he beats the difference and regains 2 Wound Levels, taking him from Severely Wounded to only Lightly Wounded. He recovers consciousness and staggers off to find his companion.

Later, after he manages to rescue Sarah, they return to the TARDIS sickbay and she treats his remaining 3 wounds. She has a KNO of 5 and Medicine at 2. She succeeds automatically and heals 2 Wound Levels. Now with only 1 Wound remaining, his Regenerative Powers also succeed automatically and he heals up completely and, much to Sarah's surprise, is back to full health a mere two days after being nearly killed!



2: Rules Clarifications



PSEUDOSCIENCE

A lot of people have questioned the exact usage of Pseudoscience. Here are a couple of ways it can come up in a story...

Verbal Interaction: The Doctor often uses complex scientific explanations to bluff, intimidate and convince others to do as he wishes. When giving a scientific reason for something to occur, the character may use his Pseudoscience skill in place of Bargaining, Bureaucracy and Con.

Examples of the use of this skill in the series are numerous. In *The Sea Devils*, the Doctor rigs a device to temporarily incapacitate the Sea Devils while his friends escape and then bluffs the Master into thinking he accidentally plugged the output into the input. In *Inferno*, the Doctor tries (and fails) to intimidate Professor Stahlman(n) into listening to his advice by using his superior technical knowledge and awareness to point out a potentially dangerous reactor fault. And in *Frontios*, the Doctor cons the Gravis into using his magnetic powers to reassemble the TARDIS by dazzling him with all sorts of technical descriptions, which the Gravis doesn't fully understand, but which carry the implication that it is THE ONLY way to travel.

MacGuffin Solutions: The referee might require that players, who come up with a singularly bizarre, but still possible, idea for a MacGuffin, first make a Pseudoscience roll to see if it can actually be done.

HISTORY

What follows is an optional system to help the referee set difficulties when judging the use of the History Special Ability. It is for those who want a more 'crunchy' system for determining what characters know, as opposed to just judging on a case by case basis.

When considering the timespan that a character's Historical knowledge covers, the referee should first consider the background of the character making the roll. While a Timelord may, indeed, know a great deal about the entire range of Galactic History, a human from the 20th century is highly unlikely to know squat about the same and should be restricted to facts concerning the present and past of his time-zone of origin.

Furthermore, the broader the scope of knowledge, the less likely a character will know specifics, and vice versa. The range of specificity is shown below.

Culture - Planet - Interstellar - Galactic

Culture: Pick an individual grouping of beings on a specific planet. *Ex. Aztecs, The British, the Kaleds, etc.*

Planet: Pick a specific Planet to base your historical knowledge on. *Ex. Earth, Skaro, Androzani Major; etc.*

Interstellar: Pick a specific Interstellar power group. *Ex. The Earth Empire, the Traken Confederation, etc.*

Galactic: Pick a Galaxy. *Ex. Mutter's Spiral (the Milky Way), Andromeda, Galaxy 5, etc.*

Choose one of the categories as your History speciality. All rolls concerning that area of speciality are considered to be a base Difficulty of 5. Trying to recall something that falls into one of the other categories, or a different sub-section of the same category, shifts the Difficulty up by +2 for each area of difference.

Ex. The Professor has History: Mutter's Spiral at a rating of 2. To remember facts about the Galactic Cyberwars would be Diff 5. To know that the Late Cyber Empire is based around Telos would be Diff 7. To know that Telos contains naturally cryogenic caverns, Diff 9. To know of the Cryons would be Diff 11!



3



RANDOM JOURNIES



3: Random Journies

Random Journies



The 'How to Invent Adventures' section of the Timelord rulebook provides you with plenty of information to build a great story. But what if you're short on time, creativity or both? For moments such as these, I give you the Random Journies Adventure Creation System.

Each element of the story is divided into Sections. Each Section is further divided up into numerous numbered tables. Roll a six-sided dice to find a table, and then roll a second D6 to find a result on that table. If you don't like the result, or it makes little sense, throw it out and roll again. You may also choose to roll on a specific table in any section, if the results of other tables would seem inappropriate, Greeks invading a Deep Space Station during a Historical Adventure, being a superlative example.

Grab a pencil, a scrap of paper and start with section 1: Themes & Sub-plots. As you roll, jot down the results and eventually you will have the skeleton of a brand new adventure. Just follow the bouncing dice...



The Master Plan: An Example Random Journey

The Master, quite burnt out from trying to figure out new schemes to ensnare the Doctor, sits in a New England pub in the early 20th century, brooding over a handheld computer in one hand and rotating a small die in the other. Fortunately for him, he has discovered the *Random Journies* PDF while surfing the primitive earthling internet and sets about using it to devise a new and devastating plan to destroy, or at least annoy, his best enemy.

First he rolls a D6 and looks under Section 1: Themes & Subplots. His roll of 4 indicates that he must roll on the Themes 4 table. A second roll of 2 indicates that his main theme will be **Things From Dimension 'X.'**

Checking the Theme Results, the Master sees that he needs to find out how the things are released, how big a threat they are and what can stop them. He rolls for each of these in turn, his rolls

3: Random Journies



resulting in a 3 (an Adversary released them), a 2 (they threaten the destruction of an entire planet) and a 2 (they can only be stopped by a specific object). He jots these down on his scratch paper and proceeds to find out the specifics.

First, he needs to determine which Adversary is responsible for releasing the Things. He tosses two dice for a result in the Adversary Section and rolls double 1's. The result on Adversaries 1, result 1 is the **Autons**. Having already had dealings with the Nestene, and not wanting to repeat the experience, he rolls again. This time he rolls a 2 and a 5, resulting in **Sea-Devils**. Now there he has an advantage, as he has had favourable dealings with them before, so he keeps that result.

Now he needs to determine what Object could stop the Things. He looks in the Objects section and notices that there is only one table, so he rolls a single D6. The result is **Technology – Ancient Tech**. Again he writes this down and leaves the details for later.

Finally, although there is no indication under the Theme heading to do so, the Master rolls a Location. Seeing that the Sea Devils are a strictly Earth bound species, it is only common sense that he limit his locations accordingly. Instead of rolling for a table, he chooses the Earth table and throws a D6. He rolls a 1, getting the **American Continent**. Under the Location Descriptions, he sees that he needs to roll again to determine a more specific area of the continent. He rolls a 4, resulting in the adventure taking place in the **United States**. He smiles at the knowledge that he'll not have to deal with UNIT UK again.

With all of this information handy, he fills out the storyline...

In the year 2003, a colony of Sea Devils, located off the coast of Maine are awakened by oil drilling in the Atlantic. Seeing the destruction of their environment by Man, and having learned of the destruction of their colony in England, they have decided to take drastic measures and call one of their old 'Gods' to deal with the upstart ape. To this end, they have captured a port town and will drain the life force of a large number of humans to call up the greatest of these, Dagon.

The only problem is that Dagon may not stop with the humans, and so the Sea-Devils have to be ready to stop it with the only thing possible: an ancient seal which is actually a dimensional recall device that will send Dagon screaming back to his void. Assuming, of course, that someone can get him to swallow it...

The Master laughs maniacally and all the patrons of the bar in turn to look at him strangely, except for one, a young man sitting next to him, who introduces himself as Howard and asks him what is so funny. The Master, passing his Gloating roll, cannot resist telling him his entire devious plan. What does it matter, he thinks. It's 1919. There's no possible way word of it will reach the year 2003...





3: Themes & Subplots

Section One: Themes & Sub-plots

Roll a D6 to find the appropriate table below. On a result of 5, reroll to get a Theme and double the number of locations over which the story takes place. On a 6, reroll for a Theme twice, applying both results, with the first as the Main Theme and the second as a Subplot.

THEMES 1

- 1 Alien Menace
- 2 Altering History
- 3 Ancient Powers
- 4 Arch-Enemy
- 5 A World Gone Mad
- 6 Beauty & the Beast

THEMES 2

- 1 Chase
- 2 Environmental Action
- 3 Historic Adventure
- 4 Intrigue
- 5 Invasion
- 6 Mad Scientists

THEMES 3

- 1 Mistaken Identity
- 2 Parallel Universe
- 3 Quest
- 4 Rightful Rulers
- 5 Survival
- 6 Technology Gone Wrong

THEMES 4

- 1 Temporal Paradox
- 2 Things From Dimension X
- 3 Traitor
- 4 War
- 5 Whom Gods Destroy
- 6 The 'X' Doctors





Theme Descriptions

Alien Menace: (*Adversary*) terrorizes or subtly invades (*Location*) in order to (D6):

- 1-2 Conquer
- 3-6 Acquire (*Object*).

Altering History: A time traveling (*Adversary*) tries to alter the history of (*Location*) in order to (D6):

- 1-2 Conquer
- 3-4 Trap the PCs
- 5-6 conform the future to their vision.

Ancient Powers: Powerful and ancient entities are awakened by (D6):

- 1-2 PCs
- 3-4 (*Adversary*)
- 5-6 Innocents.

The Powers threaten the Destruction of the (D6):

- 1-4 Planet
- 5 Galaxy
- 6 Universe.

They can only be stopped by (D6):

- 1-2 (*Object*)
- 3-4 MacGuffin
- 5-6 Special (act of self-sacrifice, a dance, the word B'gthyrssf, etc.)



Arch-Enemy: A personal (*Adversary*) has set a trap for the PCs at (*Location*). The plan is unnecessarily complex and involves (D6):

- 1-2 A subplot. Roll another Theme to determine what it is.
- 3-4 Another (*Adversary*).
- 5-6 Both a subplot and another (*Adversary*).

A World Gone Mad: The universe is not the way the PCs left it. Either they've ended up in another dimension of a bizarre nature or history has been so altered as to be unrecognizable. The is due to (D6):

- 1-2 Bizarre Natural Phenomenon
- 3-4 Equipment Malfunction
- 5-6 An (*Adversary*)



3: Themes & Subplots

Beauty & The Beast: The (*Location*) is inhabited by two distinct peoples, one beautiful and the other hideous in appearance. They are fighting over (D6):

- 1-2 (*Location*)
- 3-4 (*Object*)
- 5-6 Ideology

Looks can be deceiving, however, and the side of right is actually (D6):

- 1-3 The Beauties
- 4-6 The Beasts

Chase: (*Adversary*) is chasing the (D6):

- 1-3 PCs
- 4-6 NPCs

They seek to gain (D6):

- 1-2 (*Object*)
- 3-4 Capture of the PC/NPCs
- 5-6 Revenge

Environmental Action: Environmental hazards (volcanoes, asteroids and such) and/or pollution threaten to destroy (*Location*). It is caused by (D6):

- 1 (*Adversary*)
- 2 (*Object*)
- 3-4 Nature
- 5-6 Stupid/Mad/Power-hungry People

Historic Adventure: The PCs experience Earth during (D6):

- 1 Pre-history
- 2 Greco-Roman Times
- 3 The Dark Ages
- 4 The Renaissance
- 5 Colonial Times
- 6 Late 19th/early 20th Century

Roll for another theme to serve as a Subplot.



3: Themes & Subplots



Intrigue: The PCs and other innocents get caught between a subtle power struggle between (*Adversary1*) and (*Adversary2*) involving betrayal, assassination and political subterfuge. The object of their struggle is (D6):

- 1-2 (*Object*)
- 3-4 (*Location*)
- 5-6 Emotional Reasons (Revenge/Hate/Etc.)

The PCs must determine who is right and deserves their help while avoiding the wrath of both sides and protecting innocent bystanders. The bad guys are (D6):

- 1-2 (*Adversary1*)
- 3-4 (*Adversary2*)
- 5-6 Both

Invasion: (*Adversary*) overtly invades (*Location*) in full force for (D6):

- 1-4 Conquest
- 5-6 (*Object*)

Mad Scientists: A brilliant Scientist or group of scientists attempt to change (*Location*) with (*Object*) for (D6):

- 1-2 Good (although the intention is misguided and doomed to failure)
- 3-4 Power
- 5-6 Roll another Theme to serve as a Sub-plot.

Mistaken Identity: The PCs are mistaken for someone, something or some god. Roll up another Theme to serve as a Subplot.

Parallel Universe: The PCs have ended up in a universe opposite of their own due to (D6):

- 1-2 Bizarre Natural Phenomenon
- 3-4 Equipment Malfunction
- 5-6 An (*Adversary*)



In order to return to their own universe, they need (D6):

- 1-2 Help from (*Adversary*) who is friendly/good in this universe.
- 3-4 (*Object*)
- 5-6 To wait patiently for the problem to correct itself. Roll a Subplot.



3: Themes & Subplots

Quest: The PCs are sent on a mission that will take D6 separate adventures, each with its own Subplot, to complete. The source of the quest that links the stories together is an (D6):

1-2 (*Adversary*)

3-4 (*Location*)

5-6 (*Object*)

Rightful Rulers: A race/species is trying to regain rightful control of their (D6):

1-2 Land

3-4 Planet

5-6 Interstellar Empire

Their enemies are (D6):

1-3 (*Adversary*)

4-6 Other Members of their Race/Species.

Survival: A race/species has been reduced to a primitive culture on the edge of extinction by (D6):

1-2 Natural Disaster

3-4 Their own negligence.

5-6 (*Adversary*)

Technology is (D6):

1-2 Shunned as the cause for the current state of affairs.

3-4 Enshrined and utilized in a religious fashion by an elite order.

5-6 Totally non-existent.

Roll another Theme to serve as a Subplot.



Technology Gone Wrong: Advanced machines/robots turn on their creators due to (D6):

1-2 Self-Emergent Awareness

3-4 (*Adversary*) interference

5-6 Mechanical/Electronic accident

The Machines/Robots seek (D6):

1-2 Freedom.

3-4 To dominate all non-machine life

5-6 To exterminate all non-machine life

3: Themes & Subplots



Temporal Paradox: The PCs encounter (D6):

- 1-2 Themselves
- 3-4 Time Loop
- 5-6 Alternate Timeline

The paradox has been caused by (D6)

- 1-2 Themselves
- 3-4 (*Adversary*)
- 5-6 Inexperienced Morons mucking with Time.

The paradox may be corrected by (D6)

- 1-2 A MacGuffin
- 3-4 'Undoing' a specific event that caused the Paradox
- 5-6 Both of the above.

Things From Dimension 'X': Slimy, crawly, tentacled and/or just plain creepy Things-Man-Was-Not-Meant-To-Know gain access to this dimension with the help of (D6):

- 1-2 PCs
- 3-4 (*Adversary*)
- 5-6 Innocents.

The Powers threaten the Destruction of the (D6):

- 1-4 Planet
- 5 Galaxy
- 6 Universe.



The only way to get rid of them is to (D6):

- 1-2 Close the gateway into their dimension
- 3-4 Use an (*Object*) against them.
- 5-6 Special (Find, translate, recite text; free mortal focus; etc.)



3: Themes & Subplots

Traitor: There is a traitor working against the success of the adventure for whatever reason. This theme is always a Subplot, so roll again for a Main Theme if you do not already have one.

War: The PCs, and perhaps other innocents, get caught up in a military conflict between (*Adversary1*) and (*Adversary2*). The object of their struggle is (D6):

- 1-2 (*Object*)
- 3-4 (*Location*)
- 5-6 Emotional Reasons (Revenge/Hate/Etc.)

The PCs must determine the best course of action while avoiding the wrath of both sides and protecting innocent bystanders. The bad guys are (D6):

- 1 (*Adversary1*)
- 2 (*Adversary2*)
- 3-5 Both
- 6 Neither. The war has been instigated by (*Adversary3*)

Whom Gods Destroy: Powerful beings imprisoned, whether by accident or by the design of others of their race, seek to free themselves and restore themselves to their former glory.

Roll another Theme to serve as the Subplot by which the being seeks to realize their escape

The 'X' Doctors: Extraordinary circumstances lead to the meeting of multiple incarnations of the Doctor or a PC Time Lord. This gross violation of the Laws of Time is being instigated by (D6):

- 1-2 The Time Lord High Council
- 3-4 The Celestial Intervention Agency
- 5-6 (*Adversary*)

Roll a Subplot to determine the reason multiple incarnations of the Time Lord have been brought together. Whatever the Subplot, it should be considered a major threat to time and space to necessitate such a violation





Section Two: Adversaries

Roll a D6 to find the appropriate table below. Further information on specific results can be found after the tables. On a result of 5, the Adversary is allied with a second Adversary. On a 6, a second Adversary is involved, but is at odds with the first Adversary.

ADVERSARIES 1

1	Autons
2	Cybermen
3	Daleks
4	Dominators
5	Draconians
6	Haemovores

ADVERSARIES 2

1	Ice Warriors
2	Mechanoids
3	Movellans
4	Ogrons
5	Sea Devils
6	Silurians

ADVERSARIES 3

1	Soldiers
2	Sontarans
3	Tractators
4	Yeti
5	Zygons
6	Great Race

ADVERSARIES 4

1	Sabalom Glitz
2	The Master
3	The Meddling Monk
4	The Rani
5	Sil
6	Create a New Adversary

Autons: Whenever the Autons are involved, whatever the story Theme, one of the Nestene's main goals will be to create a host body to inhabit and breed with. If they should succeed, use the Nestene monster stats found in the Time Lord Rulebook.

Cybermen: If the theme of the story is not overt, as in Invasion, the Cybermen are likely to remain unseen, manipulating events from behind the scenes. Until they are sure of achieving their goals, they'll use traitors, spies and Cybermats to weaken their target before revealing and risking themselves.

Daleks: Whenever Daleks are involved, there is a 50% chance that Davros is also involved. If there are two Adversaries and both rolls turn up Daleks, then the adventure involves both the Imperial (led by Davros) and Renegade Daleks and both factions are automatically opposed.

Dominators: Information on the Dominators can be found in the Cultural Database section of my Timelord Site (www.torsononline.com/hobbies/timelord/main.htm).

Draconians: Time Lords encountering the Draconians after the time of the 15th Emperor may find that revealing themselves as members or the same race as the Doctor may help them diplomatically (-1 Difficulty on any personal interaction tests).



3: Adversaries

Haemovores: Due to their origin in an alternate Earth timeline, a Temporal Paradox sub-plot comes along with the Haemovores as Adversaries. Also, where there are Haemovores, there will also be an Ancient One to lead them.

Ice Warriors: Any Ice Warrior Expedition will be led by an Ice Lord.

Mechanoids: As these robots are mainly found building cities on potential colony worlds bereft of human life, they are unlikely to be involved in a great many of the Themes or Sub-Plots presented without the involvement of some other Adversary.

Therefore, unless the Theme is **Survival** or **Technology Gone Wrong**, assume that the Mechanoids are a secondary Adversary and roll again to find a primary Adversary. They will never be aligned the primary Adversary, or anyone else unable to provide the proper colonization codes for that matter.

Movellans: Whenever the Movellans are about, there is a 50% chance that Daleks will also be involved in the adventure at some point, and in opposition to their mission.



Ogrons: Ogrons are incredibly stupid and almost always in the employ of someone else. Unless you want to run them as an individual group of space pirates or the like, they are serving (D6):

- 1-3 The Daleks
- 4-5 The Master
- 6 Create a new Adversary

Sea Devils & Silurians: As these two are kindred species and there is a 50% chance that where one is involved, the other is as well. In such a case, a single Silurian Triad will lead the Sea Devil warriors.

Furthermore, as the two species have never (to the best of anyone's knowledge) left Earth, any rolls for Location should be restricted to table 1.



Soldiers: Soldiers will be part of a larger force led by a General, King or other leader, who should be customized to fit the story's Main Theme. Alternately, another Adversary might lead the Soldiers.



Sontarans: Whenever Sontarans are involved, there is a 2 in 6 chance that the Rutans are nearby as well. Rules for the Rutans may be found in the Cultural Database section of my Timelord Site (www.torsononline.com/hobbies/timelord/main.htm).

Tractators: For the Tractators to be hostile, a Gravis is assumed to be present. Disabling the Gravis will disable the Tractators. All adventures involving Tractators will take place at least partially underground.

Yeti: This result refers to the robotic Yeti used by the Great Intelligence and not the shy creatures they are patterned after. The Great Intelligence is assumed to be present as well, but if a second Adversary is also about and capable of control through psychic or technological means, feel free to have them controlling the creatures instead.

Zygons: The Zygons will have a spacecraft secreted at the bottom of a large body of water, which serves as their HQ and also contains their Body Print machinery and the people they are currently duplicating. They will also have a Skarasen in the same body of water. Skarasens have the following stats:

THE ZYGON SKARASEN

STR	8	MOV	2
CON	3	KNO	1
SIZ	0	DET	1
WGT	8	AWA	3

Skills: Iron Con 3, Bite 2, Swim 3
Equipment: Skarasens are surgically modified by the Zygons with a sensor package that gives them Tracking 3 and Precision 3 while under Zygon control.

Great Race: This result refers to a race of beings whom are technologically and/or evolutionarily far in advance of most other species, possibly even more advanced than the Time Lords. Examples include the Daemons, the Great Vampires, and the Eternals. Stats are pretty much unnecessary and you can assume that for the most part, direct confrontation will be fatal for the characters.

Sabalom Glitz: Being a highly unscrupulous and amoral character, Glitz has been known to work for others in pursuit of his own schemes. There is a 50% chance that he is working for another Adversary whenever he is encountered.

Otherwise, Glitz is not actually an adversary creating the problem or opposing the characters, but merely looking to make a few Grotzits out of the situation. In this case, there is a 3 in 6 chance that Mel is with him and will be henpecking him to change his ways throughout the entire adventure.



3: Adversaries

The Master: In any adventure involving the Master, he will always be considered the primary Adversary and any other Adversaries will be pawns in his plans. He will most likely be working behind the scenes and will not reveal himself until found out.

If, at any point, he realizes a Time Lord is involved, however, he must make a Gloating roll vs. a Difficulty of 10 (or 9 if a particular Time Lord has opposed him in the past). If he fails he will make his presence known in some way, even if only to them. He will always reveal himself to the Doctor in this way...

The Meddling Monk: The Monk always leaves anachronistic clues to his presence whenever he is about. A referee should scatter a few items that are wildly out of period for the characters to find and puzzle over, especially in the area surrounding his TARDIS.

The Rani: Unlike the Master, the Rani is uninterested, for the most part in wild schemes of universal power and is much more interested in her own research. As an Adversary, she will most likely (a 4 in 6 chance) be merely taking advantage of or exacerbating an already present situation for purposes of her work (obtaining test subjects and the like) but will not be the actual direct cause of it.

If she is the direct cause of the current situation, then she will have the coerced assistance of another alien species. Generate the species using the Alien Template in the character Generation rules.

Sil: If this villain is involved, then the Galatron Mining Corporation should be considered the primary Adversary, with a goal fitting the main Theme and Sil as their representative. As such, Sil has nearly unlimited resources with which to carry out his goals, up to and including an entire invasion force, should the company be truly threatened. In addition, Sil will often hatch his own personal power plays while pursuing his company's goals, so roll a Sub-Plot to represent a minor scheme of his own.



Create a New Adversary: Create a new villain using the following steps:

1. Pick a Character Template to base the Villian on.
2. When Generating Ability Scores, add 1 to a single dice roll.
3. Double the number of Skill and Equipment points generated.
4. The Villian may spend Skill or Equipment Points to purchase Minions at a cost of 1 Point each. Minions may be created using the Character Generation rules or picked from the Timelord Rulebook.





Section Three: Locations

Roll a D6 twice. Location details may be found following the tables.

1-2 EARTH

- 1 The Americas
- 2 United Kingdom
- 3 Europe
- 4 Africa
- 5 Asia
- 6 Remote Places

3-4 PLANETARY

- 1 Sol System
- 2 Primitive Tech World
- 3 Modern Tech World
- 4 Future Tech World
- 5 Adversary Homeworld
- 6 Gallifrey

5 SPACE

- 1 Asteroid Base
- 2 Planetary Base
- 3 Orbital Base
- 4 Deep Space Station
- 5 Starship
- 6 Generation Ship

6 STRANGE

- 1 Dyson Sphere
- 2 Ringworld
- 3 Hyperspace
- 4 E-Space
- 5 Outside Space/Time
- 6 Bizarre

EARTH

The Americas: Your adventure takes place on the American continent. Roll to find out where (D6):

- 1-2 Canada
- 3-4 The United States
- 5 Mexico/Central America
- 6 South America

United Kingdom: Your adventure takes place in the United Kingdom. Roll to find out where (D6):

- 1-4 Great Britain
- 5 Scotland
- 6 Ireland

Europe: Your adventure takes place on the European continent. Roll to find out where (D6):

- 1 France
- 2 Germany
- 3 Spain
- 4 Italy
- 5 Russia
- 6 Scandanavia



3 : Locations



Africa: Your adventure takes place on the African continent. Roll to find out where (D6):

- 1 North Africa
- 2 Sahara desert
- 3 African Plains
- 4 African Jungles
- 5 South Africa
- 6 Madagascar

Asia: Your adventure takes place on the Asian continent. Roll to find out where (D6):

- 1 The Middle East
- 2 The Indian Sub-continent
- 3 China
- 4 Korea
- 5 Japan
- 6 Southeast Asia

Remote Places: Your adventure takes place somewhere on Earth far removed from the usual traffic of humanity, perhaps even devoid of a human presence altogether. Roll to find out where (D6):

- 1 The North Pole
- 2 Uncharted Island
- 3 Charted Island
- 4 Antarctica
- 5 Under the Ocean
- 6 Under the Earth's Crust



PLANETARY

The Sol System: Your adventure takes place in or on one of the other planets (or one of their moons) revolving around Earth's sun, Sol. Roll to find out which (D6):

- 1 Venus
- 2 Earth's Moon
- 3 Mars
- 4 Europa
- 5 Neptune
- 6 Pluto

Primitive Tech World: This is a world inhabited by an alien species or regressive Earth colonists with a low level of technology. Roll to find out their Earth equivalent technological level (D6):

- 1 Prehistoric
- 2 Bronze Age
- 3 Greco-Roman
- 4 Middle Ages
- 5 Renaissance
- 6 Colonial

Modern Tech World: This is a world inhabited by an alien species or regressive Earth colonists with a level of technology roughly equivalent to Earth during portions of the 20th and early 21st centuries. Roll to find their maximum Earth Equivalent tech level (D6):

- | | |
|-----|---|
| 1-2 | Late 19 th /Early 20 th century |
| 3-4 | Mid 20 th century |
| 5-6 | Late 20 th / Early 21 st |

Future Tech World: This is a world inhabited by an alien species or Earth colonists with a high level of technology, including star-craft and energy weapons.





3 : Locations

Adversary Home world: The story takes place on the home world of an Adversary rolled up in the Adversary Section.

Gallifrey: The Story takes place on the home world of the Timelords.

SPACE

Asteroid Base: Your adventure takes place on a base built into an asteroid. Roll to find out the asteroid's location (D6):

- 1-2 In an asteroid belt.
- 3-4 In orbit around a planet.
- 5-6 Deep space.

The purpose of the base is (D6):

- 1-2 Military
- 3-4 Trade/ Starship refueling
- 5-6 Medical

Planetary Base: The story takes place in and around a base on an uninhabited world The purpose of the base is (D6):

- 1-2 Military
- 3-4 Trade
- 5-6 Leisure

The Planetary environment outside the base is (D6):

- 1-2 Hostile (due to atmosphere, flora, fauna, etc.)
- 3-4 Barren (nothing but rocks, mountains and more rocks)
- 5-6 Terrestrial

Orbital Base: The story takes place in a station orbiting a planet. Roll on the Planetary Table of the Locations Section to determine what kind of planet it is orbiting. The purpose of the base is (D6):

- 1-2 Military
- 3-4 Leisure/ Starship refueling
- 5-6 Medical

Deep Space Station: The story takes place on a station located at least one light year from the nearest solar system. The purpose of the base is (D6):

- 1-2 Military
- 3-4 Trade/ Starship refueling
- 5-6 Medical





Starship: The story takes place on a starship in flight. The starship is a (D6):

- 1-2 Warship
- 3-4 Courier
- 5-6 Civilian Liner

Generation Ship: The adventure takes place aboard a very large starship that is transporting either colonists or the remains of a civilization on a voyage through space that will last many hundreds of years before they reach their final destination. The ship is completely self-contained, a mini-world that provides everything the passengers and crew need. Roll to see if the who or what is awake on the ship (D6):

- 1-2 All humanoid life on the ship is in cryogenic suspension.
- 3-4 The passengers are in cryogenic suspension, but a self-aware computer actively runs the ship with the aid of robotic servants.
- 5-6 The whole place is alive and kicking.

If awake, the passengers on the ship (D6):

- 1-2 Have forgotten their origins and reverted to primitivism.
- 3-4 Remember their purpose, but have forgotten how to run their ship.
- 5-6 Remember their purpose and can operate the ship.

Intruders are (D6):

- 1-2 Killed
- 3-4 Captured
- 5-6 Welcomed as guests.





3 : Locations

STRANGE LOCATIONS

Dyson Sphere: Your adventure takes place in a hollow sphere built around a very small star by a long extinct race of beings. The interior surface of the sphere is a self-contained terrestrial world, complete with an atmosphere, continents, oceans and abundant life. Roll to see if there is sentient life present (D6):

- 1-2 Ruins are all that remain.
- 3-4 There is a Primitive society. Roll on the Primitive Tech World table for their Tech Level.
- 5-6 There is a Modern society. Roll on the Modern Tech World Table for their Tech Level.

Ringworld: The story takes place on the surface of a humongous artificial ring, built by a highly advanced race and encircling a star. The surface of the ring is terrestrial, containing an atmosphere, continents, oceans and abundant life. The ring has two sides: one in permanent daylight, and the other in permanent night. Roll for each side to determine what sentient life is present there (D6):

- 1-2 Ruins are all that remain.
- 3-4 There is a Primitive society. Roll on the Primitive Tech World table for their Tech Level.
- 5-6 There is a Modern society. Roll on the Modern Tech World Table for their Tech Level.

If both sides contain sentient life, roll to see how they regard each other (D6):

- 1-2 As only legends, usually involving the other side being banished.
- 3-4 As deadly Enemies, both sides fighting along the edge of the ring.
- 5-6 As simply different, with much trade between the two.

Hyperspace: The story takes place in the realm ‘between’ universes, normally only used for FTL travel. Roll another Location to determine where in Hyperspace the PCs end up. This will normally be a ship of some sort, but it is not unknown for whole planets to slip into and become trapped in Hyperspace due to some bizarre (sometimes intentional) chain of events.

E-Space: The TARDIS has slipped through a C.V.E and ended up in E-Space (Exo-Space), a universe discovered by the Doctor and parallel to N-Space (Normal Space, i.e. our universe). If this location result is rolled, treat the Main Theme as a Quest result, with the objective being to escape back to the normal universe.

Outside Space/Time: The TARDIS materializes in another dimension outside of Space and Time, such as the Land of Fiction, the Celestial Toyroom or the universe of anti-matter. The particulars of the dimension, such as who runs it, how one may leave it, etc. are left to the Referee’s fiendish imagination...

Bizarre: The TARDIS lands somewhere incredibly weird, like a Cartoon dimension, inside the body of a planet sized living creature, shrunk down to molecule sized so that they enter a micro-universe, etc.





Section Four: Objects

OBJECTS

- 1 Mineral
- 2 Biological Abilities
- 3 Slaves/Breeding
- 4 Ancient Tech
- 5 Unique Tech
- 6 Adversary Tech

Object Descriptions

Mineral: This is a specific mineral, possibly gold, iron or something more exotic, like Taranium or Zyton-7.

Biological Abilities: This is some sort of lifeform, or part of a lifeform, with special qualities. These qualities might be medicinal, nutritional, some form of poison or something more exotic, such as relative immortality, the ability to read minds or enter the Space/Time Vortex unaided by technology.

Slaves/Breeding: A sentient race is the object, either as slaves for manual labour/ testing purposes or for breeding. Breeding stock might be necessary because an Adversary is parasitic in nature (as in *The Invisible Enemy*) or because the Adversary has run out of breeding partners of its own race and has found that the Object species is biologically compatible (as in any b-movie with a title like *Mars Needs Our Women*).

Ancient Tech: This is knowledge and/or technology from an ancient and highly advanced race, which may or may not be extinct.

Unique Tech: The target race is known for being highly skilled in a certain technology, perhaps with such mastery that they can do things within their specialty that exceeds even the abilities of the Timelords in that area (as with the Logopolitans). The Object is that knowledge and/or technology.

Adversary Tech: Certain bits of knowledge and/or technology belonging to the Adversary, such as canisters of Movellan Virus or Dalekanium, are the object in question.



