

BBC



DOCTOR WHO

ADVENTURES IN TIME AND SPACE



9TH DOCTOR
2005

THE NINTH DOCTOR SOURCEBOOK

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"My Ninth was how the Daleks knew the Doctor."

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INTRODUCTION

'Hail the Doctor, the Great Exterminator!'

Except for a brief moment at the turn of the second millennium, the Doctor had been largely absent from contemporary Earth, relatively speaking, for over 15 years. When he did return, he wasn't quite the Doctor of old. He had a callous and haughty edginess, forged by his ruthless but necessary actions during the Last Great Time War. As far as this Doctor was concerned he'd caused the destruction of his own people to save the universe from the Daleks and it owed him for that!

The Ninth Doctor continued to contain the fallout from the Time War but he was still unsure of his role in the universe. He'd survived the Time War but it didn't feel like a victory; indeed, he claimed that "everybody lost." He was now alone in the universe with no one that understood him. It would take a young human shop girl to help him heal the emotional scars of the Time War and come to grips with who he was: a force for good in the universe.

Thus, over the course of his adventures, the Ninth Doctor gradually made peace with himself over his actions. At first he tried to isolate himself, only allowing Rose to penetrate the gruff demeanour that he portrayed. He gradually loosened up and realised that he couldn't allow the Time War to turn him into what he hated most – a ruthless killer. Instead he tried to heal once more and, when confronted by an enemy from the past, chose not to destroy yet another species just to finish the Time War for good. He was the Doctor again.

At the start, however, the Ninth Doctor was let loose into a new universe, one that had been reshaped by the Time War. Some of these changes were subtle, while others had a major impact on the timeline of the universe. Now you can join the Ninth Doctor and his companions as they explore this strange, new universe, freshly minted from the ashes of temporal warfare!

HOW TO USE THIS BOOK

The Ninth Doctor Sourcebook is primarily a Gamemaster's resource for running adventures either with the Ninth Doctor and his companions or

INTRODUCTION



in the style of the Ninth Doctor's adventures. While players will certainly benefit from the background information in this book, particularly regarding the Doctor and his companions (and other information the Gamemaster deems worthy to share!), all of the rules needed to create or portray the Ninth Doctor's companions are found in the **Doctor Who: Adventures in Time and Space** Core Rulebook.

This book is designed to be a guide to capturing the feel of the Ninth Doctor's era and incorporating it into your adventures. Chapter One offers advice on how to craft adventures in the style of the Ninth Doctor's era. Chapter Two describes the Ninth Doctor, his companions and his TARDIS. After that, we delve into each of the Ninth Doctor's actual adventures. Each adventure includes the following information (along with some fun extra bits in the sidebars!):

- **Synopsis.** Where did the TARDIS land this time? Who did the Doctor meet and what terrible challenges did he and his companions face? This section summarises the key events of the adventure as experienced by the Ninth Doctor and his companions.
- **Running the Adventure.** If your players are unfamiliar with the adventure then you may want to run it for them. This section gets into the nuts and bolts of bringing the adventure to life and the adaptations necessary when using other Doctors and companions or even running it

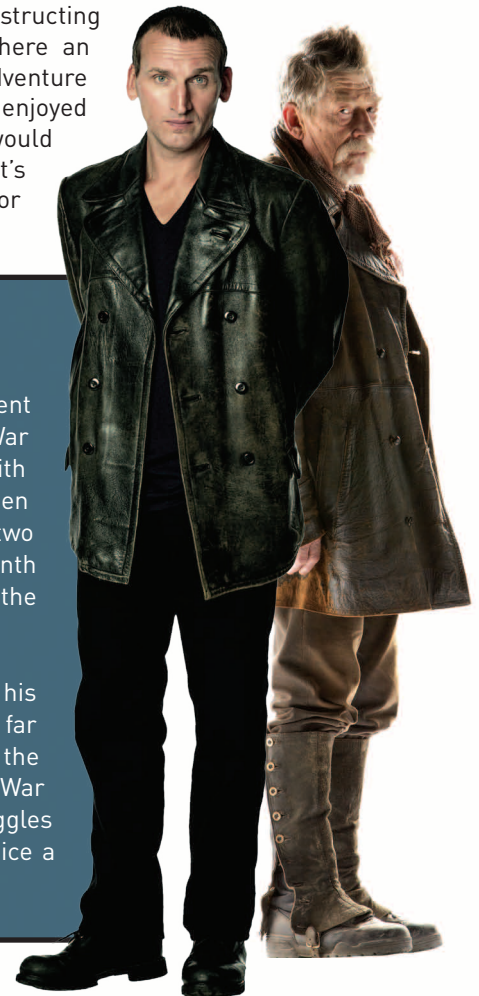
Doctor-less. This section is also useful for when you just want to adapt bits or 're-skin' it in order to enable players who do remember the original to enjoy playing through a fresh new take.

- **Characters, Monsters and Gadgets.** This section includes statistical and background information on the various non-player characters, monsters and gadgets that the Doctor and his companions encountered over the course of the adventure.
- **Further Adventures.** An adventure is more than the sum of its parts; it's a convergence of separate elements that may be encountered again (or previously!). The Doctor and his companions have often come across something they've experienced before in a new way, whether it be the return of an adversary, the effects of their previous actions on a society or involving themselves again in the life of an old friend. This section includes adventure seeds that build off the elements in the current adventure. While we hope these seeds are playable on their own, they are also designed to spark your imagination when constructing new adventures. Was there an element of a previous adventure that your players really enjoyed or idly wondered what would happen next with it? That's a great adventure seed for the future!

DOCTOR WHO? A QUESTION OF NUMBERS

Sharp-eyed readers have already undoubtedly noticed that this supplement is called **The Ninth Doctor Sourcebook** but doesn't include a picture of the War Doctor on the cover. While the conclusion of the Last Great Time War ended with the War Doctor reclaiming his place amongst his other incarnations, we've chosen to continue to label the incarnation that met Rose Tyler as the Ninth Doctor for two reasons. First, it's because this incarnation has been traditionally known as the Ninth Doctor and to change it now may cause confusion (just think of the War Doctor as 'the Eight-Point-Fifth Doctor').

Secondly, and more importantly, this incarnation of the Doctor believes that his former incarnation broke 'the promise' that came with the name 'the Doctor.' As far as he's concerned the War Doctor is not a link in the chain of Doctors, and with the Last Great Time War time-locked and inaccessible it's easy enough to relegate the War Doctor to a painful memory best left in the past. Indeed, as the Ninth Doctor struggles with the angst of what he'd done to end the Time War he practically didn't notice a regeneration; as far as he's concerned, the blood is on his hands.



CHAPTER ONE

THE NINTH DOCTOR AND COMPANIONS



'The Doctor is a legend woven throughout history. When disaster comes, he's there. He brings the storm in his wake and he has one constant companion... death.'

WHO IS THE DOCTOR?

While the Ninth Doctor is often seen as a 'rebirth' of the Doctor in the aftermath of the Last Great Time War, in truth he is more of a bridge between the old and the new. While the Time War is over, the Ninth Doctor is still emotionally suffering over what he had done and is trying to tie up loose ends while rediscovering his place in the universe.

When the War Doctor regenerated at the conclusion of the Time War, the Ninth Doctor lost his predecessor's memories and believed he had destroyed Gallifrey to stop the Daleks rather than save it. Thus he was 'born' wracked with guilt over what he'd done.

Physically, the Ninth Doctor is a departure from his earlier incarnations. He has a fiercer look; a tall bloke with close-cropped hair, a beaky nose and big ears. He dresses in an understated but imposing way, with a leather jacket, jumper, jeans and boots. In effect, he doesn't look out of place in modern, working-class London, which is a far cry from the attire of his predecessors (it should be noted that he never seems to change except for the colour of his jumpers, as his outfit can generally be rationalised by people in that time – the Ninth Doctor has been accused of being a navy in Victorian Cardiff, a U-Boat captain in World War II London and in fashion with the inhabitants of Satellite Five). On occasion the Doctor does wear other clothes, but he prefers to stick with his basic look.

Still reeling from the Time War, the Doctor can be best described as blunt and intense. He doesn't suffer fools gladly and insults humanity as 'stupid apes' without worrying about whom he might offend. He does have a good heart, however, and tries to clean up the mess left from the Time War while protecting his adopted home – having lost Gallifrey, the Ninth Doctor limits his travels to Earth.

Initially determined to work alone, the Ninth Doctor slowly opens up to Rose, relishing the fact that he can be 'the Doctor' again to a new companion while discovering what changes the Time War has wrought to his favourite world. Over the course of his life he comes

to terms with his participation in the Time War and his actions to end it, including making peace with the last surviving Dalek soldier and embracing his role as Earth's protector.

By the time he meets the Dalek Emperor and its new army of Daleks, the Doctor has healed most of his wounds but acts in fear of the Daleks, ripping them open again. In the end, the Ninth Doctor remains true to his ideals and realises his mistake in the way he ended the Time War (or at least the way he thought he did) and is rescued by Rose and the TARDIS in the form of Bad Wolf. When he regenerates after removing the power from Rose, his tenth incarnation is considerably less 'damaged.'



THE NINTH DOCTOR

STORY POINTS



ATTRIBUTES

4 AWARENESS	○○○○
4 COORDINATION	○○○○
8 INGENUITY	○○○○○○○○
4 PRESENCE	○○○○
5 RESOLVE	○○○○○
3 STRENGTH	○○○

SKILLS

3 ATHLETICS	3 MEDICINE
4 CONVINCE	5 SCIENCE
2 CRAFT	3 SUBTERFUGE
2 FIGHTING	3 SURVIVAL
6 KNOWLEDGE	5 TECHNOLOGY
1 MARKSMAN	4 TRANSPORT

BIODATA

PERSONAL GOAL

To explore the universe while bearing his guilt over his actions during the Time War.

PERSONALITY

The memories of the end of the Time War are still fresh and raw, leaving him somewhat brusque, cold and intense at first.

BACKGROUND

The Last of the Time Lords, the Ninth Doctor regenerated in the aftermath of the War Doctor's ending of the Time War by destroying both his own people and the Daleks.

TRAITS

Artron Battery	Run for your Life!
Bio-rhythmic Control	Technically Adept
Boffin	Time Lord (Experienced x9)
Brave	Time Traveller
Feel the Turn of the Universe	Voice of Authority
Gadget	Vortex
Hypnosis (Minor)	
Indomitable	<i>Argumentative</i>
Keen Senses (Minor) -	<i>Code of Conduct</i>
Hearing and Smell	<i>Eccentric</i>
Photographic Memory	<i>Impulsive</i>
Psychic	<i>Insatiable Curiosity</i>
Quick Reflexes	<i>Last of My Kind</i>
Random Regenerator	<i>Obsession</i>
Resourceful Pockets	

STUFF

Psychic Paper
Sonic Screwdriver
TARDIS

Time Lord





THE NINTH DOCTOR'S COMPANIONS AND ACQUAINTANCES

The Ninth Doctor began his tenure with a clean slate. Fresh from the Last Great Time War, he preferred to act alone. Part of this was due to his own self-loathing over what he had to do to end the Time War and the fact that he'd changed so much during the course of the War that he wasn't sure exactly who he was any more. In a sense, he was still fighting the Time War, dealing with the repercussions of the conflict, such as the Nestenes finding a new protein source, rather than seek out adventure. He wanted to reclaim the mantle of 'Doctor,' but he wanted to define what that meant on his own terms.

Rose Tyler changed his perspective. She didn't do it entirely at first, as the Doctor was quick to abandon her after their initial encounter and only returned because she was still in danger. He reminded himself that humans were 'stupid apes' and ridiculed their domestic lives not because he really felt that way, but rather because he was trying to convince himself not to bring another companion aboard. Still, Rose's curiosity and sense of adventure was infectious and, over the course of their first adventure together, she won him over. He was finally prepared, as with his older incarnations, to accept a travelling companion

once more to show the wonders to the universe to, rather than just deal with old fallout.

Over the course of their adventures Rose continued to challenge and change him, reminding him that he wasn't alone and that there were those who still cared for him, even if his people were wiped out in the Time War. She also challenged him to rise up above his anger and accept that the War was over and that he no longer needed to be a soldier. By the end of their travels together Rose had come to love him enough that, even when he sent her away for her own safety on his suicide mission, she returned and took some of the burden of ending the Time War off him. It sparked his regeneration, but his new form would finally be able to heal some of the angry scars that the Ninth Doctor still carried.

If Rose Tyler was just what the doctor ordered, then Adam Mitchell was the exact opposite. Like Rose, he was a young person caught up in dangerous events and, with little left to keep him home, he joined the Doctor and Rose on their adventures. But, where Rose enjoyed journeying through time and space on their own merits, Adam was timid and uncomfortable. Rather than open his heart to the wonders he did the banal thing, attempted to exploit it for profit. His one outing with the Doctor would be his last.



Captain Jack Harkness was more of a kindred spirit than a companion. His attempt at a perfect con created a danger that almost destroyed the Earth, but he was quick to help fix it, even at the cost of his own life when he'd realised what he'd done. A former Time Agent and temporal explorer, Jack was more 'hitching a ride' than being a proper companion; he'd been rescued from death, helped the Doctor refuel the TARDIS, and then was kidnapped along with the Doctor and Rose by the Game Station Controller. Like the Doctor, he was willing to sacrifice his own life and others in order to prevent the Daleks from conquering the universe.

In addition to the Doctor's three companions, there were also two people tied so closely to Rose that they played key roles in several of the Ninth Doctor's adventures. These were Mickey Smith, Rose's boyfriend, and Jackie Tyler, her mother. At first they thought the Doctor kidnapped Rose but later helped him defeat the Slitheen (twice, in Mickey's case). They also played a crucial role in saving the Doctor and Jack's lives by helping Rose get back into the TARDIS so that she could merge with its heart and save him.

ROSE TYLER

Rose Tyler was a 19 year-old shop girl who happened to be in the right place at the right time to meet the Doctor, as the department store where she worked was being used by the Nestene Consciousness to

create Autons. After helping the Doctor defeat the Nestene Consciousness, Rose accepted his offer to travel with him. She found herself enjoying the thrill of seeing various periods of Earth history and discovered that she didn't miss the banality of normal life.

Prior to leaving with the Doctor, the two most important people in Rose's life were her mother Jackie Tyler and her boyfriend, Mickey. Rose felt like her life was going nowhere; she still lived with her mother and her relationship with Mickey was comfortable but not particularly exciting. Once she was aboard the TARDIS Rose still cared for them and wanted to reassure them that she was okay, but she had little desire to return to her life with them.

Rose enjoys jumping into new times and situations with both feet and exploring these strange new eras. Like the Doctor, she is curious and wants to right wrongs when she sees them. At this point in her life she has a crush on the Doctor and would never willingly leave his side, even when facing certain death.

ADAM MITCHELL

In spite of his inclusion in this section, Adam is more of an 'anti-companion.' He is an example of the type of person who doesn't make good companion material. He was discovered in the employ of an amoral American businessman and used his first trip through time and space to try to line his own



pockets. The Doctor quickly deposited him home with a warning not to expose himself and the implanted alien technology he'd acquired to the local authorities, lest another 'Van Statten' find him.



First impressions of Adam are very misleading. Young, attractive and geeky, Adam seems harmless enough, a child genius who is being manipulated by a powerful employer. He seemed to work for him out of fear more than loyalty and regrets that his home life isn't very satisfying. These traits resonated with Rose and led her to beg for Adam to be allowed on board the TARDIS. The Doctor could tell that there was more to Adam than he seemed, but he humoured Rose and allowed him aboard anyway.

Adam soon proved the Doctor's suspicions correct. Having travelled to the future, he used Rose's superphone to record and send information about new technologies to his answering machine in the past. He also had an infospike implanted in his head that enabled him to access computers directly. This unfortunately also enabled the Jagraffess and his Editor to access information from him. Once the Jagraffess was dealt with and Adam's indiscretions revealed, Adam tried to place the blame on the Doctor. An angry Doctor took him home and destroyed the answering machine. Whether Adam took the Doctor's advice or got into further trouble remains to be seen.

CAPTAIN JACK HARKNESS

Jack Harkness is a former Time Agent from the 51st century. He was born on the Boeshane Peninsula and

became the poster boy for the Time Agency there, leading to his nickname of 'The Face of Boe.' He left the Agency after waking up one day and discovering that they'd stolen two years of his memories. Jack became a con artist, swindling Time Agents into buying 'valuable' technologies and then destroying them before they realised that they'd purchased worthless junk.

Jack met the Doctor while posing as an American volunteer in the RAF during World War II. He is like the Doctor in many ways; he is running from an authority, he travels in time, he uses a title, he's charismatic, and he's not what he seems. Most importantly, however, he has a good heart and he tries to do the right thing.



Jack identifies as omnisexual; he flirts and enjoys the company of anyone he finds attractive regardless of gender or species. In spite of being a self-professed criminal he is very loyal to his friends and can be counted on when the chips are down to sacrifice himself for them.

JACKIE TYLER

Jackie Tyler is Rose's mum. Born Jacqueline Angela Suzette Prentice, Jackie married Pete Tyler in the mid-1980s and had one daughter, Rose, by him. Unfortunately, Pete was hit by a car and died (circumstances vary due to temporal manipulation) on



the way to Sarah Clarke's wedding. Given Pete's failure at his various entrepreneurial enterprises, Jackie was left to raise Rose on her own with little money.

Jackie learned to survive by taking advantage of every opportunity offered and by doing things for people so that she could call on favours later. When Rose's place of employment went up in flames Jackie was quick to find ways for Rose to profit from it and get established at a new job. She was instead devastated when, after almost being killed by window shop dummies, Rose mysteriously disappeared. She spent a year trying to find her, only for Rose to pop up with the man she'd just met before her disappearance pretending that nothing was wrong.



Jackie dislikes the Doctor, partially because he rejected her initial flirtations and partially because he's been keeping Rose away from her. As time goes on she begrudgingly accepts his presence in her daughter's life although she still tries to get Rose to leave him. Ultimately, Jackie wants what's best for Rose and wants to be part of her life, something that's denied to her with Rose away in the TARDIS.

MICKEY SMITH

Mickey Smith is Rose Tyler's boyfriend and a fellow resident of the Powell Estate. Like Rose he's lived there all his life and is in his early twenties, although he's aged an extra year relative to Rose due to the Doctor's error in returning her home. Unlike Rose,

he was perfectly happy and content living a quiet and uneventful life in London, where football was his main passion.

Unfortunately, his willingness to settle for a mundane life empowered Rose to jump at a more exciting opportunity. Mickey believed that she'd return, but as the months wore on it became evident that she'd 'moved on.' Unfortunately, as far as the rest of the world, and especially Jackie Tyler, was concerned, Rose was a missing person and Mickey the chief suspect. Due to the circumstances and lack of evidence, Mickey was forced to keep quiet about what really happened to her.



Whenever Rose returns to Mickey he jumps at the chance to be with her, no matter what his current personal circumstances. Unfortunately, he always feels second-fiddle to the Doctor and, in the end, Rose always leaves him behind. But, when the Doctor did offer Mickey a chance to join them in the TARDIS, he turned it down, believing that he couldn't handle it. The Doctor agreed to keep Mickey's reluctance a secret and pretended to ban him but, to Mickey's dismay, Rose chose to leave anyway. Mickey is slowly learning to move on.



ROSE TYLER

ATTRIBUTES

3	AWARENESS	○○○
4	COORDINATION	○○○○○
2	INGENUITY	○○
3	PRESENCE	○○○
4	RESOLVE	○○○○○
2	STRENGTH	○○

SKILLS

3	ATHLETICS	1	MEDICINE
2	CONVINCE	2	SCIENCE
0	CRAFT	4	SUBTERFUGE
2	FIGHTING	2	SURVIVAL
2	KNOWLEDGE	2	TECHNOLOGY
2	MARKSMAN	2	TRANSPORT

BIODATA

PERSONAL GOAL

To be with the Doctor.

PERSONALITY

Quick-thinking and resourceful, Rose is adventurous and brave, rarely hesitating before leaping aboard the TARDIS. Rose always stands up for what she thinks is right, even challenging the Doctor when she knows that he's doing the wrong thing.

BACKGROUND

Rose lived with her mum on a South London council estate and worked in a department store. The Doctor's appearance gave her the chance to live a life less ordinary, and she hasn't looked back!

TRAITS

Attractive
Brave
Charming
Face in the Crowd
Inexperienced
Run for Your Life!

STUFF

Superphone

5



ADAM MITCHELL

STORY POINTS



ATTRIBUTES

AWARENESS	○○○
COORDINATION	○○○
INGENUITY	○○○○○
PRESENCE	○○
RESOLVE	○○○
STRENGTH	○○

SKILLS

ATHLETICS	MEDICINE
CONVINCE	SCIENCE
CRAFT	SUBTERFUGE
FIGHTING	SURVIVAL
KNOWLEDGE	TECHNOLOGY
MARKSMAN	TRANSPORT

BIODATA

PERSONAL GOAL

To gain fame and fortune as quickly and secretly as possible.

PERSONALITY

Adam comes across as likeable and flirtatious, but beneath it all brews an opportunist. He isn't particularly brave and has trouble adjusting to time travel, but soon uses that unease to get the Doctor and Rose to let their guard down. Ultimately, Adam is self-absorbed and shallow, seizing on time travel as an opportunity to get wealthy.

BACKGROUND

Adam is a genius whose computer hacking skills almost caused World War III at the age of 8. He was snatched up by Van Statten to log and decipher the alien technologies he acquired. Adam accepts Rose's offer to adventure in the TARDIS, but finds the lifestyle overwhelming. He falls from grace when caught using time travel for selfish ends.

TRAITS

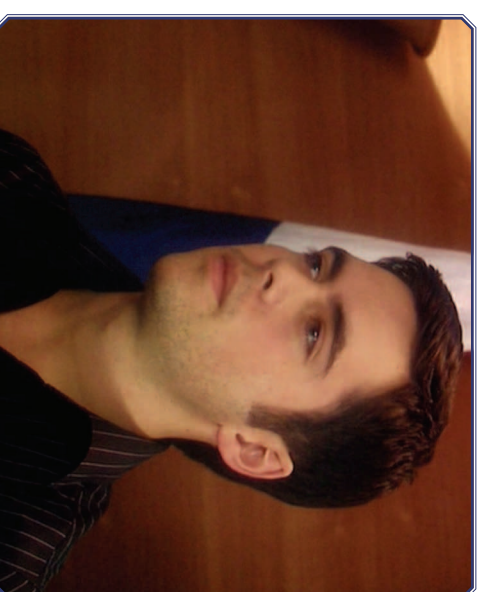
Attractive
Boffin
Face in the Crowd
Run for your Life!
Technically Adept
Cowardly
Selfish

STUFF

Full Infospike Interface
Chip*
Vomitomatic*

*Adam only has these following his adventure with the Doctor – see pg. 111 for stats.

5



CAPTAIN JACK HARKNESS

STORY POINTS



ATTRIBUTES

4 AWARENESS	○ ○ ○ ○ ○
4 COORDINATION	○ ○ ○ ○ ○
4 INGENUITY	○ ○ ○ ○ ○
5 PRESENCE	○ ○ ○ ○ ○
4 RESOLVE	○ ○ ○ ○ ○
4 STRENGTH	○ ○ ○ ○ ○

SKILLS

3 ATHLETICS	2 MEDICINE
5 CONVINCE	4 SCIENCE
1 CRAFT	3 SUBTERFUGE
4 FIGHTING	3 SURVIVAL
3 KNOWLEDGE	3 TECHNOLOGY
4 MARKSMAN	4 TRANSPORT

BIODATA

PERSONAL GOAL

Former con artist who ultimately wants to make a difference.

PERSONALITY

Lively, funny, charming and arrogant; Jack works hard at presenting his 'devil-may-care' persona. He actually cares deeply about doing what's right and will gladly put himself in danger to oppose the villains of the galaxy.

BACKGROUND

An ex-Time Agent turned con artist from the 51st century, Jack's life was turned around when he met the Doctor. Not only did he gain a purpose, but he also became immortal when Rose brought him back to life with the powers of the Time Vortex.

TRAITS

Attractive
Brave
Charming
Fast Healing (Special)*
Immortal (Special)*
Technically Adept
Time Traveller
Tough
Vortex

Amnesia

*Only after Rose/Bad Wolf resurrects him from the dead.

STUFF

Psychic Paper
Vortex Manipulator
Squariness Gun

8



JACKIE TYLER

STORY POINTS



ATTRIBUTES

AWARENESS	○○○
COORDINATION	○○○
INGENUITY	○○○○○
PRESENCE	○○○○○
RESOLVE	○○○
STRENGTH	○○○

SKILLS

ATHLETICS	MEDICINE
CONVINCE	SCIENCE
CRAFT	SUBTERFUGE
FIGHTING	SURVIVAL
KNOWLEDGE	TECHNOLOGY
MARKSMAN	TRANSPORT

BIODATA

PERSONAL GOAL

Making sure Rose is safe and can support herself.

PERSONALITY

Jackie Tyler complains endlessly. She loves complaining only slightly less than she loves her daughter. In the year between Rose first leaving with the Doctor and returning Jackie blamed Mickey for her disappearance, but she has since reconciled with him.

BACKGROUND

Jackie's life is as turned upside down as her daughter's due to Rose leaving with the Doctor. After assurances from Rose that she was fine, Jackie heard not a word for a year and blamed Mickey on having something to do with her 'abduction'. Since Rose returned with the Doctor and they both saved the world Jackie begrudgingly allowed her to continue to travel with him, but she still hopes that her daughter returns home for good.

TRAITS

Face in the Crowd
Lucky
Owed Favour
Screamer!
*Argumentative
By the Book*

STUFF

None.

5



ATTRIBUTES

3	AWARENESS	○○○
4	COORDINATION	○○○○○
2	INGENUITY	○○
3	PRESENCE	○○○
4	RESOLVE	○○○○○
4	STRENGTH	○○○○○

SKILLS

3	ATHLETICS	1	MEDICINE
2	CONVINCE	2	SCIENCE
0	CRAFT	3	SUBTERFUGE
3	FIGHTING	3	SURVIVAL
2	KNOWLEDGE	2	TECHNOLOGY
0	MARKSMAN	2	TRANSPORT

BIODATA

PERSONAL GOAL

To finally define the nature of his relationship with Rose.

PERSONALITY

Mickey has the makings of a hero but he isn't quite there yet. He is bitter and jealous of the Doctor. The unknown frightens him and he wishes that the Doctor would just go away and leave Rose with him. He also desperately wants Rose to choose him over the Doctor, but he's settled for waiting for her. He's a gifted hacker, a dab hand with a set of tools and, most importantly, has his feet on the ground. In spite of his animosity towards the Doctor, Mickey can be counted on to help him if Rose is involved.

BACKGROUND

Mickey is a typical working class bloke who is devoted to Rose and wanted to spend the rest of his life with her. He spends much of his time pining for her and awaiting her return, cherishing the fleeting moments they have together before the Doctor whisks her off again.

TRAITS

Face in the Crowd
Lucky
Quick Reflexes
Technically Adept
Tough

*Cowardly**
Unadventurous

*Mickey loses this Trait after he confronts a Slitheen.

STUFF

None.

5





THE NINTH DOCTOR'S TARDIS

The Ninth Doctor's TARDIS's console room has an organic appearance that is known as 'coral.' Much of it was inherited from the War Doctor's TARDIS and the console is virtually unchanged whilst golden coral walls have replaced the grey ones with the glowing roundels present during the War Doctor's era. Overall it has a very patchwork design incorporating anachronistic elements that suggests that the War Doctor had been repairing it on the fly during the Time War.

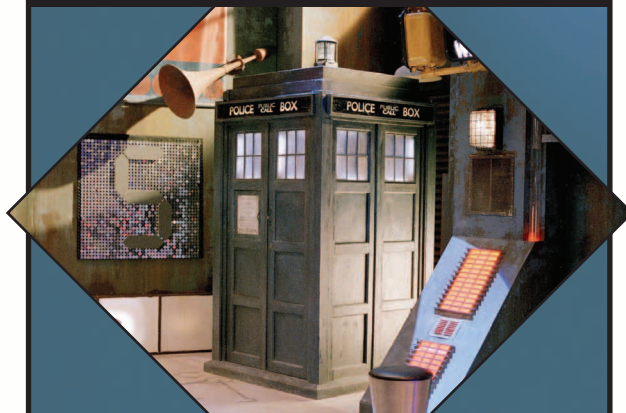
While coral is the 'desktop theme,' it can be presumed that the structure is quasi-organic and designed to grow over and replace the stressed-out original structure; the War Doctor was barely holding it together and his regenerative energy accelerated the coral growth so that when the Ninth Doctor recovers from his regeneration the TARDIS fully manifested its new appearance.



The Eye of Harmony remains at the 'heart' of the TARDIS. The Heart of the TARDIS is powerful enough to transform anyone that gazes into it; it seems to grants the gazer's desires. Margaret the Slitheen wanted a fresh start and was returned to her egg form, while Rose desired to save the Doctor and was given the power of the Bad Wolf. Alternatively, the Heart could have simply been acting on its own in both cases, humanely dealing with a threat in the former and saving 'her' Doctor in the latter.

The Ninth Doctor seems to be able to steer his TARDIS although he occasionally drifts a bit off course. Whether this is due to the temperamental and kit-bashed nature of the TARDIS or the Doctor's own failings is a matter for dispute.

THE NINTH DOCTOR'S TARDIS



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Knowledge 8, Medicine 3, Science (Temporal) 6, Technology 4, Transport 3

TRAITS

Clairvoyance (Major)
Face in the Crowd
Fast Healing
Feel the Turn of the Universe
Force Field (Major)
Lucky
Psychic
Resourceful Pockets
Scan (x4)
Sense of Direction
Telepathy
Tough
Transmit
Vortex
Argumentative
Impulsive
Restriction (Tricky Controls, 6 pilots)
Restriction (can only be refuelled at a time rift)

ARMOUR: 30

SPEED: 12 (MATERIALISED)

STORY POINTS: 20

STARTING DAMAGE: D6+3 POINTS

SPECIAL: The Doctor's TARDIS has a damaged Chameleon Circuit and always appears in the form of a Police Call Box from the 1950s.

CHAPTER TWO

PLAYING IN THE NINTH DOCTOR'S ERA





PLAYING IN THE NINTH DOCTOR ERA



'I'm a Time Lord. I'm the last of the Time Lords. They're all gone. I'm the only survivor.'

In the beginning, the Ninth Doctor was an enigma. With the exception of a brief trip by his eighth incarnation, the Doctor had been absent from Earth for over 15 years. The world moved merrily along without him and, just before he returned (well, relatively speaking, of course!), the Doctor was involved in a Time War that had had mysterious effects on the universe. When he did return, the Doctor was reborn. Not only had the Time War changed him but the people of Earth, with the exception of a few, had forgotten him as well. It was a brand-new era.

A NEW ERA

In a very real sense, the Ninth Doctor's appearance is much like the restart of a roleplaying game campaign that has lain fallow for a while. Unlike a first-time campaign, where the entire setting and cast is brand-new, a restarted campaign is familiar but everything is refreshed and seen through a new lens. Few elements are exactly as remembered; some elements retain most of their original character while others may be wildly different.

The Gamemaster has a vast store of previous material from which to pick and reinterpret in an entirely new way. The trick is to be able to surprise the players

while making them feel that the new campaign is a continuation, not a complete reboot.

For the Ninth Doctor, the Time War was both the catalyst and bridge between old and new. He was changed more profoundly than a mere regeneration would suggest (and that profound change stayed with him through his next two incarnations – or three if we count the Tenth Doctor twice) and this was reflected in his presentation. He'd dispensed with his 'costumed' appearance and had a harsher, more cynical edge. At the same time, the Time War provided a convenient and easy reason for any changes to characters, creatures and even events from how the characters might remember them. Finally, and perhaps most importantly, the Time War itself, at least initially, was an enigma. Its far-reaching nature meant that even the Doctor didn't know all of the details and his companions were occasionally touched by the aftershocks.

The purpose of this chapter is two-fold. The first is to give Gamemasters a flavour for setting adventures in or reminiscent of the Ninth Doctor's era. The second is to use the Ninth Doctor's era as an illustration for Gamemasters restarting a previous campaign or perhaps taking the Doctor and his companions into an entirely new direction! Fortunately, these two purposes are intertwined, so they can be analysed and developed together.



AN EARTH WITHOUT THE DOCTOR

The Seventh Doctor noted that humans “have an amazing capacity for self-deception”; if something doesn’t fit into the way they believe the world works then they are quick to dismiss and forget it. Only very few people and organisations, such as Torchwood, UNIT, the Queen of the United Kingdom and conspiracy ‘nutters’, actively remember ‘weird happenings’ like Auton and Cybermen invasions or Axons attempting first contact. The longer it is between such events, the more likely humanity moves on with the world view that they are alone in the universe. And while humanity couldn’t be more wrong, such self-deception leaves them woefully unprepared for the next invasion.

The Ninth Doctor returns to Earth in the middle of the first decade of the 21st century, specifically 2005 and 2006. At this point in Earth’s history, the Doctor had only made a few isolated appearances in the 1990s (*Fury from the Deep* in **The Second Doctor Sourcebook**, *Battlefield* in **The Seventh Doctor Sourcebook** and *The TV Movie* in **The Eighth Doctor Sourcebook**) and the world had gotten used to being without him. There were no large-scale alien invasions or public alien appearances. Someone growing up in that decade likely had little first-hand experience with aliens; their parents or grandparents might have remembered some funny business with walking dummies or silver giants, but overall it didn’t affect their lives any more than a plane crash or a small skirmish elsewhere in the world might. Some lives were lost and some property was damaged, but the world moved on.

When the Doctor arrives he is struggling with his own identity in the aftermath of the Last Great Time War. Earth, too, is struggling with its own identity. It had been a decade and a half since the Cold War ended with America standing at the top of nations, but its leadership left something to be desired. With the ‘East’ struggling with their new democracies and the ‘West’ increasingly scrutinising the actions of its leaders, the world wobbled on. Religious terrorism became the new enemy, especially given their support by oil-rich states, and humanity worried about the end of the world at the new millennium.

The ‘Y2K’ crisis never happened, but the terrorist group Al-Qaeda’s attacks in America on 11 September 2001 prompted America and its allies to launch two wars in the Middle East. America’s claim as the world’s only superpower and moral authority took a bashing. With the corresponding rise in power and authority such as China and Russia,

humanity seemed to be at a crossroads. Like the new Doctor, it was struggling with its identity after committing questionable actions.

It’s worth noting that the Doctor wanted this status quo to continue: he wanted Earth to figure out its destiny on its own. Thus he was content to remain in the shadows, chasing down remnants of the Time War and other alien activity without calling on his UNIT allies. When it appeared that Earth was having another ‘first contact,’ the Doctor hoped that this would be the one that finally cracked Earth’s self-deception and elevated it to a true space-faring species. Unfortunately, that was not to be and the Doctor, in spite of himself, couldn’t remain in the shadows any longer. True to form, once the Slitheen were defeated he relied on Mickey Smith to use a computer virus to wipe out any mention of the Doctor.





PLAYING IN THE NINTH DOCTOR ERA



TEMPORAL ECHOES

While humanity's capacity for self-deception explains away Earth's cluelessness to alien activity, it doesn't explain why the Doctor gets so much about history wrong. Even more strangely, it doesn't explain why the Doctor gets things wrong in a way that later makes him seem prescient. Most of this can be explained as ripples in the Time War and the Doctor's ability to 'remember' rewritten timelines. This leaves open the intriguing possibility that the Time War is not quite over (as indeed the survival of the Dalek Emperor suggests) and that the Ninth Doctor's experiences are being subtly overwritten.

Some temporal echoes are the result of the Dalek Emperor's manipulations. The Fourth Great and Bountiful Human Empire is obviously a place that the Ninth Doctor has been to, but now it's all changed. This is definitely due to alien involvement; while the Dalek Emperor was building his army it used the Jagrass and the Editor (who may have been a Dalek Duplicate) to stagnate Earth's progress.

Finally, the Doctor is responsible for his own temporal echoes. He remembers Harriet Jones being a three term Prime Minister ushering in Great Britain's golden age. The fact that he has trouble indicates that he's being affected by Time War ripples. In the end, however, it's the Doctor's own actions that

FIXING UNIT (AND OTHER ANACHRONISMS)

Exactly *when* the Doctor was exiled to Earth and worked with UNIT has always been something of an enigma. Even the Doctor seems unsure as to whether he'd worked with them in the 1970s or the 1980s, and recollections from those involved are similarly vague. Sarah Jane Smith, for example, claimed to be from 1980, but she dressed in the styles of the mid-1970s. The Brigadier retired in 1977, making the Doctor's claim of working alongside him in the 1980s a bit spurious. Stepping away from UNIT, the Second Doctor visited the late 20th and 21st century Earth in various periods that didn't turn out that way from Rose's point of view nor does it look likely that his adventures in the near future will come to pass in the way that the Doctor experienced them.

The ripples from the Last Great Time War provide a handy explanation. Earth was clearly on a different course prior to the Last Great Time War and, as the war began, subtle manipulations of Earth's history began taking place. The Doctor and the Time Lords tried to minimise the damage and keep Earth history more or less intact but a few dates were shuffled. As temporal interference from the Time War waned, certain events finally settled into their current form.

In your campaign, Brigadier Lethbridge-Stewart might have headed UNIT in the early 1970s, the late 1970s, or even the 1980s, depending on your preferences. Whatever you decide, however, be sure to reinforce it with the appropriate tropes of that setting. If Captain Yates and Sergeant Benton decide to go undercover, for example, their civilian clothes and haircuts would look very different in 1973 than in 1983!



cause a rippling effect as he changes history after Prime Minister Jones orders the destruction of a retreating alien ship.

REBOOTING THE UNIVERSE

One of the biggest themes of the Ninth Doctor's era (the other being Bad Wolf, which we'll discuss in a bit!) is the impact of the Last Great Time War. This epic event had a profound impact on the Doctor, who believes he is the sole survivor of the war and the last of his race as a result. It also had a huge impact on the universe as a whole, affecting entire species and throwing into question everything that came before. The universe just feels different as a result, and characters can't even trust their own memories.

When starting a new campaign, a Gamemaster has the ability to start with a blank canvas and take the stuff they like from the old to integrate into the new. In effect, this is exactly what occurs – humanity's self-deception and the Doctor's relatively long absence (Morgaine's assault in *Battlefield* didn't get much beyond Lake Vortigern and the Doctor's actions in *The TV Movie* were effectively overwritten) meant that Earth in 2005 was profoundly unimpressed with previous alien incursions to the point that most people still didn't believe in aliens.

Still, it's possible that a Gamemaster may wish to take this point even further; what if the Last Great Time War really did alter histories so that Gallifrey, Skaro and other worlds never affected Earth? Perhaps Mondas was destroyed before reaching Earth in 1986, Torchwood and UNIT were never formed because the invasions that prompted them never happened, and Earth is now a clean slate. *Rose* really is the first time that the Nestenes invade and *Aliens of London* really is a first contact, although not quite as it first seems. The Doctor is free to invent himself anew.



By combining humanity's self-deception and ripples from the Time War, the Gamemaster is free to reinvent the universe as they see fit, free from continuity. They can pick and choose which bits they want to keep and discard the rest without worrying about whether they fit into the timeline. Time-travelling characters may remember previous events in their relative timelines, but they are acutely aware that what they remember may have been rewritten.

THE LONELY VETERAN

One very important aspect of the Ninth Doctor is that he feels isolated. He's the only one who remembers the Last Great Time War and the only one still dealing with the outcome. He also has blood on his hands and no one who truly understands to forgive him. He hates himself for what he had become and he isn't sure if he can recapture what he once was. He needs companions like Rose to remind him of who he used to be and of who he can be.

Needless to say, a lot of this is lost if your gaming group includes the Ninth Doctor along with other incarnations of the Doctor, Time Lords or other sage beings that can comfort him. Like the War Doctor, the Ninth Doctor works best when he is the only one in the room dealing with things only he understands. Pairing him with River Song or the Twelfth Doctor would take away a lot of that edge.

Even if you aren't using the Ninth Doctor, if you really want to capture the feel of the era then you'll want to recapture that isolation. Perhaps one of the characters is a Time Agent in a 51st century that went horribly wrong; they now involve themselves in the past to forget their troubles and they debate whether they should 'play god' with the timeline while opposing threats like alien invaders or other time travellers. Perhaps the group is in charge of rebuilding a mothballed UNIT; the records are cryptic and incomplete, but there are aliens out there and the group needs to keep their activities secret, even from their friends and families.

THE DOCTOR'S JOURNEY

The Ninth Doctor's adventures are more than just a collection of unrelated episodes; they form a complete campaign story arc. While the Doctor has



PLAYING IN THE NINTH DOCTOR ERA

had campaign story arcs before (see *The Key to Time* in *The Fourth Doctor Sourcebook* or *The Trial of a Time Lord* in *The Sixth Doctor Sourcebook*) that interwove discrete adventures into a single larger metaplot, this one feels a bit different, more personal. And it is not, as some might be led to believe, about Bad Wolf or the return of the Daleks. Instead, the Ninth Doctor's adventures form a narrative of a post-war survivor coming to grips with who he is.

When Rose first met the Doctor she had no idea who he was; indeed, no one that had met him, regardless of whether they'd met the Doctor before, would know what to make of his new incarnation. Not only did the Doctor have a new face, but he was emotionally and physically scarred by his participation in the Last Great Time War. It had cost him his people and a regeneration. Nothing would be the same again. When he decided to take Rose with him, the Ninth Doctor began a journey of self-discovery.

This journey would lead him to see the universe through fresh eyes. The Last Great Time War had ended and both Gallifrey and Skaro's influence on the universe was over. The Doctor could explore again unfettered by what had gone before. He didn't know how much had changed, and how much of his relative experiences were still intact. Even when he faced an old adversary that adversary had been marked by the war and could look and act very differently from what the Doctor had remembered.

Each adventure in this metaplot shows the Doctor struggling with who he is and how he develops over time. Prior to the beginning of his adventures with Rose he is very stand-offish, willing to hide in the shadows and manipulate events without involving anyone else. He doesn't want people to get close to him because he doesn't like himself. He's afraid to reach out. This starts to change when he meets Rose.

A Gamemaster can use the Ninth Doctor's adventures as a template for introducing new players to the universe of *Doctor Who*. While it may seem incredulous, there really are players out there who have never followed the adventures of the Doctor or who have only seen an adventure or two. For such players the *Doctor Who* universe really is an unopened book and, by following the model set by the Ninth Doctor's adventures, a Gamemaster can really give such players a taste of the uniqueness of the Doctor's adventures and how they flow together.

The Ninth Doctor's first adventure blends the familiar with the fantastic. It's an Earth-bound contemporary setting involving an alien conspiracy. As part of that conspiratorial feel the Doctor planned to fight a quick war in the shadows and be off before anyone noticed. Of course, someone noticed, and thus the Doctor teams up with a new companion in order to stop the aliens. When the dust settled, the Doctor realised that travelling through time and space is better shared





with someone who can see it without jaded eyes. He also began to hope that someone might see him as more than a monster that had destroyed two species.

The next two adventures can be taken together. If the first adventure introduced aliens and hinted at the possibility of time travel, then these adventures fulfil that promise by going into the future and the past respectively. Earth remains the central setting (as it does throughout the Ninth Doctor's adventures, much as it did for the Third Doctor) because it provides an easy temporal frame of reference. In both cases it's the time travel that is the focus and the Doctor and companions get caught up in the adventure because they are thrust into events. Indeed, the Doctor cautions Rose that history is malleable; history is history, whether it takes place in 1869 or the far future, and if one can be rewritten so can the other (it's important to note that Rose never thought about changing history when stopping Cassandra's scheme).

We can pause here for a moment to discuss why going into the companions' future first was the better choice. With a group of new players it's a good idea to let them stretch their legs a bit before weighing them down with the responsibilities of history. They may have worked together to stop the Nestene invasion, but they probably haven't yet gelled as a team. Getting involved in a hostage crisis in the

future where the stakes are high helps them get into the adventuring mindset before weighing them down with the responsibilities of history. While the players could appropriately question their participation here as easily as they do in 1869, it's less likely to happen and therefore bog down the series.

By contrast, the trip to the past provides the players with more dramatic weight to carry. They are in a past threatened by another alien invasion, one that they 'know' doesn't succeed. This gives the Gamemaster the opportunity to tell them that history can be changed – while this is technically true in the present and future, when applied to the past it adds a whole different dimension. The fact that their home time could be irrevocably altered can be quite unnerving.

In these first three adventures the Doctor gets to be comfortable again as 'the Doctor.' He's forgetting his experiences in the war by doing what he's always done in the past. It's his next adventure that reminds him that his actions have consequences; he takes Rose home a year late, and suddenly he's a monster again for it. He also discovers an alien conspiracy and the first thing the aliens do is kill those that might know and sympathise with the Doctor. Chillingly, the Doctor responds by blowing them all up with a missile – not much of a different tactic than he'd used in the Time War.



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This comes to a head in the next adventure, where the Doctor confronts someone that knows exactly who he is, a fellow soldier from the other side. The isolated Dalek challenges the Doctor with a claim that they aren't so different and the Doctor has trouble proving otherwise. Indeed, it's Rose who reminds the Doctor that he needs to be more and the Dalek is actually acting more rationally than he is (also due to Rose's influence). The Doctor finally realises that he doesn't like what he's become.

The Doctor's next journey takes him to Satellite Five and discovers that someone is manipulating history. He treats this as any other ripple and tries to get history back on course. When he defeats the Jagraffess he reckons that he's fixed things. The Doctor is now a healer again and he's starting to believe in himself again.

Next the Doctor and Rose head to World War II. This is an interesting adventure in that it has no real villains; it's all the result of a misunderstanding. The

Doctor can't simply point at an enemy and blow him up; he needs to use his wits and try to help everyone involved be better people. He forces Captain Jack to clean up his mess and Nancy to be honest with her child. His actions result in a miracle; everyone is saved. For the first time since the Time War ended, the Doctor truly feels like the Doctor again.



WHY IS THE DOCTOR STICKING TO EARTH?

For the most part, the Ninth Doctor spends a lot of time on Earth. This isn't due to any particular attachments (the Doctor doesn't do 'domestics') but when given the opportunity to travel through space and time he invariably ends up on Earth somewhere along its timeline. Why?

The most likely reason is that the Doctor considers Earth to be his home now that Gallifrey has been destroyed and he's checking for time ripples. He wants to make sure that Earth follows the history he believes it should have. He may even be manipulating a few events here or there, as his 'stupid apes' epithet implies that humanity has failed him in some way, even though it probably wasn't their fault. Perhaps Earth inadvertently gave the Daleks an edge in the Last Great Time War and subconsciously the Doctor still hasn't completely forgiven them for that (whilst at the same time he lacks the moral high ground to judge them).

His choice of an Earth companion bears this out; in addition to helping the Doctor come to grips with who he is Rose acts as an independent observer judging his actions. The Doctor gives her a sense of perspective when showing her the death of Earth and in the next adventure informs her that sometimes he has to act to preserve the timeline. Rose is then able to call the Doctor on his actions when they face a lone Dalek and she restores his faith in humanity as well as himself.

One of the reasons why the Doctor travels to the future is because it is 'the past' for him. He isn't stopping the Nestene or the Slitheen from destroying the Earth in the noughties because they're bad guys; he's doing it because he knows that humanity is supposed to survive. Similarly, he defeats the Jagraffess not because he is manipulating the Human Empire, but because he isn't supposed to be. Whilst it doesn't happen during the course of their adventures, it could be really interesting for the Ninth Doctor or another time-travelling character to 'allow' an alien invasion to happen in the near future, in spite of a companion's protestations, because that's what's 'supposed' to happen. It could even be more interesting if the Ninth Doctor finds himself in a position where he needs to stop someone from aiding the freedom fighters, because they aren't supposed to win!



This is immediately put to the test when he returns to Cardiff to refuel and finds the last member of the Slitheen still plotting to destroy the world. He captures her and has to decide whether to let her go or send her home to her death. The Doctor, with the help of the TARDIS, finds a third option and enables the Slitheen to have a fresh start.

Finally, the Doctor returns to Satellite Five fully as the Doctor once more, but the legacy of the Time War rears its ugly head. The Dalek Emperor is still alive and has created a new army. The Doctor must now decide whether he has truly changed or whether he is still the same man he was during the Time War. Will he wipe out his (adopted) home in order to finally defeat the Daleks once and for all. The Doctor finally proves that he made an error in ending the Time War and that was not who he was. Once again, there's a miracle to affirm his choice: Rose and the TARDIS merge to save him. While it costs him his incarnation, the Doctor is able to regenerate, symbolising his coming to terms with his past and his ability to move forward in a less-burdened form.

When designing your own campaign, remember that a good backstory can carry the weight of a metaplot through to its conclusion. It wasn't necessary for us to see the Time War or the Doctor's act; we don't even (at this point) know what he did exactly. All we know is that he's carrying the weight of that decision and his companions are helping him heal.

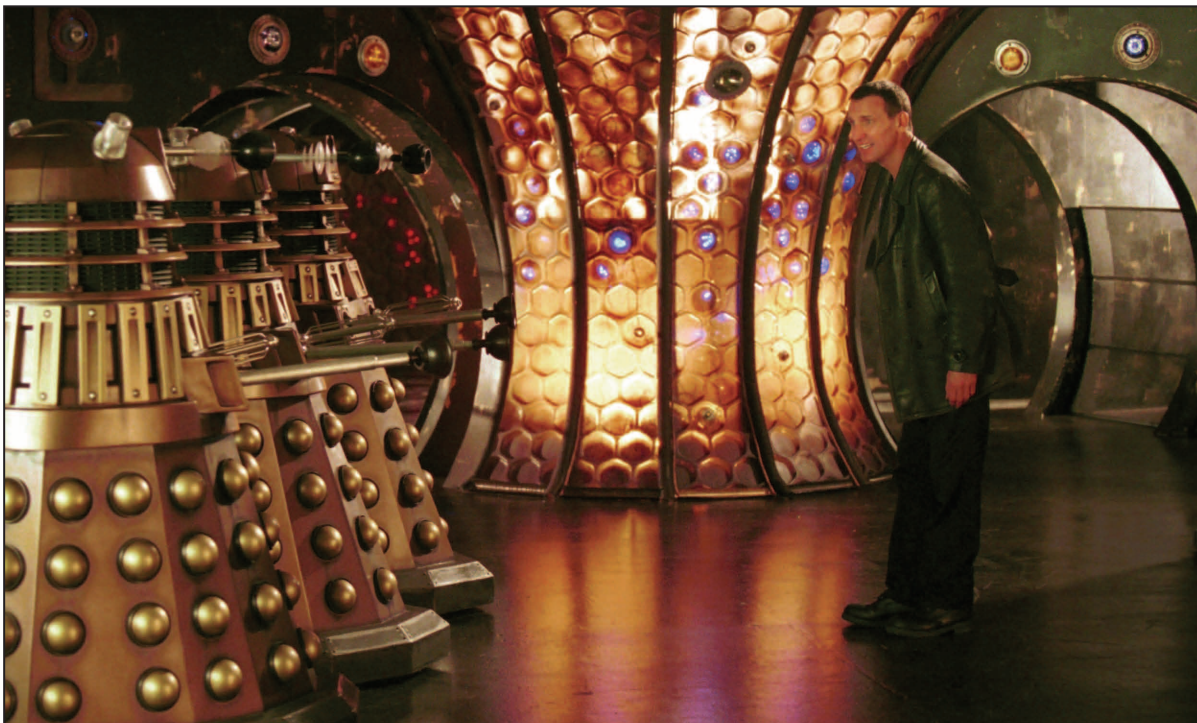
Also, the more personal the metaplot is the more likely your players are going to run with it. It need not be as weighty as the Doctor's; a UNIT scientist struggling with her principles in the face of questionable activities in the name of security or a Time Agent finding himself trapped in the past and tempted to change history for the better are just as great personal journeys. If you're looking for inspiration then we've offered a few possibilities in the **Same Spirit, Different Character** section.

EVERYTHING OLD IS NEW AGAIN

Whenever you start a new campaign, especially if it's the first **Doctor Who: Adventures in Time and Space** campaign that you're running with a particular group, everything is fresh and new. Some of your players may not be very familiar with the Doctor's universe and you get to share it with them for the first time.

Other players may be well versed in the Doctor's travels, but as the Last Great Time War changed everything you have an opportunity to reinterpret, reinvent, and reimagine old adversaries and adventures in a new way (this is inherent in the **Changing the Desktop Theme** and **Further Adventures** sections of the individual adventures).

Take the Sontarans, for example. They are a warmongering species of clones locked in an eternal war. They also enjoy watching other species make war.





What if a lone Sontaran came to Earth and offered cloning technology in return for assistance in the Sontaran-Rutan War? Perhaps several good soldier candidates are cloned; some of them go off to fight while others are taken to space to fight in the Sontaran-Rutan War. Is that slavery? What happens if those clones revolt?

The Sontarans need not even appear if the characters come to Earth as a strange new enemy is attacking with Rutan technology and they turn out to be angry clones that want their lives back. How do you accommodate 100 clones that had the same 'life'? How have the Earth governments been dealing with clones after their Earth missions were finished?

Similarly, you can re-present an old enemy by re-evaluating their look or methods. Rather than building robot Yeti, maybe the Great Intelligence is now using bio-technology to create flesh-and-blood automata. Perhaps the Cybermen look more like a combination of organics and cybernetics? Maybe you could put a futuristic spin on the Silurians; humanity was forced to hibernate for centuries and when they awoke another species had supplanted them on Earth. Which side do the characters take?

Remember, the Doctor's universe is constantly reinventing itself and highlighting old favourites in surprising new ways – your campaign shouldn't be any different!

SAME SPIRIT, DIFFERENT CHARACTER

Designing a campaign in the Ninth Doctor mould can be challenging for two reasons. First, it is a very personal story about the Ninth Doctor that has already been told; a player controlling the Ninth Doctor is relegated to 'missing adventures' which, while they certainly can be interesting and even have their own metaplots, takes away from the central conceit of the Ninth Doctor as a war veteran struggling to find a place for himself in the war's aftermath. Secondly, many gaming groups are going to contain more than one player and it can be difficult to let one player 'hog all the glory' while the other players have to be satisfied with supporting roles (it's a problem often found in superhero settings – one player gets to be Ultra Sentinel, while the other players get to be the plucky reporter, the computer whiz, and the boyfriend).

With these two issues in mind, here are a few campaign types that incorporate the theme of a journey while giving all of the players a chance to shine.

- A UNIT team has spent the better part of a decade stopping aliens and other threats from hurting humanity when a temporal ripple changes everything. UNIT 'died' in its infancy, failing to get approved by the UN Security Council. Each character has an entirely different life, yet for some reason each remembers her original past rather than the rewritten one. Now the group has to work together in secret to fight alien threats while trying to discover what happened and why they still remember.
- A Time Lord and her companions were caught in a temporal bubble during the Time War; they didn't even know it happened. They return to the universe to discover that the Time Lords and the Daleks are gone and history has been rewritten to the point that none of the companions exist any more. They are slowly dying and the group needs to subtly manipulate history to re-establish their histories. After several adventures, the Time Lord learns that these manipulations have enabled something really bad to happen. Does she sacrifice the lives of her companions to keep history intact? Would they 'die' willingly to do so?
- The Time Lords recruited a group of Time Agents from Earth to help in the Time War. Being out of their depth, the Time Agents deserted at a critical moment. They've now returned to Earth, performing their duties without anyone being the wiser about what they'd done. Still, there are other species that know that the Time Agents' failure led to the destruction of their societies and they want revenge. Unfortunately, the Time Agents don't quite remember what happened; were they cowards, or was their 'desertion' due to something they just can't remember?



NEW TRAITS

ALIEN ORGANS (Minor Good/Special Good Alien Trait)

With an alien physiology, comes alien anatomy. You may attempt to kill or harm the alien by shooting it in a certain location but it may be that their vital organs are in a completely different location, possibly not even in the alien's body at all!

Effect: The Alien Organs Trait can be a Minor or Special Trait. As a Minor Trait, the alien's organs are in a different location than would be expected. Their brain may be centralised in its chest, or their heart(s) may be in the abdomen. An injury that would normally cause a reduction of a vital Attribute may only affect a lesser one. As such, any damage taken is reduced by -2. For example, shooting the alien in the head, aiming to kill it by destroying the brain (reducing Awareness, Ingenuity and Resolve) may only affect some of the creature's sensory organs (only reducing Awareness) and its overall damage is 2 levels less than normal (unless the vital organs are located and targeted). While blinded, it survives without losing other Attributes that could have killed it.

As a Special Trait (costing 4 character points), it may be that the alien's vital organs are somehow removed and stored somewhere else. While they still function, hitting the alien itself may not kill it at all and only discovering the secret location of the hidden organs will bring about its defeat. They will receive the reduction in damage as for the Minor Trait, as their vitals are far away. Of course, damage inflicted on their disembodied organs is not reduced.

BIOCHEMICAL GENIUS (Major Good Trait)

The character is a dab hand with chemistry and biology and has a natural 'feel' for the way the two combine.

Effects: The character gains Areas of Expertise for the Science Skill in Biology and Chemistry and may create biological or chemical 'Gadgets' using the Jiggery-Pokery rules, using the Science Skill instead of Technology for all relevant rolls.

IMMATERIAL (Special Bad Alien Trait)

Some alien creatures have shed their physical bodies to become something radically different. Whether they were forced out of their bodies by the events of the Time War like the Gelth, or transformed into plasmic energy like the Wire, in their current state they are

no longer physical beings. They may be immaterial, ghosts almost, but they still exist in our reality. Some immaterial beings have the ability to manipulate objects with telekinesis, willing the item to move as if they were able to physically manipulate it, whereas others are unable to and spend their existence struggling to regain some form of normal life.

Effect: The alien has no physical form and is unable to interact with physical objects. Most aliens in this state will have the Telekinesis Trait to allow them to move items. It is a debilitating Trait and, while it allows the alien the ability to move into usually inaccessible areas, it is usually more of a trouble than it is a benefit. Immaterial is a Special Bad Trait worth 2 points.

INFECTION (Major Good Alien Trait)

Some aliens have the nasty ability to transmit their 'alien-ness' into other beings. Sometimes it can start as a strange green rash that comes from a bite or scratch that takes over the victim until they become alien themselves, or it could mean that the unsuspecting victim becomes host to the alien's consciousness.

Effect: Infection can work in a couple of ways, both are Major Good Alien Traits. As a transmittable disease, the target needs to be scratched, bitten or take some form of physical damage. If the damage penetrates any armour worn, or if the victim failed with a Bad or Disastrous result, they become infected. At regular intervals (usually once per hour or per day) they will have to make a Resolve + Strength roll, against the Resolve + Strength of the alien. Failing this will mean the infection has spread. The Gamemaster should decide how many failures mean the target has become alien (one fail spreads to a whole arm, two fails to the chest, etc.). It should give the characters time to find an antidote!

The other way it can work is by making the target susceptible to possession, making them host to the alien, and the infection is actually the alien moving from one host to another. Again, this is usually from sustaining an injury. Once infected (as above), the target will have to make similar rolls, though instead of resisting the infection spreading, this is to resist possession as per the Possession Special Trait.

SLOW (Minor/Major Bad Trait)

A lot of the Doctor's adversaries are incredibly dangerous but thankfully many of them move slowly. Cybermen are walking tanks able to withstand

gunfire and damage but the Doctor is quick to avoid them as they lumber from one place to the next with a slow marching stomp.

Effect: Slow is a Minor or Major Bad Trait that means the alien is slower than your average character. As a Minor Bad Trait, the alien's effective Speed is halved (round down), so a Coordination of 4 means that the

alien has a Speed of 2 in a chase. The alien's Speed has a minimum of 1, though particularly slow creatures can sometimes have Speeds that are slower (down to 0.5, etc) but this requires additional calculations on behalf of the Gamemaster and may be ignored. As a Major Bad Trait, the alien's Speed is effectively 0. The alien does not move or, if it does, it moves so slowly that it is regarded as stationary in a chase situation.



PLAYING IN THE NINTH DOCTOR ERA

SIZE

Aliens come in all shapes and sizes. Luckily for the Doctor, many of his adversaries are of a relatively similar size to humans but when facing gigantic creatures such as the Beast or the Dalek Emperor, or tiny foes such as the Graske or Cassandra's Robot Spiders, the Gamemaster may wish to include some additional rules to take their size into account.

If the creature is larger, they should purchase the Huge Trait and if tiny it should take the Tiny Trait. There are advantages and disadvantages to both but in a combat situation, the benefits of being huge usually outweigh those of being tiny. Taking either of these Traits will mean the alien automatically has to take the Alien Appearance Trait.

HUGE (MINOR/MAJOR GOOD ALIEN TRAIT)

This Trait means that the alien is larger than human sized. As a Minor Trait, the alien is certainly larger

than a human, larger even than a Judoon. The alien is around the size of a van or an elephant. As a Major Trait, they are even bigger than this - we're getting to the size of a T-Rex or even bigger. Depending upon the level of this Trait, the alien will receive a bonus to their Strength and Speed, and modifiers for enemies who try to shoot at it (see the table). It is not recommended to allow this Trait in characters.

TINY (MINOR/MAJOR BAD ALIEN TRAIT)

This Trait means that the alien is a lot smaller than human sized. As a Minor Trait, the alien is around the size of a Graske, or a very large dog. As a Major Trait, the alien is even smaller, possibly as small as a rat or even smaller! Depending upon the level of the Trait, their effective Strength will be reduced but there will be heavy modifiers for anyone trying to attack them, or to even see them (see the table).

SIZE	MODIFIER TO EFFECTIVE		MODIFIER	
	STRENGTH	SPEED	TO BE HIT	TO BE SEEN
Tiny (Major)	-4	-2	-4	-8
Tiny (Minor)	-2	-1	-2	-4
Human	0	0	0	0
Huge (Minor)	+2	+1	+2	+4
Huge (Major)	+4	+2	+4	+8

CHANGING THE DESKTOP THEME

If your players are fans of Doctor Who then it's likely that they are familiar with many of his most recent adventures (although this is not a given; it's been almost 10 years since the Doctor met Rose!). Thus, many of the adventures may not be useful to you to run as-is unless you don't mind a healthy heaping of déjà vu and logical leaps on the part of your players. If you find yourself in this situation then you'll find an entry as part of each adventure called '**Changing the Desktop Theme.**' This section takes the meat of the adventure and helps you re-skin it in a way that seems fresh and new to your players. With a proper new coat of paint they'll never realise that they are boldly going where the Doctor had already trod before!



CHAPTER THREE

THE NINTH DOCTOR'S ADVENTURES



ROSE



ROSE

*'Run.'*

SYNOPSIS

London, England, 2005

Rose Tyler, a 19 year-old Londoner, woke up to what she thought would be a typical day. She kissed her mother Jackie goodbye and went to work at Henrik's, a department store in Central London near Trafalgar Square. She had pulled a double-shift, as she left for work early in the morning, had lunch (or dinner) with her boyfriend Mickey Smith, and stayed until closing time.

When work was finished and the store had closed it was Rose's turn to bring the collected lottery money from the employees to Mr Wilson, the chief electrician. Unfortunately, Wilson didn't seem to be around. While looking around for him in a store room the door closed behind her. Rose found herself surrounded by shop dummies when one of them suddenly moved. At first, Rose thought it was a practical joke, but as more dummies – actually Autons – surrounded her she realised that she was in trouble. The lead Auton was about to strike her when suddenly Rose was grabbed by the Doctor, who simply told her to "run."

Rose ran with the Doctor, who led her to a lift. One Auton jammed its arm between the doors, so the Doctor pulled its arm off so the doors could close. Once they arrived on the shop floor the Doctor used his Sonic Screwdriver to destroy the lift controls. He told Rose that the Autons were plastic and were being controlled by a relay device on the roof, so the Doctor was going to blow up the entire building. He advised Rose not to tell anyone about this or she might get them killed, before finally introducing himself as the Doctor. He then told her to run for her life. She did so, getting a block or two away before the upper floor of Henrik's erupted into a fireball.

Rose went home, where her mother was on the phone tapping a friend to get Rose a paid interview with the Mirror. Mickey arrived to see if Rose was OK, then offered to take her to the pub where he'd hoped to catch the end of a football game. Rose declined the interview, because of the Doctor's request, before going off with Mickey. As they left, Mickey tossed the Auton arm that Rose had inadvertently brought home into the rubbish bin outside the block of flats where she lived.

The next morning Rose woke up to her alarm as usual, but there was nowhere for her to be. Jackie tried to get Rose to find another job while pursuing compensation



for her shock and trauma. Rose, however, was distracted by the cat flap on the door moving. She noticed that the screws were lying on the floor and, as she looked through the open flap, caught the Doctor looking in. He mentioned that he was following a signal when Rose dragged him inside.

Jackie unsuccessfully flirted with the Doctor while Rose tried to get him to come with her to the police station. Unfortunately, the signal that the Doctor was pursuing turned out to be the Auton arm, which tried to strangle him. Rose helped the Doctor remove the arm while Jackie, blow-drying her hair, heard nothing. The Doctor was then able to use his Sonic Screwdriver to block the signal and stop the arm from moving.

The Doctor then left to return to his work. Rose followed him, demanding answers. The Doctor told her that the Autons were being controlled by something that wanted to destroy the human race. It realised the Doctor was a threat and has been pursuing him. The only reason the arm came after Rose was because the controller (the Nestene) knew she was with him. The Doctor also told her that he could feel the turn of the Earth, that it's just a small part of a larger whole, before leaving her and heading to the TARDIS. Rose started walking away when she heard a noise. When she turned back around, the TARDIS was gone.

Rose visited Mickey to use his computer. Finding a website called 'Doctor Who?' Rose emailed the website owner, Clive, who invited her to his home. Mickey drove Rose to Clive's house and remained outside in case she needed him. Clive's own family thought he was obsessed but let her inside. Clive took her to his archive in the shed and told her that the Doctor seems to have appeared throughout history and is possibly a title passed down through generations. He showed her pictures of the Ninth Doctor at the Kennedy assassination, the launching of the Titanic, and just prior to the explosion at Krakatoa. Clive further warned Rose that death always follows the Doctor.

Outside, Mickey watched a wheelie bin move closer to his car. Believing it to be the work of pranksters, Mickey got out and opened the bin. He found his hands stuck to the plastic and the wheelie bin, now seemingly alive, pulled Mickey inside. Mickey's Auton Facsimile replaced him behind the wheel as Rose returned to the car, convinced Clive was nuts. She told the Facsimile that she was in the mood for pizza and he erratically drove her to the restaurant.

Rose was so lost in thought that she didn't realise that the Facsimile Mickey was not the real thing. The Facsimile started asking her about the Doctor, occasionally 'glitching' and repeating words. She finally noticed that there was something wrong with Mickey when the Doctor arrived, offering a "toast for the happy couple." He shook the bottle until the cork fired into Mickey Facsimile's head, which he absorbed and spat out. The Doctor told Rose to run as the Facsimile changed his arm into an axe. She hit the alarm for everyone to flee as the Doctor wrestled with the Mickey Facsimile and popped off its head. The headless body continued to cause mayhem as the Doctor and Rose fled.

The Doctor led Rose inside the TARDIS. She took one look and ran back out, circling around it. Only when the Facsimile broke through the door did Rose finally re-enter, closing the TARDIS door behind her. The Doctor plugged the head into the TARDIS, claiming that the arm wasn't sophisticated enough to trace a signal, but the head was. He then offered to answer any questions Rose might have. He confirmed that the TARDIS was a spaceship that is bigger on the inside and that he was an alien as well. Rose was upset by the idea that Mickey might be dead while the Doctor was more concerned about the Facsimile's head suddenly melting. He could only get close to the source, which put the TARDIS down on the north bank of the Thames.

The Doctor realised that he wasn't close enough, while Rose was shocked that the TARDIS moved. The Doctor explained that the TARDIS could move and that it was disguised as a 1950s police public call box. Rose was upset when the Doctor suggested Mickey might be dead, but the Doctor noted he's more concerned about all of humanity. He explained that the Nestenes lost their protein planets in a war and now they wanted to consume the Earth. He had a vial of anti-plastic that could destroy





ROSE

the Nestenes. Now that they were so close, the Doctor just needed to find the transmitter in order to confront the Nestenes. Rose noted that the Doctor's description matched the London Eye and the two ran across Westminster Bridge to find the Nestene's base.

When they arrived Rose discovered an access hatch that the Doctor opened to reveal an underground lair. Rose wanted the Doctor to kill the Nestenes, but the Doctor preferred to negotiate, as he wanted to give it a chance. He addressed the Nestene in accordance with the Shadow Proclamation and was permitted to approach. In the meantime, Rose discovered that Mickey was still alive and cowering nearby; the Doctor didn't seem surprised, which infuriated Rose.

The Doctor pleaded with the Nestene Consciousness to leave Earth, as humanity was only getting started and were capable of great things. The Nestene, however, was only humouring him, as it directed two Autons to restrain him and revealed that it had captured the TARDIS. An Auton also removed the Doctor's vial of anti-plastic. In a turnabout, the Nestene accused the Doctor of attempting to use the rules of the Shadow Proclamation to get close enough to the Nestene to destroy it. The Nestene then began the Auton invasion.



Rose called Jackie, who was out shopping, and told her to go home. Meanwhile, the Nestene charged the London Eye with psychic energy and it animated Autons throughout the city. One of the first casualties was Clive, who realised that "all the stories" were true before an Auton shot him. Jackie tried to flee as well, but was cornered by three Autons dressed as brides.

Mickey pleaded with Rose to run, but instead she used a fire axe to free a chain in the wall and swung

down towards the Doctor, kicking the two Autons, including the one holding the anti-plastic, into the vat. The Nestene glowed blue as the Doctor caught Rose and took her and Mickey inside the TARDIS to safety. The Nestene exploded, destroying the signal. Autons everywhere shut down.



The Doctor materialised the TARDIS outside, depositing Rose and Mickey. The Doctor said goodbye, but offered Rose the opportunity to travel with him. Mickey pleaded with her not to go and Rose declined. The Doctor returned to the TARDIS and it disappeared. It reappeared seconds later and the Doctor emerged again, noting that the TARDIS also travels in time. Rose kissed Mickey and thanked him before running into the TARDIS.

CONTINUITY

- The Doctor acts as if he's recently regenerated; when he looks in the mirror his features are (seemingly) new to him.
- Clive has a photograph of him at the launching of the HMS *Titanic* in period dress, which is out of character for him. Clive also has a photograph of the Doctor in the crowd during the assassination of American President John F Kennedy and a sketch of him at Krakatoa in 1883. All of these events may be in the Doctor's future, although none of them include Rose, who remains with the Doctor from this point forward until the rest of his life. Tellingly, Clive does not recognise her. It is possible that the Doctor went on these adventures during the short trip he takes in the TARDIS while talking to Rose at the conclusion of this adventure, or maybe Rose remained out of the photo during these adventures.
- The Doctor mentions that he can feel the turn of the universe.



- The Doctor's presence throughout Earth's history is documented by conspiracy theorists, some of whom believe 'Doctor' is a title passed from father to son.



- The Doctor seems irritated at humanity, referring to them as "stupid apes." This is surprising considering his fondness for them in his previous incarnations, although he obviously still cares about them.
- The Doctor claimed that the TARDIS was disguised, although the utility of the disguise as a police public call box means little to 21st century Londoners (he doesn't explain that it's locked in shape – perhaps it no longer is but he keeps the blue box shape for sentimental reasons or utility, as the Doctor has had trouble in the past finding TARDIS doors when the outer shell was a different shape).
- This is the first appearance of the TARDIS' new 'coral' interior. It's fallen apart a bit, presumably during the Time War, as parts of the console are cobbled together. At some point the assembled hordes of Genghis Khan tried to break through the TARDIS door.
- The Doctor uses the blue-tipped Sonic Screwdriver for the first time. He actually uses it as a screwdriver at one point, and to open/lock doors as well as jam radio signals. He doesn't use the jamming setting on Mickey Facsimile's head because he wants to keep the signal transmitting in order to trace it.
- The Doctor faces the Nestene Consciousness for the first time since his third incarnation. The Nestene Consciousness seems to have evolved or better adapted to Earth's atmosphere, as it can exist as a vat of liquid plastic rather than transforming into a tentacled creature.
- The Nestene's protein planets were destroyed in 'the war' (presumably the Time War). The Nestenes believe the Time Lords are responsible for the destruction of their worlds. The Doctor admits to fighting in the war and that he was unable to save their planets.
- This is the first mention of the Shadow Proclamation. Convention 15 enables enemies to negotiate peacefully in person. The convention is considered broken if one side threatens harm.
- Rose Tyler left school for Jimmy Stone. Obviously their relationship didn't work out and, according to Rose, whatever plans he had didn't turn out well.
- Rose blames Mickey for not giving her enough of a reason to stay behind when the Doctor offers her the chance to travel with him. She later regrets this.

PERHAPS YOU'VE MISTAKEN ME FOR SOMEONE ELSE?

Some of Clive's pictures of the Ninth Doctor show him in period dress, which is inconsistent with his character. It's entirely possible that the Ninth Doctor subconsciously borrowed a face from his past that he'd admired when regenerating into a new form – it would neither be the first time he'd done so (see **The Sixth Doctor Sourcebook**), nor the last time (see **The Twelfth Doctor Sourcebook**). Rather than 'the Doctor,' the person in Clive's pictures might actually have been the companion or associate of a previous Doctor. If said companion was also a certified doctor then it would be easy for conspiracy theorists to mix them together. It could be interesting if, along their travels, the characters bump into a temporal-savvy Earthling that looks like the Ninth Doctor!



◉ RUNNING THE ADVENTURE

Rose begins in media res; the Nestene Consciousness is implementing its plan and the Doctor is already on its trail. Rose Tyler wanders into a key moment in the Doctor's investigation where he sabotages part of the Auton army before it can be used against the people of London. When running this adventure for a group of players, however, you may want to roll back to the beginning of the mystery and allow the characters to uncover what is going on rather than having one or more of them already understand the threat, particularly if you aren't using this adventure to start a campaign.

First, you'll need to determine how your players got involved. If the players happen to be a Time Lord and/or companions, then they may come across a couple of Autons gathering resources for the Nestene Consciousness. Similarly, Time Agents or other time travellers may notice certain anomalies in the time period, such as alien frequencies or photorealistic shop dummies. Torchwood or UNIT may be called if someone comes across something strange. Finally, nosy characters, such as reporters, journalists or mystery writers, may just happen to be in the vicinity when an Auton acts (given the Nestene's desperate state it may lose control of an Auton on occasion, enabling it to cause a bit of chaos before the Nestene can retake control).

Second, they'll need a way to follow the Nestene tracks to the source. Torchwood and UNIT likely have files on the earlier Nestene invasions and can use that to determine that the Nestenes are boosting the signal through some type of large transmitter; aliens and time travellers also likely have records of the Nestene. Characters that are in the dark could make a leap of logic with an appropriate skill roll or story point expenditure.

Such research could lead them directly to the Nestene base or, perhaps more likely, to a large concentration of shop dummies such as those in Henrik's Department Store (to drive this point home a malfunctioning Auton might be a Henrik's advertisement staged somewhere else in London).

Finally, the players will need a way to defeat the Nestene once they've found it. Having a vial of anti-plastic would be handy, but following that logic also means that anything plastic is susceptible to, then the Nestene Consciousness would also be susceptible to. Melting probably isn't an answer given that the Nestene seems to be made of molten plastic and the Autons are likely warm enough to be pliable, but under such circumstances freezing might be possible. It's also possible that an organic solvent may work; alternatively a boffin may be able to whip up a home-grown version of anti-plastic.



STARTING IN MEDIA RES

One interesting thing to note about this adventure is that, from Rose's point of view, it starts in media res. The Doctor already knows what's happening and who's responsible; he's just not sure where the Nestene Consciousness is lurking or where they've hidden their transmitter.

The 'meat' of this adventure is her journey to discover who this strange man with the Northern accent is and how she can help fight an alien menace. How the Nestene Consciousness came to Earth and put itself into position to take over is not as important to the adventure.



Thus, Rose is a good example of 'hitting the ground running.' This is a great technique if your primary goal is getting the group together, or you have a tight session window and you don't want to get bogged down in the slow, early bits. What's crucial is that at least one of the characters knows what's going on and can quickly convey enough of it to the others to get them involved.

CHANGING THE DESKTOP THEME

The Nestene invasion is a classic example of a 'secret alien invasion.' The local authorities have no idea what is going on while the Nestenes create and place an army under their very noses. In addition, this adventure ties into the Last Great Time War by making the Nestenes refugees of that war, forced to find new sources of food after their protein planets were destroyed.

One easy way to re-skin it is to simply follow the structure of this adventure while picking a different

adversary. At least some of the players begin with the knowledge that an adversary is using covert means to prepare for an invasion and needs to find a way to use a 'drone' to track the signal to its source. The Great Intelligence, with its armies of Yeti and Snowmen, would make a perfect candidate for this; so too would Clockwork Androids (in this case the players would be trying to find a window to their spaceship in the future).

It's also possible to maintain the mystery simply by changing the method. After several foiled attempts using Autons, the Nestene Consciousness may try infiltrating Earth using Auton Facsimiles to get into key positions of power (a major plot point in *Spearhead from Space* – see **The Third Doctor Sourcebook**) or even use different types of drones; given the amount of plastic used in vehicles in modern times the Nestene Consciousness could control a fleet of automobiles and aircraft or even missiles!

Finally, it's easy to reskin this adventure simply by changing the time or world. Characters are less likely to believe Autons are involved on a medieval world (and a remote castle or mill may hide an anachronistic plastics factory) or even a technologically advanced one. In the latter case, they may simply assume that the Autons are robots and not necessarily remote 'puppets.'

DID THE NESTENES PARTICIPATE IN THE TIME WAR?

The reason why the Nestene Consciousness is on Earth this time around is because its protein planets were destroyed in the Last Great Time War. Given that the war was primarily fought between the Daleks and the Time Lords it begs the question as to why an attempt was made to wipe the Nestenes out? It stands to reason that it's because the Nestenes either joined a side in the war or were considered enough of a threat that a pre-emptive strike was made.

In any case, the Nestene Consciousness believed that the Time Lords were responsible for the destruction of their worlds and were terrified of them, so if the Nestenes were involved they were likely allies of the Daleks or the Time Lords simply let them burn when they were attacked by the Daleks.



ROSE



ORIGIN STORIES

While definitely an adventure worthy of the Doctor, **Rose** is first and foremost an adventure about Rose Tyler. We see the adventure through her eyes, as a strange alien menace disrupts her routine, mundane life and an even stranger alien helps her survive it and offers her the chance of a lifetime.

There are many opportunities for the creation of a new character to join an existing group during a **Doctor Who: Adventures in Time and Space** campaign. A companion may meet their ultimate fate at the hands of the Daleks and require a 'recasting,' a new player may join an existing group, or an existing player may feel that it's time to change characters, especially if the previous adventure took place in a temporal location where their character would find it appealing to remain.

Sometimes the introduction to a new character can be awkwardly handled, especially if you're caught unprepared to add a new character to the group. It's easy in such cases to improvise a quick cut scene to introduce the character before heading into the adventure proper, but this can ultimately be unsatisfying. Things tend to get stale after the umpteenth "where am I? I just wanted to find a phone" companion introduction.

Fortunately, **Rose** provides a quick model that enables a new player to really establish her character and get the existing group of players involved with minimal preparation. All that you need to improvise

is to pick an adversary with an appropriate motive, a weakness and a way to track them. After that, you can let the introducing player do most of the work for you by describing the world in which their character lives and what a typical day is like for them. They can even introduce their own NPCs that you may pick up later as recurring characters.

The rest of the group is quickly introduced in media res as they uncover a group of minions and try to use them to track the main adversary. The new character gets embroiled in the scheme and realises that there is a lot more to the universe than they thought. They also, hopefully, prove their worth to the group. Once the threat is over they can more naturally join the group with an established backstory.

ARE A BUNCH OF SHOP DUMMIES REALLY IN DANGER OF TAKING OVER THE WORLD?

At first blush, the Nestene plan to take over the world seems a bit over-ambitious. How can a few window shop dummies, even if armed, take over an entire planet? Indeed, as **World War Three** and **The Day of the Doctor** (see **The Eleventh Doctor Sourcebook**) demonstrate, a potent explosive aimed at one small section of London can end the threat in an instant. Even if it takes the rest of the world a few hours to respond, all the Nestene Consciousness is capable of doing within that time frame is to kill hundreds of Londoners. While that is in and of itself horrific, it falls far short of enabling the Nestene to attain its goal.



In fact, the Nestene plan seems ludicrous because it is. Until the Doctor interfered, the Nestene Consciousness was willing to hide in the shadows while the Autons did the heavy lifting in sucking the world dry of resources. The Auton 'attack plan' is one of personal defence, not world domination. The Nestene Consciousness activated the Autons because it feared that the Doctor had allies and it was going to be destroyed; the Autons were simply employed to keep the authorities occupied while the Nestene Consciousness attempted to escape. Before it did so, however, it wanted to ensure a 'running start' by eliminating the Doctor. Fortunately, Rose's intervention prevented the Doctor from dying and enabled the anti-plastic to destroy the Nestene.

USING FAMOUS LANDMARKS

The London Eye plays a major role in this adventure, as it provides the frame for the Nestene transmitter. One good way to establish that the characters are in a real setting is to use the landmarks of that setting. While showcasing such landmarks on their own can be great fun (such as the Doctor and Romana saying goodbye to Inspector Duggan on the Eiffel Tower in *City of Death*, see **The Fourth Doctor Sourcebook**) it can be even better if you can find a way to work a landmark into the plot of your

adventure (examples include the Marie Celeste and the Empire State Building in *The Chase*, see **The First Doctor Sourcebook**, and the Statue of Liberty in *The Angels Take Manhattan*, see **The Eleventh Doctor Sourcebook**).

NESTENES

It was back in the Dark Times – the times of the Racnoss, the Carrionites and the Great Vampires – that the Nestene Consciousness gained sentience. An elastomeric life form, it grew and reformed multiple times, monomerising with the atmosphere to become a living thermoplastic. The Nestene developed as a large hive mind – whilst being able to separate pieces of its main physical form, it retains a central intelligence that each piece is connected to. When separated, these parts of the consciousness settle into rough cephalopodic shapes, large plastic tentacles spreading out from a central core.

It was these shards of consciousness that were to become the invasion force of the Nestene. Sealed plastic meteors, thermoset in the coldness of space, were used to transport shards of consciousness between planets. The Nestene began colonising nearby worlds, converting them into food planets, producing monoxides, dioxides and chlorofluorides for its consumption, before spreading throughout





ROSE

the galaxy. The Consciousness managed to develop the telepathic link between all things Nestene, giving it the ability to control anything with a roughly similar chemical structure, namely plastic. This allowed it to create instant armies on any planet it invaded.

The Nestene first attempted to invade Earth during the time the Doctor was exiled on the planet. It was during this invasion attempt that the Consciousness invented their ultimate weapon, the Auton. The Nestene infiltrated the toy manufacturer 'Auto Plastics', and influenced the company to switch their output to shop window dummies. These were to become Autons. Animated by the Consciousness, the plastic dummies were a perfect army. They were difficult to damage, could be thrown from heights, hit by cars, even have their head melted and they would keep moving towards their target. They were also armed with a phased energy weapon hidden in their right hand (their fingers fold down to reveal the weapon) for killing or vaporising their targets. The Nestene also used Facsimile Autons, covered with plastic skin replicating a real person perfectly, albeit with just a slight sheen to the skin. In order to maintain the Facsimile, the real subject must be kept alive for voice replication. During the first invasion of Earth, the Nestene attempted to use these Facsimile Autons to replace key government figures, however the Doctor foiled this by disrupting the telepathic link of the Consciousness, essentially killing it.

It was during this first invasion of Earth that the Nestene food planets were destroyed in the Time War, severely limiting the Consciousness and sending it into hiding. It was in this state when it received a rogue signal, the Time Lord known as the Master having forged a link between the Consciousness and its remaining technology on Earth. In its desperation to secure new food planets, the Nestene attempted a second invasion of Earth, this time demonstrating its ability to control anything plastic – killing by plastic doll, telephone cord and armchair. They also used Nestene Autojets: disguised as small plastic flowers, these weapons shot a film of plastic over the respiratory system of any living creature, killing it in a particularly nasty way. They were thwarted in this attempt when the Doctor convinced the Master to repel the invasion force en route to Earth, depleting even further the limited resources of the Nestene.

For many years there was little sign of the Nestene throughout the universe. The Nestene Consciousness was biding its time and forming its

next plan. Using warp shunt technology it transported the majority of its physical form to the planet it knew produced the most pollutants: Earth. The stress of the warp shunt mutated the Consciousness, destroying its ability to hold a physical shape. It became a gelatinous blob of living plastic in a huge vat under the banks of the Thames, using the London Eye as an antennae to control its forces.

ANIMATING PLASTIC ITEMS

The Nestene Consciousness can animate other items, as long as they are made out of plastic. Whether this is something as mundane as the wire of a telephone, a plastic flower or a wheelie bin, they can all move of their own accord and attack a target selected by the Nestene. Animated items should have fairly similar Attributes, though the Gamemaster may adjust these depending upon the size of the item and its shape and forms of attack.

Most can produce simple tentacles to attack and can become incredibly sticky and pliable. Some can even have small projectile weapons. Anything made entirely of plastic can be animated in this way... just imagine an army of little action figures marching to attack.

NESTENE JETS

Animated items can deploy a nasty weapon known as a Nestene Jet that suffocates the victim. The animated item will have to make a Coordination and Marksman roll as normal, with a -4 penalty for aiming at the target's face. If the Nestene succeeds with a Good or Fantastic result, a film of suffocating plastic attaches to the target's face and cannot be removed. This can either be fatal (see Drowning rules) or can fall away when the target is unconscious effectively Stunning them (see Stun rules).

AUTON TRANSMITTER (MINOR GADGET)

An Auton Transmitter boosts the telepathic power of the Nestene Consciousness so it can control Autons over greater distances. The Nestenes usually use one main transmitter, which is a large, circular broadcasting relay, and a number of smaller relays to 'boost' the signal.

Traits: Transmit, Restriction: Immovable

Cost: 1 Story Point



ANTI-PLASTIC (MINOR GADGET)

Chemical that instantly breaks down plastic, usually kept in a glass (or other non-plastic) vial. Even a small dose is enough to destroy a pool of plastic (or, for example, a Nestene manifestation). Instantly fatal to plastic creatures.



Traits: Damage 4/L/L, One Shot, Restriction: Plastics only

Cost: 1 Story Point

FURTHER ADVENTURES

- The Nestene Consciousness is in survival mode. With its major invasion of Earth foiled, other aspects of the Nestene Consciousness may take different approaches. One such Nestene forms a mercenary corporation, offering plastic soldiers to interstellar corporations at a very low price. The characters come to a breakaway frontier planet under siege. The corporate authorities claim that they merely want to re-establish order, but the Doctor notes that key figures on both sides are being replaced by Auton Facsimiles. The Nestene Consciousness hopes to maximise pollutant production before launching a coup d'état.
- Clive knew of a number of interesting places where the Doctor showed up in the past, apparently without Rose Tyler. When the Doctor briefly leaves Rose at the conclusion of this adventure it's possible that what seemed like seconds was actually a lot longer and the Doctor could have picked up other companions. This is an excellent opportunity to create a campaign around the Ninth Doctor with other companions, possibly from his past as he attempts to reconnect with his roots as a true 'Doctor.'
- Interestingly enough, Clive could be the subject of a further adventure. Why was he so obsessed with the Doctor? Was it because something had

happened to him in the past, similar to Elton Pope's first experience with the Doctor (see **Love & Monsters** in **The Tenth Doctor Sourcebook**)? Perhaps Clive encountered something he didn't understand, and was only saved by the Doctor. As Clive had mentioned to Rose that the Ninth Doctor was her 'Doctor,' it's possible Clive encountered a different incarnation. Should the Ninth Doctor or a subsequent incarnation meet an earlier Clive, he may recall what happens to Clive in the future and perhaps give him advice that enables him to cheat his fate at the hands of the Autons. Alternatively, Clive's son may join Torchwood or UNIT in the future either to keep Earth safe from future invasions or to exact vengeance for his father's death.

CLIVE**AWARENESS**

2

PRESENCE

2

COORDINATION

2

RESOLVE

4

INGENUITY

3

STRENGTH

2

SKILLS

Convince 1, Knowledge 3, Subterfuge 2.

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when Clive needs to show courage.

Insatiable Curiosity (Minor Bad): Clive will investigate anything that sparks his curiosity unless he passes a Resolve + Ingenuity roll at -2.

Obsession (Minor Bad): Obsessed with conspiracy theories.

TECH LEVEL: 5**STORY POINTS:** 2



ROSE

AUTON FACSIMILE

AWARENESS	2	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS

Fighting 2, Knowledge 1, Marksman 1, Subterfuge (Disguise) 2.

TRAITS

Alien

Armour (Minor): Its tough plastic outer shell protects it from a lot of damage. Damage is reduced by 5.

Dependency (Minor): Without the original subject being held by the Nestene, the copy cannot mimic their mannerisms and knowledge. If the subject escapes, the facsimile reverts to normal Auton intelligence.

Immunity (bullets): Any bullets are effectively useless unless it takes a lot of damage at once. Typically, bullets are either absorbed by the plastic or simply pass through it. Also works on bottle corks, too!

Natural Weapon: The facsimile can change the shape of its arms and legs into cutting or bashing weapons (3/7/10).

Natural Weapon (blaster): The facsimile's right hand opens to reveal a blaster that does Lethal damage (4/L/L).

Networked (Minor): A facsimile has more autonomy than a regular Auton, but it is still ultimately controlled by the Nestene Consciousness and is aware of other Autons.

Shapeshift (Minor): A facsimile can take on the appearance of a single creature so long as the Nestene Consciousness holds the original to send the pattern signal. The facsimile is still imperfect, often having a shiny cast to its skin or a 'stutter-like' effect in its voice. The imperfections become more pronounced if the signal is disturbed.

Weakness (Major): If the controlling signal from the Nestene Consciousness is blocked or severed, the facsimile becomes useless plastic and is immobilised.

TECH LEVEL: 7 STORY POINTS: 3-5

ANIMATED PLASTIC



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	1
INGENUITY	1	STRENGTH	3-6

SKILLS

Fighting 3, Marksman (if it has a projectile attack) 1.

TRAITS

Alien

Armour (Minor): Its tough plastic outer shell protects it from a lot of damage. Damage is reduced by 5.

Natural Weapons: Some animated items can form tentacles or close combat weapons (normally adds +2 to Strength; some animated plastic has nastier weaponry that may do +4 or even +6 damage). Some may even have projectile blasters similar to the Autons (4/L/L).

Networked (Minor): Animated plastics are aware of each other, but are controlled by the Nestene Consciousness. They have no independent thought.

Weakness (Major): If the controlling signal from the Nestene Consciousness is blocked or severed, the plastic returns to its normal state and is immobilised.

TECH LEVEL: 7 STORY POINTS: 0



NESTENE CONSCIOUSNESS



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	6	STRENGTH	5

SKILLS

Convince 3, Fighting 2, Knowledge 6, Science 2.

TRAITS

Alien

Alien Appearance

Fear Factor (1): It's a mass of boiling plastic that talks! +2 on rolls to actively scare.

Hypnosis (Major): It can mesmerise and control agents.

Immunity (All Ballistic Weapons): Bullets and explosives do nothing to it. It's a pool of living plastic, though it can form tentacles and limbs that can be harmed or severed.

Natural Weapons (Tentacles): The Nestene can produce tentacles that can crush and bash their target, inflicting +2 Strength damage (3/7/10).

Psychic: It communicates and controls with a powerful telepathic signal amplified through conventional technology. Without the boost, it can still control the weak willed within its presence to create agents to do its bidding.

Slow (Major): The Nestene is hardly able to move, rolling as a boiling mass with a Speed of 0.5.

TECH LEVEL: 7 STORY POINTS: 8-10

AUTON



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS

Fighting 2, Marksman 2, Subterfuge (disguise as shop dummy) 1.

TRAITS

Alien

Armour (Minor): Its tough plastic outer shell protects it from a lot of damage. Damage is reduced by 5.

Fear Factor (1): Walking shop dummies can be scary, +2 on rolls to actively scare.

Immunity (Bullets): Any bullets are effectively useless unless it takes a lot of damage at once. Typically, bullets are either absorbed by the plastic or simply pass through it.

Natural Weapon (Blaster): The Auton's right hand opens to reveal a blaster that does Lethal damage (4/L/L).

Networked (Minor): The Autons are all aware of each other, but are controlled by the Nestene Consciousness. They have no independent thought.

Slow (Minor): The Auton's plastic legs make them slow to move around. Their Speed is effectively halved (to 1).

Weakness (Major): If the controlling signal from the Nestene Consciousness is blocked or severed, the Auton becomes useless plastic and is immobilised.

TECH LEVEL: 7 STORY POINTS: 1-2

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'One day it's all gone; even the sky. My planet's gone. It's dead. It burned like the Earth. It's just rocks and dust before its time.'

SYNOPSIS

Platform One, 5.5/apple/26 (about 5 billion years from the present)

The Doctor offered Rose the chance to go backwards or forwards in time. Rose chose forwards, so the Doctor took the TARDIS a century into the future. He wasn't satisfied and took the TARDIS 10,000 years into the future, which was home to the New Roman Empire. Rose still didn't seem impressed, so the Doctor came up with something he thought would really impress her. They emerged on a space station orbiting the sun 5 billion years into the future, where the Doctor noted that humanity had survived this long. Today, however, the Earth was due to be destroyed.

A computer announced the arrival of shuttles to Platform One and that Earth Death was due to happen in half an hour, followed by drinks. The Doctor noted that the 'great and the good,' or rather the wealthy, were gathering to watch Earth burn.

The Doctor noted that the National Trust had been using gravity satellites to hold back the sun, but the money had run out. Rose noted that the continents should be different, but the Doctor explained that the National Trust, while controlling it, wanted to retain the look of 'classic Earth.' The Doctor also explained that he wasn't here to save the world; it was time for Earth to die.

The Doctor and Rose were approached by the Steward, who wanted to know who they were. The Doctor showed him his 'invitation' (actually Psychic Paper) and the Steward quickly became friendly. The Steward decided that it was time to start and began announcing the guests, including the Trees, Moxx of Balhoon, the Adherents of the Repeated Meme, the Face of Boe, and Cassandra. Each offered gifts of peace to each other which could be anything from breathing on someone to offering a material gift. One of Cassandra's gifts was a juke box that she called an iPod. The Adherents offered spheres to everyone, including the Steward, while Jabe of the Trees tried to identify the Doctor's species.

Rose wandered away from the party and met a maintenance worker, Raffalo, who was of the same species as the Steward. Raffalo was working on



a glitch in the Face of Boe's suite. Through her conversation with Raffalo, Rose realised that she had taken a big risk travelling through time and space with a man she'd just met. She left Raffalo, who continued working on the conduits until she noticed some Robot Spiders. Raffalo climbed into the vent to investigate and the Robot Spiders dragged her in and killed her.



Rose found the Doctor, who'd just received a ticket for bringing a 'teleportation device' aboard the station. The Doctor asked Rose how she was coping and informed her that the TARDIS was allowing her to understand the languages. She got upset, noting that he didn't ask permission to rewire her brain and that he still hadn't told her who he was or where he was from. To help her cope, the Doctor adapted her phone so that she could call her mother in 2005. She called her mum and gave her a rather cryptic answer as to where she was.

Meanwhile, the sphere given to the Steward by the Adherents hatched and a Robot Spider crawled out while other spiders caused the station to shake. Both the Doctor and the Steward realised that the station shouldn't have shaken like that. The Steward spotted the Robot Spider in his office and suspected it had something to do with the shaking. The spider fixed the controls on the Steward's desk to lower the sun filter and escaped while the Steward was burned by the sun's rays.

In the reception room, the Doctor decided to investigate the engines, enlisting the help of Tree Jabe. Rose stayed behind to have a word with Cassandra. Cassandra lamented the end of the Earth and of 'pure humanity,' although she didn't see the irony in calling humanity's descendants 'mongrels' while she altered herself so much that she no longer resembled a human. Rose called her out on it, telling her that she'd rather die than be turned into a 'bitchy trampoline.'

The Doctor and Jabe made their way through the maintenance ducts. Jabe noted that the space platform was supposed to be indestructible, inviting a reference to the *Titanic* by the Doctor. The Doctor asked Jabe why she was here and she revealed that she was actually an Earthling too, evolved from Earth's plants. Jabe revealed that she knew where the Doctor was from and told him she was sorry. They then entered the engine room, where Jabe snatched a Robot Spider for the Doctor with her liana. Concurrently, the Adherents clubbed Rose and locked her into a room. As the Earth prepared to burn, the sun filter in her room began to fall. The Doctor learned of the Steward's fate and managed to stop Rose's filter from falling, but he didn't have time to open the jammed door.



With five minutes left before Earth Death, the Doctor stormed the reception room and used the Robot Spider to follow its signal home. It first went to the Adherents of the Repeated Meme, but the Doctor revealed that they were nothing but robots. Without that signal, the Robot Spider went to Cassandra, the true mastermind behind the scheme. Cassandra revealed that she'd intended to rig a hostage situation but would settle for her shares in the attendees' companies rising after they'd died from the heat of the sun. She teleported away while the Doctor tried to stop Platform One from burning.

The Doctor and Jabe went back to the engine room, but large whirling fans prevented them from gaining access. The Doctor pulled the breaker, but someone needed to hold it down constantly. Jabe offered to do it even though the heat venting through would likely kill her. The Doctor made it through most of the fans before Jabe burned to death and the last fan turned back on. The Doctor closed his eyes and felt time



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long enough to safely step through it. He then fixed the shields just as the Platform started to burn.

The Doctor checked on Rose and then informed the Trees of Jabe's sacrifice; the Moxx was also killed by the sun. The Doctor then used jiggery-pokery to reverse Cassandra's teleportation beam and brought her back aboard the Platform. Cassandra tried to bargain for her life, especially as the higher temperature was drying her skin, but the Doctor simply noted that "everything has its time and everything dies" before Cassandra exploded. Rose noted that no one actually saw the Earth burn because they were too busy trying to survive.

The Doctor took Rose back to present-day Earth, where she could see everything as she remembered it. He then told her that his planet was gone, lost in a war. He claimed to be alone but Rose noted that he still had her. He asked Rose if she wanted to keep travelling with him. Rose wasn't sure before being distracted by the smell of chips. The Doctor admitted he'd like chips as well, and the two went off to get some.

- By this point in the future, teleportation devices have been banned under 'Peace Treaty 5.4/cup/16.' Obviously Cassandra isn't above breaking the law.
- Weapons and expression of religion are not permissible aboard Platform One.
- The Doctor uses Psychic Paper for the first time. He also modifies Rose's mobile phone to allow her to contact her mother as if she were still in the same relative time (2005). Rose's cryptic conversation with her mum leads Jackie to believe she's been kidnapped when she doesn't return home for over a year.



CONTINUITY

- The Doctor can 'Feel the Turn of the Universe' enough to step through a whirling fan.
- The Doctor referenced being on the HMS *Titanic*. This could either be after he'd advised



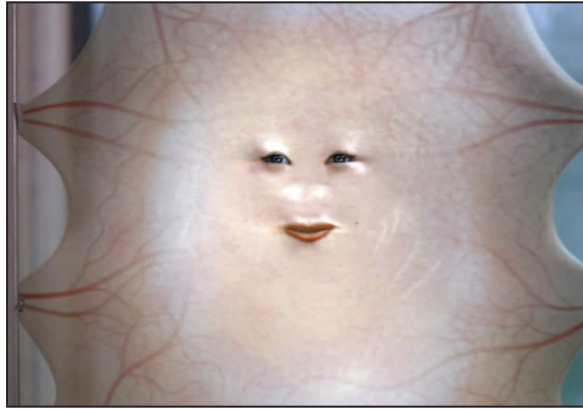
a family not to board it (as Clive had claimed) or he visited the *Titanic* in a previous incarnation.

- Rose has a friend named Shareen.
- For whatever reason, the Doctor finds Earth in 2105 to be 'a bit boring.'
- Earth is home to the New Roman Empire in 12,005.
- Earth in its current state is uninhabited. The planet should have been consumed by the sun some time ago; the National Trust has been using gravity satellites to stop the sun from expanding. It used similar technology to push Earth's continents back to its 'classic' look (Rose recognises the shape of the continents).



- It's likely that the continents only roughly resemble 21st century Earth and certain details, particularly the coastlines, don't match up exactly, as Cassandra mentions living on the Los Angeles Crevasse (Cassandra also mentions her father being a Texan and her mother coming from the Arctic Desert, indicating both familiar features but not exactly as they were in the past). Earth is due to be destroyed now because 'the money's run out' to keep the sun from expanding.
- The Face of Boe arranged for the final viewing of Earth before its death at '15:39' (whether this maps to Earth's 15:39 is unknown).
- Cassandra is considered the last pure human, but this is largely symbolic. The human race has survived but has altered their genetic code through various means (some have mingled with alien races, some have altered their DNA, some have melded with technology, some have simply

evolved). Cassandra lists some of these as New Humans, Proto-Humans, Digi-Humans, and Humanish (interestingly, 'proto-human' denotes the first of humankind, indicating that there's at least one group of humanity that considers itself more 'human' than its ancestors).



- Other species have evolved on Earth (besides the Silurians). These include the Trees from the Forest of Cheem. As with humanity, the Trees were likely altered over time.
- 'Bad Wolf' is mentioned for the first time by the Moxx of Balhoon. He references the 'Bad Wolf Scenario' when things start going awry on Platform One just before the sun expands.
- The Doctor mentions that Gallifrey burned "before its time" in the Time War. He also mentions that "we lost." He considers himself the Last of the Time Lords. While the Time War was time-locked, some 'higher beings' remember it, such as the Gelth, the Nestene Consciousness and the Trees of Cheem.

RUNNING THE ADVENTURE

At its heart, this is a classic 'whodunnit' murder mystery set in an isolated location where one of the accessible NPCs, Cassandra, is also the main villain. She'd originally planned to play ignorant until the station was ready to burn, at which point she'd pick the most lucrative victims and hold them hostage in exchange for money. When the Doctor foiled that plan by exposing her, Cassandra decided to leave the would-be hostages to their fate aboard the station until the Doctor uncovered the solution.

This adventure begins innocently enough with the characters arriving at Platform One to watch the Earth burn. This offers them an opportunity



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to meet the movers and shakers of the period as well as interact with previously unknown species, including one from Earth who isn't human. This is a good location for a Time Lord character to get a new human companion used to time and space travel, as it offers an opportunity to see the end of the planet as well as to meet strange new beings.

The mystery soon kicks in, with strange disappearances and failing systems in the face of an expanding sun. The characters need to move quickly against the Robot Spiders and – by extension – Cassandra, before she destroys the Platform. Once the station is secured the players can use Cassandra's own devices to bring her back and face justice.

THE NATIONAL TRUST

In our time, the National Trust is a conservation organisation set up to preserve historic places in England, Wales and Northern Ireland – primarily stately homes, gardens and areas of natural beauty. In the far future, it seems that the National Trust has extended its remit somewhat, now preserving the whole of the Earth. Much as it might with a tumble-down stately home in our time, the National Trust has restored the Earth to how it might have looked in its 'classic era'.

The National Trust in the future might prove to be an interesting and unconventional source of adventures – perhaps even an organisation for players to belong to! Who knows what a group of time travelling conservationists might get up to in the name of preserving the past – and the future. Perhaps their mission extends to rescuing artefacts and locations from the perils of time – or beyond!

CHANGING THE DESKTOP THEME

As mentioned above, this adventure has the classic hallmarks of a 'cosy' mystery. There is a grand gathering of guests and at least one of them is the villain. In order for this to be reskinned you simply need a party aboard a vessel that is in impending danger. This could be as low-tech as an ocean liner that might sink or as futuristic as a space colony in danger of losing its protection against hostile elements. You then need a villain with an accessible escape route that could double as a prison for the

hostages. The characters need to uncover the plan, prevent the isolated location from being destroyed and capture the villain.



A CLASSIC, LEGENDARY EARTH

Rose points out that the continents on Earth look the same as in her time and the Doctor noted that the National Trust pushed them back into place to keep the look of 'classic Earth.' Obviously, this is revered as a pivotal period in Earth's (or at least humanity's) history. It could be that companies keeping planets from burning tend to roll them back to when their home species first took to the stars; given the existence of the Silurians it may be that either they lost a coin toss or the National Trust chose to honour the period when humanity reached for the stars and the Silurians awakened to join them.

In spite of modern record keeping, there seems to be a lot of confusion as to what Earth's classic era was like, even among humans. Cassandra believed that an ostrich was a dragon and that a 1950s jukebox was an iPod (her references to late 20th century/early 21st century pop tunes as 'classical music' is likely a future reclassification). This hints at disasters, man-made and natural, that may have caused the loss of significant amounts of information.

WHERE ARE THE SILURIANS – OR THE APES OR THE DOLPHINS?

One of the surprising revelations in this adventure is that the Trees of the Forest of Cheem are as much Earthlings as Rose or Cassandra. What is a bit more



surprising, especially given that Jabe mentions that Earth was home to several intelligent species, is that there are no others from Earth represented (or at least not shown). One might expect to see a Silurian or perhaps an 'uplifted' animal, such as an ape or dolphin.

Two possibilities present themselves. The first and most obvious is that there are no other surviving Earth races. As Cassandra considers herself the last 'pure human' because the rest of the species adapted it's possible that the other races just weren't adaptable and died out for any number of reasons. The second possibility is that no one amongst the other races either had the means or desire to see the end of the world (the guests of Platform One were amongst the wealthiest in the universe, after all).

In any case, Jabe's comment opens the door for you to create other Earth species that may have evolved at some point in Earth's history. Such species may be wholly new or adaptations of existing species. Perhaps humanity evolved to live on a garbage heap of a future world or one reclaimed by an Ice Age. It would certainly be interesting to play a companion from an Earth that no longer exists and to compare her people's caretaking of the Earth to modern humanity's!

TELEPORTATION DEVICES, OR THE LACK THEREOF

The lack of legal teleportation devices is a key plot point in this adventure. It would've been less dramatic if the Doctor has been able to quickly teleport into the engine room or bypassed the whirling blades (scratch that last example – it was still very dramatic!).

The question of why teleportation devices were banned is not answered. Presumably it has something to do with security or privacy, but there could be any number of reasons why teleportation technology has been banned. Perhaps it is unstable and there have been too many instances of permanent desiccation, the teleportation technology ruptured a dimensional barrier, or legal/theological concerns over a reconstituted person being classified as a 'clone.'

WHAT'S WRONG WITH RELIGION?

Platform One has three major restrictions. The first is teleportation, which the Steward notes is the result of an interstellar treaty. The second is weapons, which is obviously a security measure. The third is religion, which is something of an enigma. The world is about to be destroyed; it seems odd that prayers or other religious rituals wouldn't be allowed. Obviously religion as a concept





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has survived for billions of years; if it's proven that tenacious over the course of several great advanced civilisations then it's strange that expressing such beliefs would now be banned. There must be a reason for this.

One possibility is that the restriction may simply be a courtesy. Religious debates tend to cause friction between believers and non-believers. The destruction of a planet may also incite certain feelings amongst adherents of a religion that believed Earth would be an eternal paradise. Dwelling too much on the religious aspects may inspire someone to an act of terrorism in order to maintain the Earth's life, especially when the reason for letting the Earth burn is that 'the money's run out' (never mind that the Earth would already have been destroyed if not for the efforts of the National Trust).

Another possibility is that the restriction is due to a major incident in the recent past involving religion. Any organised religion has the possibility of a fringe element that interprets its dogmas strictly and, at times, violently. This could have been anything from an Interstellar War involving a difference of

theological interpretation, mass terrorism or even whole cultures preferring to remain on a doomed world in the hopes that their religious beliefs would save them. Platform One has the protocol in place in order to prevent another major or catastrophic incident arising from such religious expression.

HOW DID THE TREES EVOLVE?

The Trees are an enigmatic species. They presumably evolved from Earth trees in the tropical rainforest, but curiously they developed a humanoid appearance and apparently no longer need leaves to survive, at least in their 'mature' forms. Given that Earth trees are asymmetrical and much larger than humans, it seems a bit strange that as the Trees gained sentience they also adopted the forms of humanity.

One way to explain this is to presume that sentience universally favours a tool-making bipedal form, particularly one that closely resembles humanity. This is seemingly true of 95% of the species in the universe; the occasional Jagraffess and Nestene are simply exceptions to the rule. This would explain the appearance of several human-like alien species

IS JABE REALLY DEAD?

When the Doctor met Jabe she gave him a cutting of her grandfather. Properly tended, a cutting made of a regular Earth tree can grow into a whole new tree. It's possible that this is a means of reproduction for Trees, either in addition to or instead of planting seeds. If this is the case it brings up the intriguing possibility that a cutting may become a physical clone of the original and may even retain some or all of the original's memories. It may even be that Trees created from cuttings maintain telepathic contact with the original, enabling a single Tree over a period of decades or centuries to expand into an entire forest sharing a single mind (and if this telepathic contact can be maintained from a distance then espionage possibilities are endless!). Under any of these circumstances, it's possible that Jabe survived the destruction of Platform One.

The gift of the cutting presents another interesting issue. If a cutting can grow into a sentient tree, then offering it to someone else gives them ownership of it. This may hint at the Trees' origins as a slave species, or it may simply be the case that cuttings become regular non-sentient trees. It's also possible that acceptance of such a gift makes the receiver a 'gardener' who is expected to follow a particular protocol in raising the cutting until it can care for itself or rejoin the Trees of Cheem. Such a cutting may bring its experiences with the gardener's culture with it, further enriching the Trees' knowledge as a whole.



without having to resort to a seeding race or genetic manipulation as explanations. In this case the Trees, as they gained sentience, simply 'evolved' to a humanoid form.

A second possibility is that the Trees mimicked other nearby sentient species such as humans and Silurians. If we presume that trees regularly lose branches without being catastrophic injuries then it's possible that they routinely 'prune' themselves to resemble a humanoid form and design their clothes to provide nutrients to their uprooted bodies. This explanation not only answers the question of why the Trees look humanoid, but also why Jabe, their local leader, looks more human; as the 'face' of the Trees she opted for additional pruning and sculpting

to achieve a more pleasing face for humanoids to interact with.

A third possibility is that the Trees were genetically transformed by a humanoid species and were made in their creator's image. This offers many possibilities as to why the Trees were created and how their place in society changed over the years. They could have been created as labourers, soldiers or even instant colonists. Perhaps the characters meet a militaristic order of Trees that are fighting a war for Earth or a slave Tree underclass that is ready to revolt against their human (or Silurian) masters. Perhaps the Trees are actually echoes of humans themselves, an attempt by a group of humans to create a more ecologically friendly version of humanity?

THE MOXX OF BALHOON

AWARENESS	4	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	1

The Moxx of Balhoon is a noted solicitor representing the firm of Jolco & Jolco ('Moxx' may be a professional title). He travels via an anti-gravity chair, but whether this is due to an injury, lack of exercise or evolutionary side-effect is unknown. He's burnt to a crisp when he is unable to seek cover when the solar screen is lowered.

SKILLS

Convince 5, Knowledge 5, Subterfuge 3, Technology 2, Transport 3.

TRAITS

Alien

Alien Appearance

Charming: +2 bonus to attempts to use charm.

Distinctive (Minor): Due to his reputation and his transport, the Moxx has -2 penalty to rolls to blend in. Others have a +2 bonus to remember or recognise him.

Friends (Major): The Moxx is well-connected.

Gadget (Minor): The Moxx has an anti-gravity chair that enables him to move around as well as if he were walking.

Indomitable: +4 bonus to any rolls to resist psychic control.



Photographic Memory: May spend a Story Point to remember something he has seen.

Slow (Major): The Moxx's Speed is effectively 0 if deprived of his chair.

Slow Reflexes: The Moxx always acts last in his action phase.

Voice of Authority: +2 bonus to Presence and Convince rolls.

TECH LEVEL: 7 STORY POINTS: 1



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METAL MACHINE (MINOR GADGET)

The Metal Machine is a hand-held computer that can scan lifeforms and identify where they came from, including Time Lords. While used by Jabe of the Forest of Cheem, the device is unlikely of Tree origin, as her term 'metal machine' and her trouble using it indicates it was manufactured by another species.



Traits: Scan
Cost: 1 Story Point

OTHER ALIENS

In addition to those detailed here there are several other aliens aboard Platform One as guests or staff, including the brothers Hop Pyleen (inventors of Hypo-slip Travel Systems), Cal Spark Plug, the Pakoos (a married couple) and the Ambassadors from the City State of Blinding Light.

Other species are likely represented as well, allowing you to seed the Platform as necessary or enable an unseen alien to make a call-back to this adventure later on. You should feel free to adjust these details as necessary for your own game, including adding any other aliens you think should be there to witness the end of the world!

ADHERENTS OF THE REPEATED MEME

AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	2

This group of networked robed robots appear to be an alien delegation come to watch Earth burn, but in actuality they are Lady Cassandra's puppets. They are distributing Robot Spiders within metal spheres as part of the traditional gift-giving amongst the wealthy patrons. Once the Doctor discovers their true nature, the Adherents are easily disabled.

SKILLS

Convince 3, Knowledge 2, Subterfuge 2, Technology 1.

TRAITS

Robot

Charming (Minor): +2 bonus to attempts to use charm.

Dark Secret (Major Bad): The Adherents are Cassandra's puppets and carrying out her secret plan.

Enslaved (Special Bad): Must obey Cassandra, and an Adherent has no will of its own.

Networked (Special): A group of Adherents is effectively a single entity. They are in constant



communication with each other and if one is deactivated they all are deactivated. They are also used as the relay station for Cassandra's Robot Spiders.

Weakness (Major Bad): Adherents are extremely fragile; simply tugging on them is enough to pull them apart, doing 4 levels of damage in addition to Strength. This is usually enough to incapacitate them.

TECH LEVEL: 7 **STORY POINTS:** 2



FURTHER ADVENTURES

- Entire adventures could be written about Psychic Paper. The most obvious use, of course, is for a criminal to use it for financial gain on an unsuspecting populace. There are other uses for Psychic Paper that could lead to more light-hearted situations. A star-obsessed fan may use it to arrange for 'selfies' or meetings with stars (a more sinister application of this power would be to stalk a single star), or a criminal unfamiliar with such technology may attempt to use it for personal gain, only to discover that its tendency to show what the reader wants to see leads to interesting situations!
- Similarly, the ability to 'phone home' could cause all kinds of interesting situations. Once the call is made both timelines are relatively locked – a character could call a contact in the past for aid in the future. Said friend may also be able to plant things in the past to be fortuitously unearthed in the future. Both participants need to be careful that such use doesn't fall afoul of the Reapers or rewrite the timeline. Also, if it's possible to send communications back and forth in the past, then it's also possible for someone else to wiretap those communications...



- Cassandra was the last pure human in her view and pretty haughty about it. It's certainly possible at some point in the past, when such 'pure humans' were few, they may have produced an ideology out of a sense of self-preservation. This could be something benign as a final enclave on Earth trying to preserve a 'purer' time and threatened by an alien menace, or it could be as evil as a pseudo-religious zealot creating an interstellar army to 'purge

the unclean.' In effect, a universe without Daleks created something to fill the vacuum.

- The Earth is about to be destroyed and it has been entirely abandoned, but what if something was left behind? The characters have to retrieve something before it is destroyed forever. Unfortunately, their archaeological efforts are complicated by rival, antagonistic treasure hunters and the retrieval becomes a race against time. The two sides may even be forced to work together to get off the planet before it burns.

CASSANDRA'S ASSISTANTS



AWARENESS	2	PRESENCE	1
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

On Platform One, Lady Cassandra had two personal assistants. They were garbed in sterile medical uniforms and carried moisturisers that could also spray acid.

SKILLS

Marksman (Sprayer) 3, Medicine 2, Technology (Life Support Systems) 3.

TRAITS

Gadget (Minor – Moisture Sprayer): These sprayers were used to keep Cassandra's skin moist. They are also equipped with acid tanks, causing 2/4/6 damage.

TECH LEVEL: 7 STORY POINTS: 2



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LADY CASSANDRA O'BRIEN.Δ17



AWARENESS	3	PRESENCE	4
COORDINATION	1	RESOLVE	4
INGENUITY	5	STRENGTH	1

When it comes to vanity, even in the far future, nobody did it better than transgendered Lady Cassandra O'Brien Dot Delta Seventeen. The last pure-bred human, she cared about only one person: herself.

Her parents were the last humans to be buried on Earth. In the span of her lifetime, Cassandra has been married several times. Each time, one time too many. In her final form, she was nothing but a flat piece of stretched flesh attached to a frame with her brain in the undercarriage. She needed to be moisturised constantly, which is why she was accompanied by servants with mist guns. When the money ran out to maintain the force field around Earth (in the year 5.5/Apple/26), Lady Cassandra arrived on Platform One to watch her homeworld burn as the sun expanded. She secretly plotted to create a hostage situation using remote androids disguised as the Adherents of the Repeated Meme. Utilising Robot Spiders, she sabotaged Platform One and set her plan into action.

SKILLS

Convince 2, Knowledge (Earth History) 1, Survival 4, Technology 2.

TRAITS

Alien Organs (Special): She keeps her brain in a bucket under her stand.

Alien Appearance (Major): Let's face it, in spite of being the 'last pure human' Cassandra looks nothing like a human at all.

Cyborg: As a flat face, Cassandra relies on her life support system and brain to survive.

Dependent: Not only is she reliant upon her life support system, she also needs constant moisturising and is surrounded by assistants.

Gadget (Major – Life Support Frame): Cassandra's frame comes with teleport capabilities when linked with a teleportation field. It also transmits control orders for the Robot Spiders and the Adherents of the Repeated Meme.

Slow: The frame glides along the floor but is unable to move very fast (Speed 0.5).

TECH LEVEL: 8

STORY POINTS: 4

THE STEWARD



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	2

The Steward is – well – the current steward of Platform One. He's very good at his job and has worked events for Platforms Three, Six and Fifteen as well. While not particularly charming he is very polite to his patrons and guests. He operates strictly by the book and doesn't tolerate any deviations from the itinerary.

SKILLS

Convince 4, Knowledge 3, Subterfuge 2, Technology 3, Transport 2.

TRAITS**Alien****Alien Appearance**

By the Book : The Steward must be convinced to act against procedure

Code of Conduct (Major): The Steward follows strict protocols for behaviour, although as the chief event organiser he has a bit of leeway.

Obsession (Major): The Steward wants to ensure that his events run smoothly.

Resourceful Pockets: The Steward is always prepared. He anticipates needs and usually has anything requested within easy reach. Roll two dice and get a 'double' (or spend a Story Point) to find something you need.

Voice of Authority: +2 bonus to Presence and Convince rolls.

TECH LEVEL: 7 **STORY POINTS: 2**

RAFFALO



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	3

Raffalo is a maintenance worker aboard Platform One. She appears to be of the same species as the Steward and identifies herself as being from Crespallion, part of the Jaggit Brocade, affiliated to the Scarlet Junction, Convex.

SKILLS

Athletics 1, Craft 3, Knowledge 3, Subterfuge 2, Survival 1, Technology 4, Transport 4.

TRAITS**Alien****Alien Appearance**

Boffin: Allows Raffalo to create Gadgets.

By the Book (Minor): Raffalo must be convinced to act against procedure.

Charming: +2 bonus to attempts to use charm.

Code of Conduct (Major): Raffalo follows strict protocols for behaviour. She can only speak to a guest if the guest gives permission.

Resourceful Pockets: Roll two dice and get a 'double' (or spend a Story Point) to find something you need.

Technically Adept: +2 to any Technology roll to fix a broken or faulty device.

TECH LEVEL: 7 **STORY POINTS: 2**



THE END OF THE WORLD



THE FACE OF BOE



AWARENESS	7	PRESENCE	7
COORDINATION	2	RESOLVE	4
INGENUITY	6	STRENGTH	2

One of the oldest characters the Doctor has encountered is the legendary, sage-like creature known as the Face of Boe. Thought to be billions of years of age (though no one knows exactly how old he is) he is one of the Boekind and exists as a giant, craggy face encased in a glass and metal container. Here he survives on what seems to be a strange combination of fluid and gas that flow around him. He is able to move around as the tank has a set of caterpillar tracks at its base.

Though he is just a face, he is regal in appearance and conveys a great sense of power and knowledge and is respected by nearly all who meet him. Communication between the Face of Boe and other life forms is done telepathically.

SKILLS

Convince 4, Knowledge 6, Medicine 1, Science 4, Technology 4.

TRAITS

Alien Appearance: The Face of Boe is basically a giant head.

Dependency (Major): The Face of Boe is unable to leave his life support chamber. While this is mobile, if the workings are damaged it could prove fatal.

Precognition: The Face of Boe has flashes of the future and of other places, although this may simply be memories, as the Face of Boe has lived for billions of years.

Telepathy: The Face of Boe communicates mostly by telepathy.

Voice of Authority: The Face of Boe gains +2 to Presence and Convince rolls when commanding or gaining trust.

TECH LEVEL: 7

STORY POINTS: 12

TREES OF THE FOREST OF CHEEM



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

The Trees of Cheem are an enigmatic race and quite possibly the last sentient species to evolve on Earth. They've since left Earth and the group aboard Platform One is said to hail from the Forest of Cheem; the Doctor notes that the Trees own land all over the universe (this likely applies only to a few enterprising Trees, or Forest conglomerates). In spite of their humanoid shape Trees remain biologically (or botanically) plants. They are roughly human-sized with bark-like skin. They maintain their shapes through pruning, which may create offspring. They also have hidden vine-like appendages (the liana is seen; they may have more). It's unknown whether they truly have male and female genders or whether an individual Tree self-identifies and simply prunes and sculpts itself accordingly.

In speech, Trees use nomenclature and phrasing from the botanical world. Thus, they don't colonise; they are 'transported.' They 'root themselves' when selecting a place to live. It's unknown whether 'forest' is a general term, but it's likely that any large grouping of trees consider themselves a 'forest.' Trees seem to have difficulty with metal and electric technologies but

whether this is a conceptual or translation problem is unknown. As a higher species, they were aware of the temporal changes wrought by the Last Great Time War.

SKILLS

Fighting 2, Knowledge (Time War) 4, Marksman (Liana) 2, Science (Botany) 5.

TRAITS

Alien: While Trees are originally from Earth they look alien as far as humans are concerned.

Alien Appearance: Trees look like humanoids covered in bark.

Armour (Minor): Some Trees wear ceremonial armour, reducing damage by 5.

Special (Liana – vine appendage): Trees have vine-like appendages which they hide from other species. It is located in their arms. When needed, the liana strikes out like a frog's tongue. It can reach up to six metres.

Weakness (Extreme Heat): Because their skin is made of wood, Trees are easily flammable when dry. Whenever in a dry environment with intense heat roll a D6: 1-3 they dry out and cannot move, 4-6 their skin combusts turning them into ash.

EQUIPMENT: Metal Machine.

TECH LEVEL: 7 **STORY POINTS:** 3



THE END OF THE WORLD



PLATFORM ONE TECHNICIANS

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	2	STRENGTH	2

The Platform One technicians seem to be of the same species as the Steward and Raffalo, although they are considerably shorter.

SKILLS

Athletics 2, Convince 1, Knowledge 2, Subterfuge 2, Survival 1, Technology 2, Transport 1.

TRAITS

Alien

Alien Appearance

By the Book (Minor): A technician must be convinced to act against procedure.

Code of Conduct (Major): A technician follows strict protocols for behaviour. They can only speak to a guest if the guest gives permission.

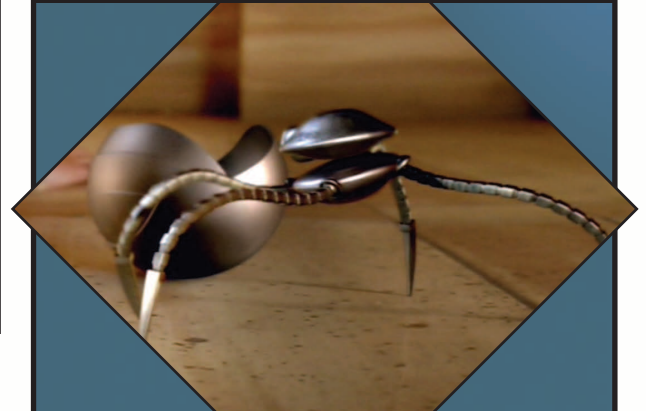
Face in the Crowd: +2 to any Subterfuge roll to sneak about.

Tiny (Minor): +1 to Speed, -2 to be hit, -4 to be seen.

TECH LEVEL: 7

STORY POINTS: 1

ROBOT SPIDER



AWARENESS	3	PRESENCE	1
COORDINATION	4	RESOLVE	3
INGENUITY	5	STRENGTH	1

These are Lady Cassandra's little saboteurs. Each Robot Spider can be concealed in a small, tennis ball-sized sphere. At the right moment they jump out and carry out their mission. On Platform One, the Robot Spiders sabotaged the platform's computers and sun screens. One spider is pretty much harmless, but a group of them can overwhelm a person and kill them.

SKILLS

Fighting 3, Technology (Computers) 5.

TRAITS

Climbing: Using their little legs, Robot Spiders could climb walls and shafts.

Networked (Minor): The Robot Spiders take orders from Lady Cassandra. She used the Adherents of the Repeated Meme as a relay, but once they were destroyed the spiders reported directly to her.

Size (Tiny): The Robot Spiders are so small that they can fit through small air vents and slots.

TECH LEVEL: 8

STORY POINTS: 1



THE UNQUIET DEAD



'Time's in flux, changing every second. Your cosy little world can be rewritten like that. Nothing is safe. Remember that.'

SYNOPSIS

Cardiff, Wales, 1869

An undertaker, Sneed, consoled a man, Mr Redpath, whose grandmother had just died, before leaving him to pay last respects. The grandmother's corpse turned blue and her eyes widened as she reached up and strangled her grandson. Hearing the struggle, Sneed returned and pulled the man away, albeit too late, as the corpse pushed Sneed aside and wandered out into the street screaming. Sneed called his assistant, Gwyneth, and told her to get the horse ready so that they could find the walking corpse. Gwyneth noted that this wasn't the first time and that they needed to get help. Sneed promised to just as soon as they'd retrieved the walking corpse.

In the TARDIS, the Doctor decided to take Rose into the past and randomly chose 1860. He told Rose that they were in Naples, Italy at Christmas. Rose began to leave, but the Doctor sent her to

the wardrobe room to change, as her 21st century attire wasn't appropriate. Rose impressed the Doctor with her choice of clothes while he simply changed his jumper. They stepped out onto a snowy street and the Doctor bought a newspaper. He noted that rather than Naples, 1860 they were actually in Cardiff, 1869.

Sneed and Gwyneth couldn't find the walking corpse in the street. Sneed pressed Gwyneth to use her special sight to find her, threatening her with dismissal if she didn't. Gwyneth did so, learning that, before its death, the walking corpse had planned to see Charles Dickens give a reading. At that moment, Dickens was going on stage to read *A Christmas Carol*. He began to read about the ghost of Jacob Marley when he spotted the walking corpse.

The audience fled as blue gases from the dead woman swirled around the room. The Doctor, Rose, Sneed and Gwyneth arrived as well after hearing the screams. The Doctor noted that the alien energy was gaseous. The corpse collapsed and Sneed and Gwyneth spirited it into the hearse while Rose followed them. The Doctor tried to calm Dickens down, who believed this to be a prank played on



THE UNQUIET DEAD

him. Fearing discovery, Sneed chloroformed Rose and took her away in the hearse as well.

The Doctor spotted the hearse trotting away and commandeered a carriage to follow. It turned out to be Dickens' carriage and Dickens agreed to allow the Doctor to use it after he flattered the author with recognition of his works and was told of Rose's kidnapping. They arrived at the funeral parlour where Gwyneth tried to warn them off. Instead, the Doctor noted that there was a problem with the gas lights and connected it with the energy.

Rose awoke in the preparation room just as the corpses of Redpath and his mother animated. She tried to get out but the door was locked. Sneed attempted to stop the Doctor and Dickens from intruding but Rose's screams prompted the Doctor to push past Sneed and break down the door. He pulled Rose away from Redpath as the Gelth spoke through him, begging for help as they couldn't sustain living in the corpses. The two corpses then screamed as the energy bled out, leaving them lifeless.

Sneed explained that the house had been considered haunted for generations. And then a few months ago, bodies began rising again. Sneed was able to put them down, but the blue gas was something new

to him. The Doctor believed that the house sat on a space-time rift and something was trying to get through. Worse, whatever was trying was getting stronger. Dickens didn't believe any of it and the Doctor tried to get him to open his mind, telling him that there was more to learn in the world. Dickens worried that he wasted his life devoting himself to social causes when the world held more supernatural explanations for events.

Rose spent some time talking to Gwyneth. Initially, Rose unintentionally looked down on her for being a mere Victorian servant, but Gwyneth quickly rectified that. Gwyneth mentioned that she had 'the sight' and looked into Rose's life with it, discovering that she lived in a fantastic world of "half-naked" people and flying machines. She also noted that Rose was thinking about her deceased father. Gwyneth further noted that "the darkness, the big bad wolf" was coming for Rose. The Doctor then joined the conversation, explaining that Gwyneth was born atop a time-space rift in Cardiff that granted her the power to see into the Time-Space Vortex. This gave him the idea to hold a séance.

Everyone gathered around a table as Gwyneth imitated Madam Mortlock and began the séance. Dickens was dubious, but became a convert after





Gwyneth called to the spirits and blue energies swirled about her head. The blue energies manifested into ghostly forms and identified themselves as the Gelth. The Gelth claimed to be dying and, in order to stave off extinction, needed to possess human corpses. The Doctor noted that the space-time portal wasn't wide enough, but Gwyneth could open it. Rose was horrified, but the Doctor considered the corpse 'recycling' worth doing. Gwyneth agreed and the Doctor proposed they find the weakest spot of the space-time rift within the house. Sneed believed that to be the morgue.

As they went to the morgue, Rose denied that the plan could succeed, as there were no Gelth in the present time. The Doctor told her that history could be rewritten. The Gelth called to Gwyneth from beneath an arch. The Doctor tried to negotiate with them, offering a few Earth corpses in exchange for taking the Gelth elsewhere for a better solution. Instead, the Gelth turned from blue to red energy and announced an invasion of billions. They animated all of the corpses in the morgue. Sneed attempted to stop Gwyneth, but a corpse snapped his neck. As he died a Gelth took over his body.

The Doctor was aghast at the betrayal as the Gelth announced they were going to kill the entire population of the world to possess their bodies.

Dickens fled the basement as the Doctor and Rose hid behind a metal gate. Rose begged the Doctor to tell her she couldn't die in 1869 but the Doctor explained that time was relative and thus she wasn't protected. Rose accepted this and the Doctor told her he was glad he met her. Outside, Dickens realised that the Gelth was still attracted to the gas. He returned to the basement and turned off the flames of the gas lamps but let the gas blow out, forcing the Gelth from their bodies. The Doctor ripped the gas pipes open to hasten the process.

It worked, but Gwyneth still couldn't send them back as they were now too strong. She offered instead to hold them in place while she lit a match, destroying them all in a ball of flame. Rose, Dickens and the Doctor fled the building just before it exploded. Rose was upset that Gwyneth had died, but the Doctor said he believed she was already dead and perhaps reached forward in time to close the rift. Dickens was inspired by the seeming impossibility of it.

Dickens accompanied Rose and the Doctor back to the TARDIS, where he informed them that he intended to return to London and make amends with his family. He also decided to rewrite the end of his unfinished book, *The Mystery of Edwin Drood*, to include 'blue elementals.' The Doctor further confused him by saying goodbye before walking



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inside the TARDIS with Rose, as Dickens had no idea the TARDIS was anything more than a shed.

Rose asked the Doctor if they just changed history, since Dickens never wrote about the Gelth. The Doctor noted that Dickens was due to die the following year and thus his book would never be finished. Rose was disappointed, but the Doctor noted that they'd given Dickens more spirit for his remaining days. He then caused the TARDIS to dematerialise, much to Dickens' delight.

CONTINUITY

- The Ninth Doctor has some trouble steering the TARDIS. He wanted to go to Naples, Italy in 1860, but ended up in Cardiff in 1869. Whether this is due to his own failings or the 'kit-bashed' nature of his TARDIS is a matter for debate.
- The Doctor saw the fall of Troy (*The Myth Makers* – see *The First Doctor Sourcebook* – where he left his companion Vicki behind after giving the Greeks the idea for the Trojan Horse), the Boston Tea Party, and World War V.
- This adventure qualifies *The Aztecs* (see *The First Doctor Sourcebook*), when the Doctor proclaimed that one can't rewrite history, 'not

even one line.' Here, the Doctor confirms that his statement was a warning, not a condition, as it is very possible to rewrite history and not for the better. This adventure also reinforces *The Pyramids of Mars* (see *The Fourth Doctor Sourcebook*), where Sarah Jane Smith declared that Sutekh couldn't win in 1911 because she was from the future where he obviously hadn't won. Here, Rose makes a similar claim about the Gelth. Alternatively history needn't have changed, if the Gelth had been honest about only needing a few corpses and they let the Doctor take them somewhere to build new bodies, a successful Gelth transfer could have been easily covered up as simple 'bodysnatching,' a practice not uncommon in the 19th century and thus not remembered in the 21st century.



- Charles Dickens uses the phrase “what the Shakespeare is going on?”, a precursor to the modern phrase “what the Dickens is going on?” (the term ‘Dickens’ is actually a euphemism for the Devil and actually used by Shakespeare). He later paraphrase’s Shakespeare’s *Hamlet*: “There are more things in Heaven and Earth, Horatio, than are dreamt of in your philosophy.”
- Charles Dickens considers changing the plot of his unfinished *The Mystery of Edwin Drood* to use ‘blue elementals’ as the antagonists. He won’t get around to it, however, as he dies seven months after this adventure.
- Like Martha Tyler from *Image of the Fendahl* (see **The Fourth Doctor Sourcebook**), Gwyneth has psychic abilities as a result of being born near a time rift (perhaps Fetchborough is close enough to Cardiff, or the Cardiff space-time rift ripples through it). It’s unknown whether the time rift in Cardiff is related to the Last Great Time War, although the fact that the Gelth, whose physical bodies were destroyed in the war, can utilise it indicates that the temporal rift is connected in some way.



- observed her hoping to learn how to deal with her own psychic abilities.
 - The Gelth lost their physical bodies during the Last Great Time War. According to them, in a sentiment echoed by Jabe of Cheem (see pg. 47), the Time War was unnoticed by lesser species but caused great damage to higher ones. The Gelth was the latter.
 - While using her psychic power, Gwyneth references Rose’s father and “the big bad wolf.”
 - This adventure is somewhat of a mirror to *Timelash* (see **The Sixth Doctor Sourcebook**), where the Doctor teaches a superstitious HG Wells to embrace scientific explanations and greatly influenced the books he would write. Here, Dickens has already written his works without the Doctor’s influence and discovers that the universe holds many unexplainable mysteries.
 - This adventure also has a parallel with *Vincent and the Doctor* (see **The Eleventh Doctor Sourcebook**), where the Doctor makes a famous person feel better about his life only to die a few months later, in this case Vincent van Gogh.
 - The Tenth Doctor explained Gwyneth’s identical appearance to Torchwood’s Gwen Cooper as down to ‘spatial genetic multiplicity’ (see *Journey’s End* in **The Tenth Doctor Sourcebook**).
- Rose is established to be 19 years old. She also mentions her friend Shareen again. They used to cut school to look at boys in the shops.
 - Madame Mortlock is a medium who operates in Butetown, a model housing development in Cardiff. It housed many immigrants, possibly implying that Madame Mortlock used her ethnicity to ‘sell’ her abilities. She could either be a charlatan or truly have the gift, possibly as a result of the Cardiff space-time rift or granted via another rift or alien heritage. Gwyneth likely

RUNNING THE ADVENTURE

At its heart, this adventure is a murder mystery where the evidence is the bodies themselves walking about and belching blue gas. This provides an easy way for the characters to get involved; all they need to do is be at the right place and the right time in order to spot a Gelth zombie and bump into Sneed and Gwyneth trying to reclaim the evidence. As Sneed has a vested interest in keeping things quiet, he captures anyone who observes him making off with the bodies.

Whether they follow Sneed after the initial sighting or some other means, the characters eventually find their way into the Sneed’s funeral home. There they discover that the Gelth are trying to inhabit dead bodies and that they are getting stronger. Through Gwyneth, the characters are able to contact the Gelth and receive their plea for mercy; they only want the bodies in order to survive.



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Unfortunately, it turns out that there are far more Gelth than their emissaries let on, and they wish to invade in force. As they need fresh bodies to inhabit, the Gelth plan on taking control of the world and killing as many bodies as they need. They are using the temporal rift to accomplish this and the only way to stop them is to find some way to close it. Fortunately, a large gas explosion is enough to do it.

CHANGING THE DESKTOP THEME

One easy way to change the theme of the adventure is to have the Gelth appear through a temporal rift at another point in time when the solution isn't as convenient as pressing the self-destruct button. Having the Gelth infiltrate a medieval castle or act as gods to a primitive tribe demanding sacrifices may clue the characters in on what's happening, but how they can destroy the rift is another matter entirely.

An extra fun layer to add to this adventure is to have the Player characters arrive after the Gelth have already discovered a way to stabilise their forms and have infiltrated a society. This could be a secret conspiracy or an open arrangement, with the Gelth still pretending to be benevolent while secretly plotting a greater invasion or procurement of large numbers of bodies. Every era has its 'undesirables' that common people wouldn't give a second thought about if they quietly disappeared. In a secret

conspiracy individual Gelth may secretly replace people, preserving their bodies enough to continue carrying on their lives.



A CELEBRITY HISTORICAL

A large part of the fun of this particular adventure is that the Doctor gets to meet a recognisable historical personage; Charles Dickens in this case. Whenever you take the Player characters to a particular time in Earth's past they are going to want to interact with key people from that era, especially celebrities. When doing so, here are a few points to keep in mind.

First, offer the players the chance to compare the reality with the legend. In this case, Charles

HOW SINISTER IS SNEED?

Mr Sneed knocks Rose unconscious and locks her in his chapel because she posed a threat to his livelihood. While he denies it, Sneed seems sufficiently panicked over the situation that there is the very real chance that he'd silence Rose permanently to keep the rising dead secret and his business intact. All Mr Sneed really seems to care about is money, as he'd purchased a 'haunted' house on the cheap and seems very frugal (although he seems to be paying Gwyneth well). It seems strange that he'd lock Rose up to buy her silence, as that wouldn't come cheaply (he'd kidnapped her, after all) and he couldn't be sure that she wouldn't talk once she was outside of his reach. It's more likely that he was trying to figure out a way to dispose of her without getting caught.

All of that aside, Sneed seems much the comedic character until his unfortunate end at the hands of the Gelth. He stands as a great example of how to create a fun, comedic NPC but maintaining that sinister edge that warns players not to get too comfortable with him. Such a character could easily befriend and be at odds with the players, sometimes changing from scene to scene as opportunities present themselves.



Dickens is pretty much how someone from our time might picture him, but he could just as easily have been markedly different. Perhaps he was an elitist who only wrote about the poor and their terrible conditions because it sold good copy. Perhaps he was plagiarising an acquaintance who either had no idea that his work had been stolen or is complicit in the deception due to some understanding. Perhaps 'Charles Dickens' is the pen name for a woman who uses the name to lend legitimacy to her books.



Second, tie the adventure to the personage. In this case, the 'blue elementals' were able to inspire Dickens to realise that there was more to life than what he knew. He also plays a pivotal role in defeating the Gelth. In *Timelash* HG Wells was introduced to many science fiction concepts that he would later put into his own writings. In *The Shakespeare Code* (see *The Tenth Doctor Sourcebook*) and *Vincent and the Doctor* historical personages are romantically interested in the Doctor's companion.

Finally, give the characters the opportunity to make a difference in the personage's life. In this adventure, Charles Dickens is suffering from writer's block (hence why *The Mystery of Edwin Drood* was unfinished) and lamenting that he has no new ideas. His experience with the Gelth stokes his creativity once more. In this and in *Vincent and the Doctor* the Doctor is able to convince Charles Dickens and Vincent Van Gogh respectively that their works are immortal. Similarly, Queen Victoria's experience with the Doctor convinces her to form Torchwood (see *Tooth and Claw* in *The Tenth Doctor Sourcebook*), although more out of fear than inspiration.

In all cases, a meeting with a historical personage should be more thrilling than just a name-

checking cameo, although quick cameos can also be interesting if presented properly. Comforting a frightened boy with stories about one's outer space adventures and then hearing the child's mother call him by the name of a noted horror or science fiction writer could be quite fun in itself!

HISTORY IS RELATIVE

With her back to the wall as Gelth zombies advance, Rose reasons that she can't die in 1869 because she was born in 1986. The Doctor points out the clear fallacy of that statement, as her 'relative' timeline hasn't changed and her current self could currently die.



But it's worth noting that there does seem to be a Law of Time at work when it comes to time travellers. They tend to meet people again and again according to relevant time, even if both parties hop back and forth across real time. Thus, the Doctor always seems to encounter the Master or the Cult of Skaro after their last meeting. River Song is a notable exception, but in her case the 'polarity' of relativity has flipped (the Doctor and River's time lines are reversed relative to one another), but between those events this unofficial Law of Time seems to hold.

There is no hard and fast rule here, but the Law of Relative Time can be invoked whenever you wish to restrict the actions of the characters, such as having them try to go into the personal history of an adversary to change their development or to gain an unfair advantage when they encounter them prior to their first meeting (and perhaps need to keep their identities secret lest they invite Reapers). Alternatively, if you decide not to have a Law of Relative Time then it can be great fun to have a villain

that's one step ahead of the characters because, relatively speaking, they've encountered them before whilst they still have no idea who the villain is!

YOU CAN REWRITE MORE THAN ONE LINE OF HISTORY!

The Doctor's admonition to Barbara in *The Aztecs* is generally considered a warning rather than an immutable law; the Doctor makes that more clearly explicit in *City of Death* (see **The Fourth Doctor Sourcebook**) when he notes that he can tamper with history because he's an expert. Here he reinforces that thought even more glaringly by pointing out that all of history could be rewritten with a snap of the finger (and he would go on to do just that to Prime Minister Harriet Jones in the near future).

It's interesting to note that, prior to this moment, the Doctor was very careful about how he treated Earth's history. To some extent this is understandable; he'd made a life on Earth for a while on several occasions and had many friends. Changing history would threaten that. Here, however, it's obvious that the Doctor is still smarting from the Last Great Time War, where he watched the history of the universe being rewritten almost constantly. It's gotten to the point where he doesn't even know how Time is going to play out or whether a temporal wake from the war could rewrite history in the past, even if he'd already visited that point in the future.



You can also use the rewriting of history to showcase how changes in the past can affect the future. Perhaps the characters travel back in time to stop an alien menace in 1916 but fail to save a British army officer. When they return to the present, a valued non-player character is missing because they were the descendant of that officer after he'd survived the war. If you're feeling more ambitious, perhaps the characters' mucking of history in colonial America results in the colonies remaining with Great Britain and the whole world is united under the Commonwealth by the 21st century.

IS MAGIC INDISTINGUISHABLE FROM SCIENCE?

To turn around noted science fiction author Arthur C. Clarke's famous quote about the relationship between magic and technology (as the Seventh

THE MYSTERY OF GWYNETH

According to the Doctor, Gwyneth had been dead for at least 5 minutes before she sacrificed herself to destroy the Gelth. How is that possible? Charles Dickens brushes it aside with a quote from Shakespeare ("There are more things in Heaven and Earth than are dreamt of in your philosophy, even for you, Doctor") but there has to be some explanation in science.

The most obvious one is that Gwyneth's connection to the temporal rift gives her the ability to reach into the future for a few minutes and control her body even after it has died. This would have powerful implications for any time traveller or temporal sensitive – they could send messages or perform final acts (likely using Story Points) after they've been killed. Or she may have possessed the Gelth possessing her body.



Another possibility is that Gwyneth was inhabited by a benevolent Gelth that wanted to stop the invasion. This would mean that not all Gelth march to the same beat and, should the player characters meet the Gelth again, they may be aided by such agents. A good Gelth may even contact them to ask for their assistance!



Doctor himself did when explaining Morgaine's powers, see **Battlefield** in **The Seventh Doctor Sourcebook**], most 'magic' that the Doctor encounters tends to be explainable as science, even if it is far beyond the capabilities of modern and near-future humanity. In this particular instance, Gwyneth's psychic abilities are the result of being born and raised near a temporal rift. This echoes the explanation for Martha Tyler's psychic abilities in **Image of the Fendahl**.

Here, the implication is that all 'magic' is simply misunderstood science. Gwyneth's powers come from her sensitivity to time due to being born near a temporal rift (there must be a genetic component as well, otherwise Cardiff would be swimming with psychics). Similarly, creatures of legend may simply be aliens, a wizard's magic may simply be misunderstood technological tools, and 'sky-chariots' are simply spaceships. Temporal rifts or

malfunctioning transmat's may also be responsible for people disappearing and reappearing in faerie circles.

Oftentimes, as is the case here, these pseudo-magical effects help the player characters resolve the adventure. Gwyneth was able to contact the Gelth and hold them at bay; Old Mrs Tyler was able to ward off the Fendahleen with salt. When planning to reveal a magical legend as scientific fact, think about how it can help the characters overcome the current threat.

WHAT'S WRONG WITH CHARLES DICKENS?

In this adventure Charles Dickens is portrayed as having no belief in the supernatural and his experiences with the Gelth open his eyes to new possibilities. In truth, however, Dickens had an interest in the preternatural and even joined

GWYNETH

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	2

Gwyneth is a servant girl who works for Mr Sneed, who essentially raised her from the age of 12 after her parents died from influenza. She was a natural psychic whose powers were amplified by her long proximity to the temporal rift in Cardiff. In an effort to understand her abilities she sought out other 'psychics,' such as Madame Mortlock, but she never quite came to terms with her abilities. Gwyneth bears an uncanny resemblance to a 21st century member of Torchwood named Gwen Cooper. The Tenth Doctor confirmed that she was a descendant of Gwyneth's whose similar appearance is the result of 'spacial genetic multiplicity.' It is unknown whether the Cooper family name is Gwyneth's as well.

SKILLS

Athletics 2, Convince 2, Knowledge 1, Medicine 1, Subterfuge 2, Survival 2.

TRAITS

Brave: +2 bonus to any Resolve roll when Gwyneth needs to show courage.

Empathic: +2 bonus on rolls to 'read' another person.



Precognition: Gwyneth gets glimpses of the future, which she may force by spending a Story Point.

Psychic: +4 against mental attacks and Gwyneth may attempt to read minds.

Telepathy: May create a mental link to read minds or converse telepathically.

Unadventurous: Gwyneth avoids adventure and excitement.

TECH LEVEL: 4

STORY POINTS: 4



THE UNQUIET DEAD

the Ghost Club, which investigated claims of preternatural experiences, in 1862. In 1865 he wrote 'the Signal-Man' in which a character has premonitions of his death. Obviously, he had an interest, if not an outright belief, in things outside of the physical realm.



This does not mean, however, that Dickens truly believed in the existence of the preternatural; indeed, it's possible that he viewed his participation in the Ghost Club as a sceptic debunking claims of preternatural forces. Similarly, including such in a short story is merely Dickens being an entertainer. Still, if a Gamemaster wishes to make Dickens' sudden disbelief in the preternatural a plot point for a future adventure, then by all means do so!

FURTHER ADVENTURES

- Not all of the Gelth were destroyed when the gateway was closed. A small group might have survived, body-swapping through the centuries until they could find a way to either reopen the rift or create a new one. The characters arrive in the mid-20th century when a group of Gelth hope to use atomic tests to open a new rift.

THE GELTH

AWARENESS	4	PRESENCE	6
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	0

Victims of the Time War, the Gelth had to lose their physical forms and become ectoplasmic beings to survive, doomed to live in gaseous environments for eternity. They came to Earth in the 19th century through a rift located in Cardiff. Unable to survive in our atmosphere, the Gelth took refuge in gas pipes where they could thrive. The network of pipes spanned Cardiff, making it easy for these aliens to travel from place to place. They soon discovered a young servant girl named Gwyneth who grew up exposed to the rift. She possessed the psychic ability the Gelth needed to traverse the Rift and come to Earth. Because the human body produces gas when it dies, the Gelth were able to survive for short periods of time in the bodies of the deceased.

SKILLS

Convince 4, Fighting 4, Knowledge 4.

TRAITS

Alien

Alien Appearance: The Gelth look like blue, wispy spirits.



Fear Factor (4): In their gaseous form, the Gelth are terrible to behold. They gain a +8 to scare people.

Immaterial: The Gelth can only exist outside of a gas environment for a few minutes, then they must go back into the nearest gas source. The Gelth cannot be affected by physical damage.

Possession: The Gelth can possess the bodies of the dead (see Gelth Zombie).

Weakness (Fire): The Gelth are vulnerable to fire which causes double damage to them.

TECH LEVEL: 7 **STORY POINTS:** 4



- Before his death Charles Dickens shared his revelations with others. A literary secret society was created that owns the finished modified Drood manuscript and, over the years, has embedded other alien occurrences within literary works. This society uses a 'Drood code' that can unlock coded passages within the text to provide more factual clues about the nature of the aliens. The characters meet Bram Stoker and discover that *Dracula* is actually about an alien that is still in London and needs to be stopped. Hilarity ensues when the characters try to enlist Stoker, as it is not he but his editor who is a member of the secret society!
- The Gelth don't have to come through a rift on Earth at all. The characters land aboard a starship that has just had a major accident and is hurtling towards a space-time rift. The remaining crew is busy fighting zombies and trying to regain control, unaware that their enemy wants the ship to enter the rift. Meanwhile every deceased crewperson joins the Gelth.

GELTH ZOMBIES



AWARENESS	2	PRESENCE	6
COORDINATION	1	RESOLVE	4
INGENUITY	2	STRENGTH	4

SKILLS

Fighting 4, Knowledge 4.

TRAITS

Alien

Alien Appearance: The cadavers have dead eyes and a stilted walk.

Fear Factor (4): Gelth are just as terrible to behold in their zombie forms, perhaps more so. They gain a +8 to scare people.

Weakness (Fire): The Gelth are vulnerable to fire, which causes double damage to them.

TECH LEVEL: 7 STORY POINTS: 3

GABRIEL SNEED



AWARENESS	2	PRESENCE	3
COORDINATION	4	RESOLVE	2
INGENUITY	3	STRENGTH	2

Gabriel Sneed is an undertaker who is very frugal with his money. He purchased his funeral home because it was considered haunted and came at a low price (in truth it was atop one of the weakest points in the temporal rift). He initially covered up the re-animated corpses for fear that it would hurt his business; he kidnapped Rose Tyler for similar reasons.

SKILLS

Athletics 1, Convince 3, Fighting 2, Knowledge 2, Medicine 2, Science 1, Subterfuge 3, Survival 2, Transport 2.

TRAITS

Impulsive: Sneed doesn't think things through before acting.

Quick Reflexes: Sneed always goes first in his Action Round unless taken by surprise.

Selfish: Sneed puts his own needs first.

TECH LEVEL: 4 STORY POINTS: 3



THE UNQUIET DEAD



CHARLES DICKENS



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	4	STRENGTH	2

Born in 1812 and died in 1870, Charles Dickens is one of the world's most popular authors and his name has almost become synonymous with Christmas thanks to his best-known work, *A Christmas Carol*. Other notable works include *David Copperfield*, *Great Expectations*, *Oliver Twist*, *The Pickwick Papers* and *A Tale of Two Cities*, the latter of which is the best-selling novel of all time, which begins with the well-remembered line 'It was the best of times, it was the worst of times...'

Much of Dickens' work involved biting social commentary on life in Victorian England, especially in London. His father was sent to debtor's prison over his mounting debts and the family joined him. Charles was forced to leave school and work long days. This made him sympathise with the working class and their conditions and many characters, locations, and plots were pulled from these experiences.

Dickens' works were very popular and he began making speaking tours throughout the British Isles and across the Atlantic in North America. He fell in love with an actress, Ellen Ternan, and separated from his wife Catherine to be with her. As time went on Dickens found himself losing inspiration and relying more and more on past works, which depressed him. He died in 1870 before finishing his last novel, *The Mystery of Edwin Drood*.

SKILLS

Convince 3, Craft (Writing) 5, Fighting 1, Knowledge (Literature) 4, Science 2, Survival 1.

TRAITS

Brave: +2 bonus to any Resolve roll when Charles Dickens needs to show courage.

Insatiable Curiosity: Dickens will investigate anything that sparks his curiosity unless he passes a Resolve + Ingenuity roll at -2.

Voice of Authority: +2 bonus to Presence and Convince rolls.

TECH LEVEL: 4 STORY POINTS: 5

ALIENS OF LONDON/WORLD WAR THREE



'The experts are dead, murdered right in front of me by alien hands. Peoples of the Earth, heed my words. These visitors do not come in peace.'

SYNOPSIS

London, England, 2006

The Doctor took Rose home, thinking it had been 12 hours after they'd left modern London. Rose ran into her flat just as the Doctor spotted a 'missing persons' poster for her – they'd been gone for a year! Not realising this, Rose tried to tell her mother that she was with Shareen, only for the Doctor to run in and tell her about his mistake. Not thinking her mother would understand, Rose continued to be cagey about where she'd been. Unsurprisingly, Jackie was extremely upset and called the police, believing the Doctor to be an internet predator.

Rose went to the roof of the building with the Doctor, wondering what she'd missed over the past year. The Doctor asked Rose if she wanted to stay home but was adamant that bringing Jackie along wasn't an option. He told her his age and Rose found herself agreeing with her mum about the age gap. She also lamented that she was the only one on

Earth that knew about aliens and spaceships when a spaceship suddenly appeared and crashed into Big Ben before landing in the Thames.

In a state of near-panic, the British army shut down Central London. Rose wanted to use the TARDIS to get inside but the Doctor disagreed, worried that someone might be watching. Instead they went back to Rose's flat, where they watched it on the telly with Jackie and her friends. Of all the world leaders the British Prime Minister was conspicuously absent. While the press wondered where he was, they also reported that a body had been recovered from the spaceship.

General Asquith, in charge of the British Army in London, entered Albion Hospital to see the alien, which was being examined by Dr Sato. She showed him the body (which was actually still alive) and declared that it was nothing she'd ever seen before. The General noted that experts were being flown in. While the Prime Minister was still missing Joseph Green, Chairman of the Parliamentary Commission, asserted control. His MOD liason, Junior Secretary Indra Ganesh, informed Green that the rest of the Cabinet is stranded outside the city and that he's effectively Acting Prime Minister.



ALIENS OF LONDON/WORLD WAR THREE

Margaret Blaine of MI5 met with Green and informed him that she had personally escorted the Prime Minister to his car, but it seemed to have vanished according to Oliver Charles, the transport liaison. Ganesh offered them a red box that contained the emergency protocols for an alien incursion. All of them except Ganesh shared a knowing laugh, as they were aliens in disguise.

Back on the roof, the Doctor informed Rose that this might be first contact between Earth and an alien race. He was content to be an observer because he didn't feel it appropriate to hold humanity's hand for this. Rose was worried that the Doctor was going to leave her, so he gave her a TARDIS key as a promise that he wasn't going anywhere. Instead, he decided to take the TARDIS into Albion Hospital to check on the alien.

Meanwhile, Harriet Jones, MP for Flydale North, arrived at 10 Downing Street and spoke with Ganesh. He tried to prevent her from going into the Cabinet Room, but when he followed the three 'officials' leaving the room, Harriet Jones slipped inside and read the emergency protocols herself.



The Doctor arrived at the hospital just as the 'alien' woke up and attacked Dr Sato in self-defence. The Doctor rallied the soldiers protecting the room to help. The soldiers secured the perimeter as the 'alien' was revealed to be a bipedal pig in a spacesuit. To the Doctor's horror, the obviously frightened pig was mortally wounded by a soldier. Upon analysis, the Doctor realised that it was a surgically uplifted Earth pig that had been strapped into the ship like a joke.

The three actual aliens returned to the Cabinet Room with General Asquith. Hearing them, Harriet Jones slipped into a cupboard. The General was upset at the lack of organisation by Green, while the latter failed to take any of it seriously. The General attempted to impose martial law and relieve Green of command, but the three aliens responded by removing their skins to reveal that they were actually

Raxacoricofallapatorians. They then murdered the General as a horrified Harriet Jones looked on.

Back at the Tyler flat, Rose and Mickey had a conversation. Mickey told her how tough it was being the obvious suspect in her disappearance and how Jackie continued to accuse him of having done something to Rose. Overhearing them, Jackie was upset that Mickey never mentioned watching Rose and the Doctor leave in the TARDIS because he knew he wouldn't be believed. Rose then got upset when Mickey mentioned that the Doctor had just left on his own. She ran outside just as the TARDIS returned; this time Jackie saw it. The Doctor told them that the whole landing was a fake – someone was up to something. The Doctor used the TARDIS to track radar signals over the last few hours and discovered that the spacecraft had been launched from Earth.



The Raxacoricofallapatorian (or Slitheen, the family name) that was Charles swapped his skin for that of General Asquith. Ganesh entered and, believing the General to still be human, told him that the activation of the emergency protocols revealed the presence of the Doctor, an expert in extra-terrestrial affairs. The Slitheen agreed and called for UNIT experts while sending a police taskforce to arrest the Doctor. They succeeded in taking the Doctor and Rose, leaving Mickey and Jackie behind. The police took the Doctor to 10 Downing Street while the Police Commissioner, Strickland, interviewed Jackie about the Doctor and the TARDIS before revealing that he, too, is Slitheen.

Once at Downing Street, the Doctor was escorted to the briefing while Ganesh forced Rose, who didn't have clearance, to remain behind. Rose was met by Harriet Jones, who wanted a word with her about the Doctor. She also showed Rose the discarded skin husk of Oliver Charles. Rose tried a different cupboard and the body of the Prime Minister fell out just as Ganesh walked in to shoo them out.

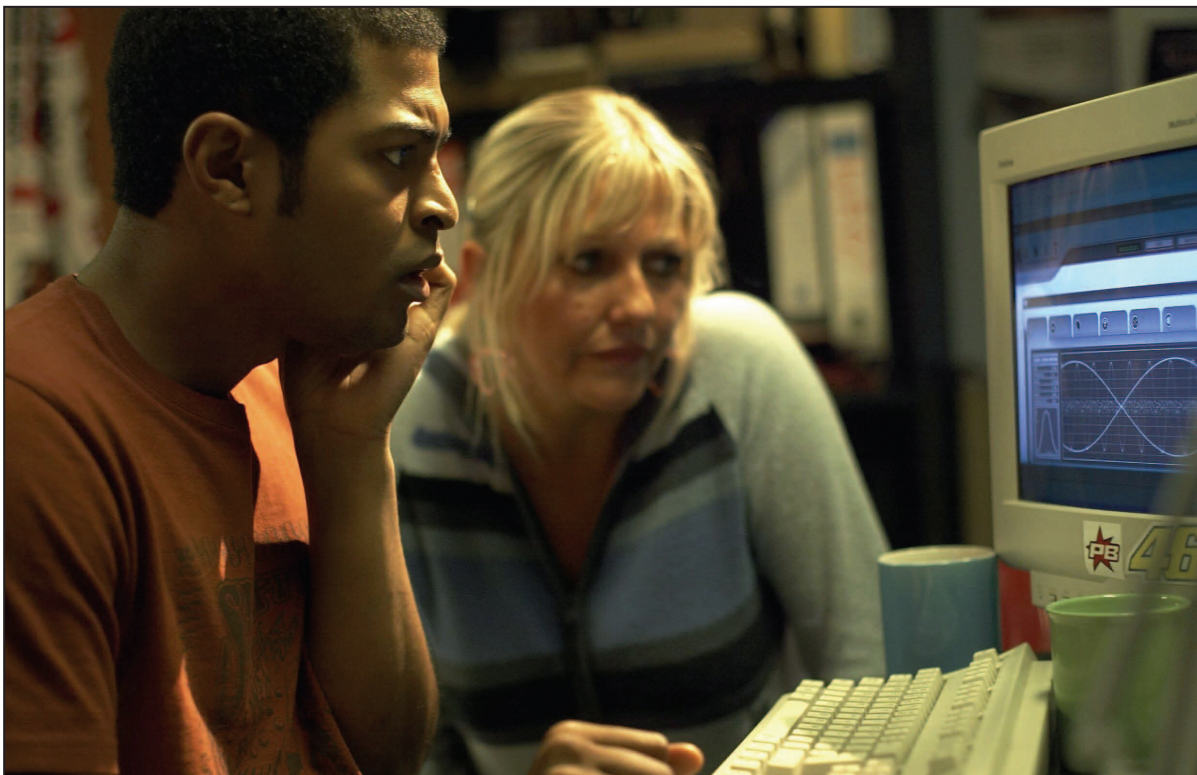
The disguised Slitheen held a meeting with the world's alien experts. The Doctor noted that the pig alien crash landing was a hoax designed to cover something else. The Slitheen then revealed their true forms before emitting electric shocks through

the attendees' ID cards. Fortunately for the Doctor, the current wasn't enough to kill a Time Lord and he wrapped it around the neck of one of the Slitheen. The shock not only affected it but the other Slitheen on the planet.

The Slitheen menacing Jackie was distracted long enough for Mickey to arrive and knock it unconscious with a chair. He took Jackie to his flat. Back at Downing Street, the Doctor tried to assist the police, only to find himself fingered by Green as the chief suspect in the murdered alien experts. The Doctor escaped into the lift and found Rose and Harriet Jones. The Slitheen sealed off the upper floors so that they could hunt the Doctor, Rose and Harriet Jones without distraction.

Evading the Slitheen, the Doctor and company made it to the Cabinet Room. The Slitheen attempted to follow, but the Doctor warded them off with a decanter of alcohol. During the parley he learned that the Slitheen weren't attempting an invasion, but his ruse with the alcohol was discovered before the Doctor could get more information. He activated the safety shutters that secured the room, not letting anyone in or out.

Satisfied that the Doctor was contained for now, the Slitheen summoned the rest of their family, who





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were also well-placed officials that enabled them to pull off the ruse. The only Slitheen missing was the one hunting Jackie. Inside the room, the Doctor and company discovered the body of Ganesh, who had been killed when he reported the Prime Minister's death to Blaine. Harriet Jones lamented that the protocols were redundant now that the Slitheen had killed everyone listed in the file, but Rose's question about a nuclear missile prompted her to explain the United Nations had the launch codes.

With Jackie safe in his flat, Mickey called Rose on her phone, which worked through the shielded walls thanks to its modifications by the Doctor. The Doctor asked Mickey to get to his computer and enter the UNIT website using the Doctor's password. The Doctor, meanwhile, wondered why the Slitheen were causing such a spectacle by crashing in the middle of London. Mickey discovered that the Slitheen were broadcasting a signal from the North Sea into space.

Unfortunately, the Slitheen masquerading as a police inspector arrived at Mickey's flat. The Doctor attempted to discern the alien's home planet as the Slitheen unmasked and broke into the flat. The Doctor figured out their home planet in time to use their weakness. He instructed Jackie to pour everything from Mickey's kitchen with vinegar in it

into a jar that she then poured on the Slitheen. He exploded and the other Slitheen felt his death.

Slitheen Green 'outed' the alien conspiracy and the murders of the alien experts to the United Nations. He begged the UN to give him the codes to release the nuclear missiles into space where the 'alien mothership' was waiting. Hearing the speech, the Doctor determined that, as there was no spaceship up there, the Slitheen were making the UN panic enough to give the UK the codes. The released missiles would have nowhere to go but down and trigger a worldwide nuclear war. That's what the Slitheen were really after: a source of radioactive rocks to sell as raw fuel to interstellar vessels.

The Doctor realised that he could stop the Slitheen but risked losing Rose (and Harriet Jones and himself) by doing so. He simply needed Mickey to hack into the Royal Navy's computers and launch a missile at 10 Downing Street. Faced with the possibility of ending the world or ensuring Rose's safety, Mickey and Jackie went through with the plan. Meanwhile, Rose determined to survive by getting beneath a door frame with the Doctor and Harriet Jones.

Price noticed the missile bearing down on him and hit the fire alarm. The remaining humans inside the



building escaped while the Slitheen, who'd removed their skins in anticipation of victory, struggled to get back into their disguises. The missile hit and destroyed the building, along with most of the Slitheen (one escaped). The Doctor, Rose and Harriet Jones also survived. As Harriet Jones ran off to assist the authorities, the Doctor remembered that she was going to be the Prime Minister that ushered in Britain's Golden Age.

The Doctor and Rose returned to her flat. Jackie and Mickey implored them to stay, but the Doctor "doesn't do domestics" and wanted to slip away. He gave Mickey a CD to wipe all references to him out of the world's computers. With a new respect for Mickey, the Doctor offered him a place aboard the TARDIS, but Mickey refused. The Doctor honoured his wish not to tell Rose and instead pretended that he didn't want Mickey aboard. In the end, Rose left with the Doctor while Jackie and Mickey waited for them to return.

CONTINUITY

- The Doctor claims he is 900 years old.
- While obviously sketchy on the details (probably because he isn't sure if the Time War altered history), the Doctor initially believes the Slitheen ruse to be the official First Contact between Earth and an alien species. His use of 'official' implies that the various previous alien contacts were 'unofficial' and kept from the general populace.
- The TARDIS phone is now a working phone.
- A boy spray paints 'Bad Wolf' on the TARDIS.
- When the Doctor takes Rose home a year later they interact with the ramifications of her disappearance. This cements it as a fixed series of events and implies that, in the future, the Doctor and Rose either do not visit the time in between or, if they do, do not reveal Rose is alive and well during that time.
- Rose contemplates living in a world having missed a year. Former companions Ian and Barbara had the same problem when they used the Dalek Time Corridor to return to Earth and discovered they'd set it for two years after they'd left Earth (see **The First Doctor Sourcebook**).
- Rose references her friend Shareen again, this time planning to use her as the excuse as to why she's been away from home for 12 hours.
- Rose coins the term 'superphone' for her modified mobile. It can get a signal anywhere through time and space.
- Ru Chan is Jackie's friend and helped her through the year Rose was 'missing.'
- This is the first time post-Time War that present-day (well, a year from it) is seen to diverge from actual history, with different government officials and an enhanced UN role.
- The Doctor declares that Harriet Jones would be elected for three terms and become the architect of Great Britain's Golden Age; he later cuts her tenure short to two years with no golden age in sight (see **The Christmas Invasion** in **The Tenth Doctor Sourcebook**).





ALIENS OF LONDON/WORLD WAR THREE

- Central London is once again in lockdown due to an alien menace. Previous city lockdowns occurred in *The Web of Fear* (see **The Second Doctor Sourcebook**) and *Invasion of the Dinosaurs* (see **The Third Doctor Sourcebook**).
- British launch codes for their nuclear missiles are kept secure by the United Nations. This seems to be a continuation of the UNIT Era, where more power was given to the UN at the expense of national sovereignty. UNIT also has files on previous alien contacts, which were kept secret (see also the Black Archive visited in *The Day of the Doctor*, in **The Eleventh Doctor Sourcebook**). Obviously after the events of *Robot* (see **The Fourth Doctor Sourcebook**), the United Kingdom no longer holds its own launch codes.
- The Doctor's previous association with UNIT is established as still having happened post-Time War. He is well-known as the ultimate expert on extra-terrestrial affairs by the British government. The Doctor claims that former Prime Minister David Lloyd George used to drink him under the table.
- The Doctor claims this could be 'first contact' between Earth and an alien race. He obviously means 'first public contact' as he was privy to previous human-alien contact. Still, it's odd that he can't recall when the official first alien contact happened and what alien race was involved. He's likely still suffering some effects from the Time War.



- The Doctor keeps referring to Mickey as 'Ricky.' While Ricky was Mickey's alias in the alternative Earth of the Cybermen (see *Rise of the Cybermen/Age of Steel* in **The Tenth**

Doctor Sourcebook) it's likely that the Doctor is just trying to wind him up.

- At this point in his life, Mickey has no desire to travel in the TARDIS. The Doctor covers for him by pretending to ban him. This doesn't deter Rose, who affirmatively decides to become a companion knowing what she's getting into and knowing that she has to leave Mickey behind.

THE AGE OF THE DOCTOR

The Doctor declares himself to be 900 years old. He's probably rounding down, as the newly regenerated Seventh Doctor previously declared his age to be 953 (in much the same way a child may say that she's 9 years old rather than '9 and a half'). It's also possible that the Last Great Time War manipulated the Doctor's personal timeline so that he lost a few decades. Alternatively, the Doctor later says in *The Empty Child* that he has "900 years of phone box travel"), perhaps indicating that it's been 900 years since he took 'the Doctor' as a name and not his actual age. Finally, it's possible that the Doctor simply referred to his age in Gallifreyan years prior to the Time War and used the age-counting of his adopted home, Earth, in the aftermath.



◉ RUNNING THE ADVENTURE

This is actually two adventures in one. The first is character-driven: how does a companion handle returning to her own time and place, but after a significant period of time has passed? Rose's absence caused her mother to get the police involved and she canvassed the city with pictures of her missing daughter. Mickey spent a year being interrogated and implicated as the chief suspect. No doubt this had an impact on his relationships and possibly his future career opportunities.



Even when a companion keeps in touch or reassures those she left behind that she'll be back in the near future, she still may come home to find that things have changed and she is now time-locked from fixing them. What if Jackie had died in an accident and now Rose couldn't contact her again? What if Mickey had moved on in another relationship and doesn't appreciate an old girlfriend returning (there is a bit of this in *Boom Town*).

Alternatively, what if a companion returns several years after she left and remains behind? Suddenly she's younger than her peers; they may not appreciate being with a much younger friend unmarked by the ravages of time like they are. What if a friend's younger sibling or neighbour's kid is all grown up and now there's an attraction? What if a loved one that was left behind could have used the companion's support and now resents her for returning after her 'extended holiday'?

In short, a lot can be mined for roleplaying potential and little preparation is necessary. Just think up some questions and mine them for rich scenes!

Secondly, this adventure is about an alien plot to destroy the world. The Slitheen wish to manufacture a situation in which the Earth launches its own

weapons and destroy itself. The implication is that the Slitheen will blame the annihilation on Earth's own warmongering and claim that they simply took advantage of the opportunity to claim the radioactive remains – there'd be little evidence to the contrary.

As part of this plan the Slitheen have infiltrated various levels of government and industry in order to ensure that outcome. Their only limitations are two. First, they can only impersonate humans with heavy builds, meaning that they need to move heavier people into positions of power while removing the thin ones. Second, they don't expect a time traveller to get in the way and expose their fraud, particularly the 'pig alien.' Thus, it becomes paramount for them to hunt any player characters that show anachronistic knowledge and weren't purged along with the other alien experts.



Fortunately, the Slitheen's own sense of family brings them together in the climax, providing the player characters with a convenient opportunity to catch/destroy them all at once. If the player characters are able they could call on the Judoon to arrest them – the Slitheen have probably broken several interstellar laws and they are convicted criminals. Alternatively, as the Doctor does here, the player characters can use some jiggery-pokery to launch a missile or create their own weapon to capture or destroy the Slitheen.

CHANGING THE DESKTOP THEME

This adventure is an alien conspiracy with a twist; the aliens aren't interested in conquest or humanity. The Slitheen simply want to mine the planet for its resources which has the unfortunate consequence of destroying it. The annihilation of the human race is simply more cost-effective than bargaining or at least transplanting humanity to another planet.

Obviously, it's easy enough to swap out the Slitheen, skin-suit replacement, human manipulation, and what they actually want to make this adventure seem fresh and new.

The Faceless Ones is actually a close example. In that adventure, the Chameleons establish an airline that is presumably taking students to holidays, while in fact the students are being kidnapped and taken to space for transport to the Chameleon homeworld. The Chameleons need stable body imprints, with the twist here being that the victims need to stay alive.



The Claws of Axos, on the other hand, is a different sort of subterfuge. The Axons pretend to be ambassadors from another world and offer humanity a gift (ending world hunger) when in truth Axos is a parasite that wants to bleed the planet dry.

If your players are aware of Slitheen, then it could be very interesting to have a team of Raxacoricofallapatorians infiltrating a government (perhaps Earth or one of its colonies) because they're trying to stop something bad from happening. The player characters wouldn't know this, of course, and their attempts to out the 'Slitheen' may end up helping the real enemy.

The biggest tip-off that things aren't what they seem is the fact that the Raxacoricofallapatorians are using a different technology to hide themselves that doesn't harm humans. They may even be observed actually caring about particular humans.

THE QUESTION OF DOMESTICS

This adventure confronts a question that the loved ones of many companions have struggled with since the one they loved disappeared with a strange man inside a blue box. Do they accept what happened or

WHAT IF ROSE HAD CALLED HER MUM FIRST?

In **The End of the World**, the Doctor adapted Rose's mobile to enable her to speak to her mother in relative time; presumably, whatever time passes for Rose also passes for her mother between calls. With this understanding, even if Rose landed on Earth in 2006 if she rang her mum on her phone then her mother would still answer in 2005. Would that have changed events as seen?

In a word: possibly. Rose had called her mother during **The End of the World**. Presuming that the Doctor and Rose came to 2006 after only a brief stop in 1869 (Rose tells Mickey that she's only been gone for a few days) then Rose's call would only have come a day later. Jackie still wouldn't be too worried and, assuming events continued to play out the same, the Doctor would have noticed the date too late and Jackie would still be looking for her lost daughter. It is only when the Doctor sees the posters that they become caught in the web of time and history becomes locked.

Had the Doctor realised the date while on the TARDIS, he could have modified Rose's mobile to call Jackie a bit later or, better yet, fix the coordinates before he and Rose exited the TARDIS. Still, as-is, the question remains as to how Rose's phone 'updates' to get signals from her 'new' present rather than a year from now when she'd catch up, relatively speaking.

The answer is likely as simple as synchronisation. The superphone likely receives signals from the shortest distance travelled. Thus, once Rose arrived at 2006, her superphone updated to dial her mum or Mickey within the same time zone. Alternatively, the Doctor may have adjusted it. In any case, now that Rose is locked in the web of time she can't use her phone to call her mum in the past, at least not without the threat of Reapers!



do they think that there is something more sinister afoot? How do they fill the void that the companion left behind? How do they react when the companion finally returns home? (And one question that doesn't get answered in this adventure is how does the Doctor tell a companion's loved ones that he inadvertently whisked them away to their death?).

The Ninth Doctor is very forthright about not involving himself with 'domestics'; he expects anyone that joins him in the TARDIS to leave such ties behind. While his severe reaction is likely related to his survivor's guilt from the Last Great Time War, in truth the Doctor has avoided 'domestics' throughout his lives, partly by choice and partly due to circumstance.



The First Doctor made a conscious effort to leave Gallifrey behind. He stole a malfunctioning TARDIS and was essentially cast adrift in the time stream; he had little control over where the TARDIS went whenever it dematerialised. Thus, anyone who came aboard as a companion was stuck with the Doctor until the TARDIS returned them home or they accepted a new home on one of its stops through time and space. 'Domestics' simply wasn't a possibility.

After two incarnations of randomly travelling through time and space, the Third Doctor found himself confronting 'domestics' head-on when the Time Lords exiled him to Earth. He was stuck in one particular period in which he felt intellectually superior to all those around him. Yet, frustratingly, he wasn't in control and was frequently overruled by primitive, close-minded, stubborn humans that nonetheless were his superior. He even found himself being mocked for it by having his scientific assistant replaced with a naïve agent who could simply nod in agreement whilst holding the Doctor's test tubes. All in all, while he grew to enjoy the

company of his new friends, the Doctor wanted nothing more than to be free to roam the universe once more.

In spite of that, even when the Third Doctor received his freedom to travel in a TARDIS that was now a bit more reliable, he found it difficult to walk away from the life he had created on Earth. It had become a second home for him and he frequently returned to aid his old friends and even allow his latest companion, Sarah Jane Smith, to continue practising journalism. This internal conflict between familiarity and wanderlust was only resolved with the Doctor's regeneration.

From that point forward, the Doctor generally regarded his companions as permanent guests and rarely returned to their 'home time and place' whilst they travelled together. Two notable exceptions were Adric, who could not be returned to E-Space due to space-time limitations, and Tegan Jovanka, who initially wanted to go home but the Fifth Doctor had trouble getting her there. During this period the Doctor was a nomad by choice; the Time Lords voluntarily left him alone and he didn't put roots anywhere.

The Last Great Time War likely reinforced the Doctor's aversion to domestic situations. Companions were routinely having their lives rewritten, making their former homes sometimes more alien than the worlds they travelled to. As the war raged more brightly, the Doctor likely had to confront the final unanswered question (giving loved ones the bad news) as well as deal with the repercussions of dealing with a companion's death just to have them return to life as the result of temporal manipulation. It could all get quite confusing.

The Ninth Doctor now sees the universe as a clean slate and, more than that, he still isn't comfortable in his own skin. He needs someone to reconnect with and he needs that person's full attention. He doesn't need Jackie to call him a monster or Mickey to blame him for losing Rose; he already feels that way about himself. He'd already started taking steps toward understanding 'domestics' (or at least putting Rose's mind at ease) by enabling Rose to call her mother (and presumably Mickey) whilst she travelled with him, but then he goofed by bringing her home a year late.

Presuming that your group has traditional companions amongst them (whether travelling with



a Time Lord, Time Agent, or some other space-time traveller), you'll need to decide how strong the domestics ties are and whether it's possible to maintain contacts or relationships with those left behind. This could make for interesting plot points in the future or even enable characters to use Story Points to get help from their loved ones.

SLITHEEN

While there are some races like the Daleks, the Sontarans and the Sycorax who are looking to conquer the galaxy, the same cannot be said of all the races in the universe. While some species are generally 'bad' and others are generally 'good', like humans, not every member of a given species thinks the same way. This is the way with the inhabitants of Raxacoricofallapatorius, the twin planet of Clom.

A beautiful planet with white marble temples on sapphire cliffs, and stunning ice caves and poppito trees.

The Raxacoricofallapatorians are a civilised and proud race with large families and draconian laws. Their strict government educates the children in poetry, mathematics and democracy. It is no surprise that one family, the family Slitheen, didn't get on well there.

Descendants of the Huspick Degenerate, cousins to the Blathereen and Rackateen, born on the Islands of Hisp, the Slitheen are a whole family of criminals, scouring the galaxy for opportunities to get rich. They don't care how they do it, as long as the price is right. If a few innocent and primitive lives have to be lost, or the odd planet gets boiled away, it really

HARRIET JONES, MP FLYDALE NORTH

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	2

Harriet Jones was an MP from Flydale North and a self-described 'back bencher.' She didn't believe that she was destined for great things and was content to serve her district and improve her constituents' lives as best she could. She was thrust into the limelight during the Slitheen conspiracy and showed great courage and fortitude. She became a shining star in its aftermath and the Ninth Doctor recalled that she was destined to serve three terms as Prime Minister during the Golden Age of Great Britain (unfortunately, that wouldn't be the case as the Tenth Doctor changed history after being angered by her decision to blow up a retreating Sycorax vessel in *The Christmas Invasion*).

SKILLS

Convince 4, Knowledge 3, Subterfuge 4, Technology 2.

TRAITS

Argumentative: Harriet will argue her point of view even if it puts her life in danger.

Brave: +2 bonus to any Resolve roll when the character needs to show courage.



Eccentric (Minor): Harriet feels the need to identify herself and her position whenever she meets someone.

Empathic: +2 bonus on rolls to 'read' another person.

Face in the Crowd: +2 to any Subterfuge roll to sneak about.

Indomitable: +4 bonus to any rolls to resist psychic control.

Insatiable Curiosity: Harriet will investigate anything that sparks her curiosity unless she passes a Resolve + Ingenuity roll at -2.

TECH LEVEL: 5

STORY POINTS: 4

doesn't bother them as long as they still get their cut. The family itself is rather large, including all the cousins, stepchildren and distant relatives, so sometimes the family business resembles a small corporation.

Plenty of people can be forgiven for thinking the Slitheen are a species themselves. They are certainly doing nothing for the good reputation of Raxacoricofallapatorius.

Originally, they infiltrated the government. Their criminal ways became legendary until the Great Purge of Yon: 556. Over 500 Slitheen – every family member – were arrested and found guilty. Those Slitheen off-world at the time could never return home, for fear of instantly being found guilty and receiving the death sentence. Facing a cruel and disgusting form of execution, it is no surprise that not a single Slitheen has returned.

A Slitheen (or Raxacoricofallapatorian) adult is both impressive and frightening. They stand over two metres tall with long muscular arms ending in fierce talons. While they look fat and bulbous they move remarkably quickly and with great precision. They love to hunt and practice as often as they can. A lucky and inventive prey can sometimes escape, but not often. Slitheen have a very good sense of smell and are remarkable trackers. When they close in, the fight rarely lasts long. Luckily,

they have a weakness that can be a big problem on Earth. Their bodies, being composed of living calcium, react extremely badly to acetic acid. Enough vinegar can dissolve a Slitheen or even make one explode into tiny pieces, and boy does that make a mess.

The Slitheen themselves now have limited resources as their early attempts at drug-running, arms dealing and chizzle-waxing were halted. They still have access to a few interstellar ships and they understand genetic manipulation very well.

While they have the technology to create energy weapons, they generally prefer to hunt their prey and use their natural weapons to kill. To hide among a planet's dominant species they are able to skin their victims and wear it as a disguise (as long as the victim is 'big boned' enough for the skin to accommodate the Slitheen).

Even with the largest species, the skin is a tight fit, so the Slitheen need to use gas exchangers to maintain the disguise. The excess gas can often lead to some embarrassing or funny (depending how you look at it) social problems. Most Slitheen prefer not to wear such cramped disguises, but it takes only a few moments to zip or unzip themselves into their 'skin suit'.

SPACESHIP EARTH?

The Slitheen plan is to turn the Earth into raw fuel to power spaceships. If this is the case then it stands to reason that the Earth could be partially converted and exploited in the way that mankind exploits all of Earth's natural resources. It may even be possible for someone to create a large enough engine that could cannibalise the Earth's interior and use it as fuel to propel the planet outside the Solar System. Indeed, this was the Daleks' plan when they conquered Earth in the 22nd century (see *The Dalek Invasion of Earth* in **The First Doctor Sourcebook**). As self-contained units Daleks didn't need to worry about an atmosphere and the spotting of an 'asteroid' or 'comet' by an unsuspecting species would keep their guard down until a Dalek-occupied Earth could get close enough for an invasion. Another example is Mondas; although the Doctor believed that Mondas' orbit was a natural occurrence, it's possible that the Cybermen figured out a way to 'steer' Mondas home.

These examples beg the question of who learned the technology first. The Daleks or the Cybermen could have taken it from the Raxacoricofallapatorians or the other way around. Alternatively, the potential for radioactive chunks of planet to become rocket fuel may simply be common knowledge amongst star-faring races.





SKIN SUIT (MAJOR GADGET)

While offensive and disgusting, it is possible for other species to use a skin suit. They'd need an appropriate method to flay and preserve the skin before using it.



Traits: Shapeshift (Major; limited to preserved skin and body shape and size must be approximately the same)

Cost: 2 Story Points

FURTHER ADVENTURES

- The Earth's mineral make-up makes it an ideal source for interstellar fuel. While it is not known whether this is a property of rock planets generally or whether the Earth has unique properties that make it ideal, there was another, a planet that had the exact properties of Earth: Mondas. A more legitimate family of Raxacoricofallapatorians or other space scavengers might see an Earth-like planet hurtling through space and decide to mine it, only to learn too late that the planet is still occupied. Perhaps the Mondasian Cybermen were able to steer Mondas towards the Earth after assimilating the technology of an unfortunate salvage crew? Can the time travelers help the crew escape before they are converted, or must they struggle with the ethics of destroying the Cybermen (or their Mondasian ancestors) in their infancy?

PIG ASTRONAUT

AWARENESS	1	PRESENCE	1
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	1

In order to deceive humanity about the true nature of the alien invasion, the Slitheen augmented a pig in order for it to 'roleplay' being an actual alien. It is really just a terrestrial pig whose brain and body has been altered to allow it to walk on its hind legs and mimic humanoid behaviour. At its core, though, it is just a frightened animal.

SKILLS

Athletics 2, Fighting 1, Survival 2.

TRAITS

Alien

Alien Appearance

Alien Organs (Minor Good): The character's organs are not where you might expect. All targeted damage is reduced by 2.

Amnesia (Major Bad): As a recently uplifted creature, the Pig Astronaut has no memory of the past.

Cowardly (Minor Bad): -2 penalty to any fear roll. This is largely due to the Pig Astronaut not understanding what's happened to it.



Dark Secret (Minor Bad): Really a pig.

***Fear Factor (Special Good):** The Pig Astronaut gets a +2 bonus to inspire fear to humans as they aren't accustomed to alien threats (ignore for a character with alien knowledge or experience).

Last of my Kind (Minor Bad): -2 to any but life threatening rolls when alone.

Tiny (Minor Bad): Although now bipedal, the creature is still the size of a terrestrial pig. It takes a -2 Strength and -1 Speed, but also has a -2 to be hit and a -4 to be seen.

STORY POINTS: 1



- A group of Slitheen crash on Earth in the 1950s and attempt to hide out in an American Midwestern town. They use the Red Scare to their advantage, painting anyone that questions them as 'communists.' The time travellers appear in this seemingly idyllic All-American town, only to learn about strange disappearances of travellers passing through (the Slitheen are poaching outsiders) and the discovery of abandoned cars. Fearing for their lives, the Slitheen do whatever it takes to protect their new home, rallying the unsuspecting townspeople to their cause and claiming any strange technologies possessed by the player characters as 'Russian spy equipment.'
- When the money ran out to preserve the Earth, the National Trust sold the rights to its minerals to a Raxacoricofallapatorian salvage company. While extracting the materials, the company found some interesting artefacts and

ALIEN EXPERT



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

SKILLS

Convince 2, Fighting 3, Knowledge 5, Marksman 3, Medicine 2, Science 2, Technology 2.

TRAITS

By the Book: "I'm sorry, that's classified."

Insatiable Curiosity (Minor Bad): Alien experts will investigate anything that sparks their curiosity unless they pass a Resolve + Ingenuity roll at -2.

Military Rank

Obligation (Major): He has Top Secret Clearance, not something awarded lightly.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

TECH LEVEL: 5 STORY POINTS: 1

SOLDIER



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 2, Fighting 3, Marksman 3, Subterfuge 1, Survival 2, Technology 2, Transport 2.

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when a soldier needs to show courage.

By the Book (Minor Bad): Soldiers must be convinced to act against orders.

Code of Conduct (Major Bad): Soldiers follow British law, military/government rules, and protocols.

Military Rank (Minor)

WEAPON: Assault Rifle [3/6/9]

TECH LEVEL: 5 STORY POINTS: 1



ALIENS OF LONDON/WORLD WAR THREE



'fossils' and created an Earth museum. The time travelers arrive in the 'Museum of Earth History' only to discover that it is under siege. Something that the company extracted is very valuable to someone and that person is sparing no expense to reclaim it.

DR SATO



AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	4
INGENUITY	5	STRENGTH	2

Dr Sato is a physician called in to look at the Pig Astronaut. As an alien expert, Dr Sato is affiliated with Torchwood. For an alien expert she seems surprisingly naïve about the nature of alien life, so there may be something more going on with Dr Sato than meets the eye.

SKILLS

Convince 2, Craft 2, Knowledge 3, Medicine 4, Science 4, Technology 4.

TRAITS

Biochemical Genius: Dr Sato gains Areas of Expertise for the Science Skill in Biology and Chemistry and may create biological or chemical Gadgets using the Jiggery-Pokery rules, using the Science skill instead of Technology for all relevant rolls.

Boffin

Technically Adept

TECH LEVEL: 5 STORY POINTS: 2

GENERAL ASQUITH



AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	3	STRENGTH	3

General Asquith is the chief military officer in Great Britain. He arrived on the scene at Albion Hospital to see the recovered 'alien' (really the Pig Astronaut). He then went to 10 Downing Street to meet with the Acting Prime Minister and was horrified at how lightly he was taking the situation. He threatened to take control and put Great Britain under martial law, at which point the Slitheen killed and replaced him (which was their plan all along).

SKILLS

Athletics 2, Convince 4, Fighting 2, Knowledge 2, Marksman 4, Medicine 1, Subterfuge 2, Survival 3, Technology 2, Transport 1.

TRAITS

Argumentative: The General will argue his point of view even if it puts his life in danger.

Brave: +2 bonus to any Resolve roll when the General needs to show courage.

Code of Conduct (Major): The General follows British law, government rules and protocols.

Military Rank (Major x3)

Tough: Reduce total damage by 2.

Voice of Authority: +2 bonus to Presence and Convince rolls.

TECH LEVEL: 5 STORY POINTS: 2

SLITHEEN



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	8

SKILLS

Athletics 2, Convince 2, Fighting 3, Medicine 2, Science 2, Subterfuge 4, Survival 2, Technology 2, Transport 3.

TRAITS

Alien

Alien Appearance

Alien Senses (Smell): The Slitheen have an excellent sense of smell, giving a +2 bonus on Awareness rolls that involve smell.

Fear Factor (2): Giant, green and with dangerous claws, the Slitheen gain a +4 bonus on rolls when actively scaring someone.

Natural Weapons: Massive claws that can do a great deal of damage (Strength +2). Female

Slitheen can fire a poisoned dart from their finger (Coordination + Marksman to hit, 5(2/5/7) – damage includes poison effect) and breathe a cloud of poisonous gas at a close target, 3(1/3/4). These additional weapons can only be employed once every seven days as they need time to replenish.

Outcast: The Slitheen have been outcast by the other families from Raxacoricofallapatorius. If they return, they will be arrested and executed.

Shapeshift (Minor): Not exactly shapeshifting, but the Slitheen use compression fields and can wear skin-suits to disguise themselves amongst other races.

Weakness (Major): As a calcium-based lifeform they are extremely reactive when they come into contact with acetic acid. Contact does 4 levels of damage every round. Three Attributes reduced to 0 in this way can produce explosive results.

TECH LEVEL: 6

STORY POINTS: 3-5



INDRA GANESH



AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

Indra Ganesh is a junior secretary with the Ministry of Defence tasked with briefing Acting Prime Minister Joseph Green on the situation and protocols involved. Unfortunately, he didn't know that the Acting Prime Minister was a Slitheen and handed him exactly what he needed to launch nuclear missiles. Faithfully performing his duties, he tried to stop Harriet Jones and Rose Tyler from snooping around but discovered the corpse of the original Prime Minister in the process. He reported this to Margaret Blaine of MI5, but to his horror she revealed herself as Slitheen and killed him.

SKILLS

Athletics 1, Convince 3, Knowledge 3, Subterfuge 1, Technology 2, Transport 1.

TRAITS

By the Book (Minor Bad): Ganesh must be convinced to act against procedure.

Friends (Major Good): As a junior under-secretary, Ganesh is well-connected within the British government.

Unadventurous (Major Bad): Ganesh avoids adventure and excitement.

TECH LEVEL: 5 STORY POINTS: 1

SERGEANT PRICE



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

Sergeant Price was a civilian police officer placed in charge of security at 10 Downing Street after the slaughter of the alien experts. When a subordinate warned him that a missile was headed towards the building Sergeant Price ordered an evacuation. He inadvertently walked in as the Slitheen were out of their skin suits to take a victory dance but was able to run away and complete the evacuation. Attempting to heed his warning, the Slitheen struggled to get back into their skin suits (as running outside in their true forms was likely to get them shot dead) and, with the exception of Margaret Blaine, they were all destroyed in the explosion as Sergeant Price was able to get all of the humans to safety.

SKILLS

Athletics 2, Convince 3, Fighting 2, Marksman 4, Medicine 1, Survival 2, Technology 2, Transport 2.

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when Price needs to show courage.

By the Book (Minor Bad): Price must be convinced to act against procedure.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

WEAPON: Pistol (2/5/7)

TECH LEVEL: 5 STORY POINTS: 2



DALEK



'Then hear me now! Exterminate!'

SYNOPSIS

Utah, USA, 2012

The Doctor landed the TARDIS deep inside an underground compound, called 'the Vault', in 2012. He and Rose emerged in an artefact room that contained many remnants of aliens and alien technology that had been found on Earth over the years. The two were soon caught by a security team that worked for Henry Van Statten, the billionaire owner of GeoComTex. Van Statten collected and used alien technology to increase his fortune and influence the world.

Van Statten interrogated the Doctor and Rose in the presence of Diana Goddard, an aide, and Adam Mitchell, a young Englishman hired by Goddard to secure alien artefacts and determine their worth. The Doctor took an artefact from Adam and showed Van Statten that it was actually a musical instrument. This impressed Van Statten, but he still wondered

why the Doctor was discovered so close to the Cage, which contained his one living specimen. Van Statten decided to take the Doctor to see it, noting that it refused to speak. Van Statten dubbed it a 'Metaltron.'

Van Statten's assistant Simmons, who'd been responsible for trying to get the Metaltron to speak (i.e. torturing it), let the Doctor inside and locked the door. Not realising at first what it was, the Doctor tried to comfort it, before realising that the Metaltron was really a Dalek. As soon as the Dalek realised who the Doctor was, however, it tried to exterminate him. Van Statten wouldn't let the Doctor out because he was fascinated that the creature finally spoke, but fortunately the Dalek was power-drained and lacked the capability to fire.

The Doctor ridiculed it as he established that the Dalek had fallen through a temporal crack during the Time War. He then attempted to kill it with a power surge, but Van Statten had guards remove him. In spite of being rescued, the Dalek still wouldn't speak to the infuriated Van Statten.



DALEK

Van Statten interrogated and tortured the Doctor for information. The Doctor revealed that the Daleks were genetically engineered aliens designed to hate and that they'd been destroyed in the Time War. Van Statten noted that the Doctor was an alien too and analysed him. The Doctor realised that all Van Statten cared about was making money by deciphering alien biology and technology. He tried to warn Van Statten that the Dalek was a cunning adversary and would escape, threatening not only them but the entire planet.

Meanwhile, Adam and Rose got to know each other. Adam was fascinated by alien technology and mentioned the creature in the Cage. Rose convinced Adam to show her the Dalek and, when he did, the Dalek played the part of the tortured prisoner. The Dalek told her it was dying and that it was the last of its kind. All of this talk was designed to garner Rose's sympathy, which it did. Rose reached out and touched the Dalek; her handprint, full of artron energy (due to her travelling through time), rejuvenated it. Adam and Rose fled as Simmons, armed with a drill, threatened it. The Dalek responded by crushing his face with its sucker.

Alarms sounded and the Doctor begged Van Statten to contain the Dalek until it could be destroyed.

Van Statten, however, was more concerned with preserving his prized specimen than worrying about the lives of his employees. The Dalek easily determined the proper combination and unlocked the door. It then found a computer console and interfaced, downloading everything on the Internet while regenerating its armour. It also refreshed its power cells, enabling it to use its full complement of weaponry and defences.

The Dalek exterminated anyone that got in its way while trying to find its way out of the Vault. The Doctor ordered Van Statten to arm everyone; unfortunately, the Dalek was between the staff and the more powerful alien weapons. One security guard, De Maggio, helped Adam and Rose flee but died trying to keep the Dalek in the stairwell.

The Dalek then entered a large bay, where most of Van Statten's security forces and other staff were waiting. The Doctor tried to tell them how to fight the Dalek, but the new commander wouldn't listen. The Dalek spotted Rose and she felt a kinship with it (the Dalek now shared her DNA). The commander ordered everyone to fire, but the Dalek waited until it knew that the Doctor and Van Statten were watching. It then glided off the floor and set off the fire alarm. This turned on all the sprinklers



and, once everyone was drenched, the Dalek fired into the water and electrocuted everyone.

Finally realising the true danger, Van Statten decided to abandon the Vault. Goddard noted that there wasn't enough power, but Van Statten was enough of a computer expert to bypass the security codes for emergency power. In the meantime, the Dalek contacted the Doctor. It was upset that it couldn't find any trace of Daleks in the universe and, as a soldier, it needed orders. The Doctor angrily advised it to kill itself and rid the universe of Daleks once and for all. The Dalek responded that the Doctor would have made a good Dalek, which horrified him.

Van Statten managed to open the bulkheads and everyone ran to the doors before they shut. Adam made it through, but Rose was left stuck inside with the Dalek. The Doctor heard it say "exterminate" and, believing Rose to be dead, yelled at Van Statten for not stopping it sooner. As it turned out, the Dalek hadn't killed Rose, as it still needed her. It was confused because it was beginning to feel other emotions; it had been contaminated by Rose's touch. The Dalek re-established contact and ordered the Doctor to open the bulkhead or it would kill Rose. Faced with this choice, the Doctor opened the bulkhead door.

Van Statten asked the Doctor what they were going to do now. Adam mentioned that he still had some alien technology in his workshop. The Doctor went with him and Adam explained that Van Statten had a habit of mind-wiping staff that displeased him, so he kept a few alien pieces as insurance. The Doctor sifted through the junk until he found a large alien gun that still worked.

The Dalek and Rose entered the office where Goddard and Van Statten were. Van Statten pleaded with it, claiming that he only wanted to help it. The Dalek wasn't buying any of it and threatened to exterminate him. Rose, having sensed that the Dalek was changing, appealed to its new emotional

side. She told it that there had to be something it wanted other than killing and demanded to know what it was. The Dalek answered "freedom."

The Dalek and Rose reached the top level and the Dalek blasted a hole through the roof so that sunlight could get through. The Dalek opened its armour to reveal the creature inside, its one eye basking in the sunlight. The Doctor arrived with the gun, ready to use it. Rose, however, protected the Dalek, claiming that it was changing. Unfortunately, the Doctor knew the Dalek's self-loathing at mutation would interpret its condition as a terminal illness. A soldier in the end, the Dalek asked Rose to order its destruction. Regretfully, Rose did so and returned to the Doctor's side as the Dalek imploded.

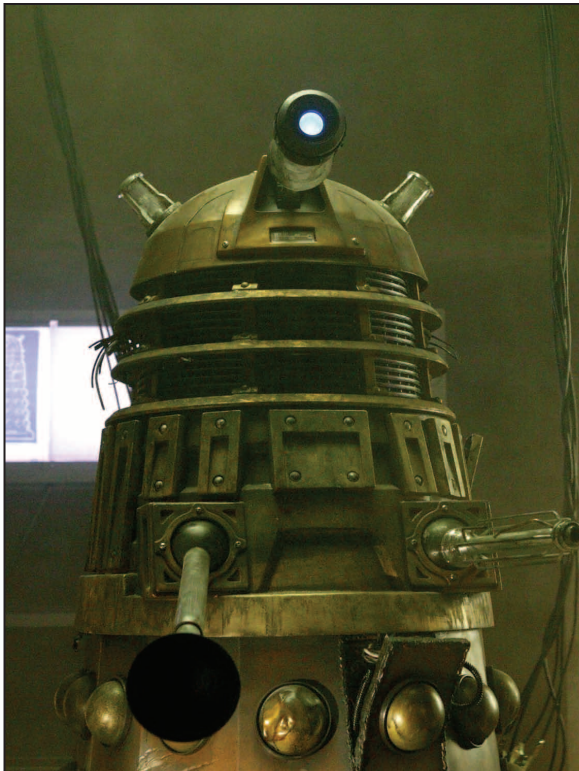
Goddard ordered Van Statten's arrest and a mind-wipe, which was readily obeyed by his security



guards. Adam caught up with the Doctor and Rose and told them that Goddard was destroying the Vault. Rose pleaded with the Doctor to take Adam with them. The Doctor balked, but changed his mind at Rose's insistence and allowed Adam aboard.

CONTINUITY

- This adventure takes place in 2012, yet the people of Earth during this time seem to have no idea of what a Dalek is, nor did the Dalek search of the complete Internet turn up any clues. It's likely that sensitive information is kept off the grid (or at least Van Statten's access to it) by covert organisations such as Torchwood or UNIT and that the Dalek post-Time War incursions haven't happened yet, relatively speaking (see **Why Doesn't Anyone Remember the Previous Dalek Invasions?** on pg. 93).
- The Dalek has been on Earth for over 50 years, which means it landed prior to 1962. It crashed in the Ascension Islands in Canada. It moved through various hands until Van Statten was able to secure it at a private auction.



- The Daleks are established as the enemy of the Time Lords in the 'Last Great Time War.' This also establishes that there have been other

Time Wars. This is the Doctor's first mention of being the one who destroyed the Daleks along with the implication that he wiped out the Time Lords as well.



- Van Statten's helicopter is known as '*Bad Wolf One*.'
- Amongst his collection of artefacts Van Statten has a Cyberman head. He also has a (presumably) Slitheen arm, likely taken from the rubble of 10 Downing Street.
- According to Van Statten broadband technology was derived from alien technology discovered at Roswell in 1947. The cure for the common cold was also discovered when GeoComTex agents investigated the 'Russian crater' (likely from the Tunguska Event, but there are other impact craters in Russia).

WHAT IS SALT LAKE CITY'S POPULATION?

The Doctor claimed that Salt Lake City, Utah had a population of one million in 2012, although in truth the city's population remained relatively stable in the low to mid 180,000s throughout the first decade of the 21st century. The Doctor was likely referring to the Salt Lake City metropolitan area, which does include about one million inhabitants. That said you could use this 'sudden' population spurt as a plot seed for a future adventure. It's possible that GeoComTex has sprawling offices and perhaps even a spaceport that could attract nefarious aliens, or perhaps a large oil shale field has been discovered nearby and has created a population boom.

◉ RUNNING THE ADVENTURE

This adventure puts a spin on the classic 'base under siege' scenario. There is a great danger lurking within the base that the characters and their allies need to escape from while keeping the base secure enough to contain it. In short, they need the base to become a prison. Pacing and positioning is important in an adventure like this and you may want to make a rough sketch of the Vault just to keep character positioning in perspective. This helps give the players an idea of where the choke points are so that they can contain the Dalek.



One of the things that makes this adventure precarious is that the characters need to convince

the people in control that the creature they have, the Dalek, is dangerous in the first place. This would have been a very short adventure if the Vault was run by Torchwood or UNIT, as they'd have taken more precautions (and possibly killed the mutant, leaving only the shell for study).

An addition to the challenge is that the tropes of predator and prey are manipulated and at times flipped on their heads. In many ways Van Statten, and even the Doctor, are more dangerous than the Dalek, and the Dalek's desire to be free as well as its evolution through Rose turn it quickly from cold-blooded killer to a creature worthy of pity and sympathy. Take care to ensure that the players quickly come to realise that things are not as black and white as they first seem and revel in the possibility that the situation may split party sympathies.

CHANGING THE DESKTOP THEME

The key elements of this adventure are a prison-like base, a dangerous creature, and the unknown. Regardless of character knowledge, the NPCs in the adventure don't understand the nature of their prisoner. If set in the past this could be a remote island or tomb, while in the future it could be a starship or space station. The characters need to escape while ensuring that the creature remains trapped.

WHY WAS THE DALEK'S CONTAMINATION A SURPRISE?

The Dalek needed artron energy to regenerate, a technology likely adapted from the Time Lords. The absorption of artron energy enables the Dalek to create a localised temporal effect that 'rolls back' damage done to the shell and 'regenerates' the Dalek mutant inside. In order to ensure that the Dalek remains pure, there is a filtration system that keeps unwanted genetic material from influencing the regeneration. Thus, the Dalek expected to be fully restored and wholly Dalek when it absorbed artron energy from Rose.

Unfortunately for the Dalek, the safeguards, usually reinforced by nearby Dalek technologies, weren't restored in time and some of Rose's genetic material slipped through. In much the similar way that a hybrid Human/Time Lord Doctor was created when Donna Noble touched the Doctor's severed hand when regenerative energy was coursing through it (see *Journey's End* in **The Tenth Doctor Sourcebook**), the Dalek became a Dalek/Human hybrid in its new regeneration. As the safeguards were restored as the transport unit was repaired only a small part of Rose affected the Dalek, but it was enough to override or at least impair the usual Dalek conditioning.





DALEK

Almost any alien would work well in this scenario; the trick is to amplify their prowess. The Doctor has faced groups of Daleks multiple times; what makes this adventure so frightening is that a single Dalek is shown to be a destructive menace capable of destroying an advanced civilisation such as Gallifrey. The creature should also struggle with a moral crisis, such as a Cyberman that can feel emotion again, an Ice Warrior questioning their honour now that their people are gone, or a Sontaran that discovers that the war he was bred for no longer wages – the Rutan Host was defeated long ago.

Don't be afraid to turn this adventure on its head. Having the characters discover a reactivated Raston Warrior Robot and coming to the conclusion that the only way to ensure its destruction is to destroy the Vault, with them still inside, is an intense situation. This is mitigated, however, when the Raston Warrior Robot isn't killing its enemies, only wounding and capturing them for analysis. It turns out that this particular Raston Warrior Robot is a training model and generally non-lethal so long as the appropriate voice commands are used. Currently it simply thinks it is performing a training exercise. A Movellan, on the other hand, may use their wiles to convince their captors that

they are friendly, only to turn on them the moment they are able to contact their command ship.

HOW WAS THIS DALEK CONNECTED TO THE LAST GREAT TIME WAR?

The Dalek in this adventure crashed in the Ascension Islands over 50 years ago, or just prior to 1962. As it was definitely involved in the Last Great Time War, what was it doing on Earth? More specifically, why wasn't it destroyed along with the rest of the Daleks?

The Dalek's arrival roughly coincides with the First Doctor's arrival on Earth. As the Doctor brought with him the Hand of Omega in anticipation of a battle with the Daleks (see *Remembrance of the Daleks* in *The Seventh Doctor Sourcebook*), it's likely that the Dalek was part of an advance group attempting to secure the Hand of Omega. A Time Lord unit prevented the Dalek Taskforce from completing its mission (possibly by using the Hand of Omega itself). A later incarnation of the Doctor (likely the seventh) met his previous self and convinced his reluctant predecessor to hide the Hand of Omega. Once that was accomplished the older Doctor left and the First Doctor forgot the incident (and the fact that he'd hidden the Hand of Omega) due to the crossing of the time streams.



Unfortunately, the Time Lord unit didn't notice that they'd left a Dalek behind. Their temporal weaponry had inadvertently trapped it inside a dimensional bubble long enough that it was spared the destruction that wiped out the Time Lords. It eventually broke free of the bubble and crashed, damaged, in the Ascension Islands. It has been trying to reach its army for the last 50 years, unaware that the Time War is over. As a good soldier, it remained silent even through the numerous tortures it received.

Given that the Dalek crashed at the height of the Cold War, it's likely that the Dalek was spirited away as a 'Soviet project,' perhaps a satellite or a weapon. The Canadian government chose not to share this with Torchwood or UNIT as they preferred to investigate internally. Over the years it continued to change hands between governments, governmental contractors, extra-governmental organisations, and private collectors until Van Statten was able to acquire it.

WHY DOESN'T ANYONE REMEMBER THE PREVIOUS DALEK INVASIONS?

In hindsight, Henry Van Statten's failure to identify a Dalek seems laughable at best. For a person who single-handedly owns the Internet and multiple pieces of alien technology Van Statten doesn't know about the Daleks' previous appearances on Earth during the 20th and early 21st centuries, including the very public Battle of Canary Wharf and the Dalek conquest and transportation of Earth, both events occurring within the past five years. Has Van Statten been spending too much time in his bunker and his consultants have been keeping information from him for fear of being turned into amnesiac junkies, or is something else afoot? One way to approach this is to take Van Statten's perspective at face value. As far as he is concerned, the Daleks have not made their presence known recently or, at best, they're considered long destroyed by this point. Let's look at the Doctor's previous encounters, relatively speaking, with the Daleks in recent history.

Let's start with *The Evil of the Daleks* (see **The Second Doctor Sourcebook**), which partially took place in 1866 London. Their presence was contained to a single house and that house was destroyed with the Daleks safely returned to their future. This event took place 13 years before the establishment of the Torchwood Institute and, given the possibility that the Second Doctor manipulated the Daleks into a Civil War, may have been erased by the Time War.

Next is *Remembrance of the Daleks* (see **The Seventh Doctor Sourcebook**), which took place in 1963. This was also part of a Dalek Civil War likely influenced by the Fourth Doctor's participation in the Time War. In this case, the War could have rewritten these events or Group Captain Gilmore's team could have buried the event and filed it with Torchwood. Similar cases may be made for *Resurrection of the Daleks* (see **The Fifth Doctor Sourcebook**) in 1984, this time a UNIT cover-up. The Dalek appearance atop New York's Empire State Building in 1965 in *The Chase* (see **The First Doctor Sourcebook**) was too incidental to be recorded.



The last major invasion of Daleks occurred in the late 1970s (or 1980s) during *Day of the Daleks* (see **The Third Doctor Sourcebook**). This, however, created an alternative timeline and it's likely the event was forgotten by all involved once the timeline settled into its new path.

Given the secrecy behind these events, it's no wonder Van Statten doesn't know them. Torchwood and UNIT likely keep their sensitive information off-the-grid and it's even possible that the Doctor himself encrypted the files so that no mere hacker or virus could extract the information.

So what about the Dalek encounters subsequent to the Ninth Doctor's regeneration, relatively speaking? That's simple – they never happened. And this is all due to four little words: "Doesn't she look tired?"



DALEK

When the recently regenerated Tenth Doctor single-handedly ended the career of Prime Minister Harriet Jones, he changed established history (see *The Christmas Invasion* in *The Tenth Doctor Sourcebook*). The Ninth Doctor remembered her as a three-term leader of Britain's Golden Age; she'd only been Prime Minister for less than a year when he toppled her. Thus, the Doctor created a divergence that had a ripple effect. Couple this with his use of the Cardiff temporal rift as a fuel source (see *Boom Town*, on pg. 134) and it was the Doctor who was ultimately responsible for weakening the dimensional wall between parallel universes.

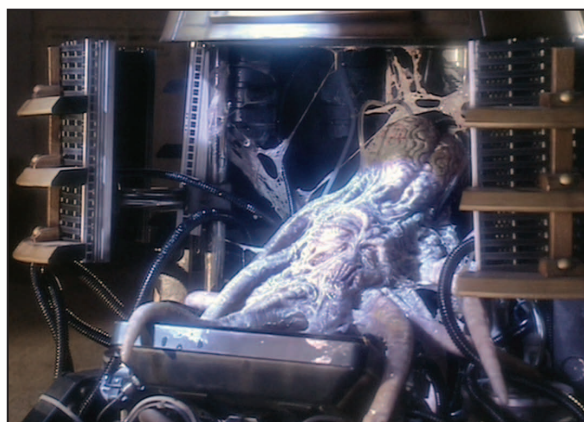
Without this temporal interference, the Cybus Industries Cybermen would never have crossed over to our world (and, without the Doctor's aid, probably would have converted the entire Earth to their side). More importantly, the Cult of Skaro and the Genesis Ark would not have been freed from the Void. With the Cult of Skaro still safely locked away, none of the subsequent (or previous, depending on your point of view) Dalek incursions into recent Earth history would have occurred. The 1930 invasion of New York City, the 2007 Battle of Canary Wharf, the creation of the New Paradigm Daleks during World War II, and the Dalek conquest of Earth in 2009 simply never happened.

Thus, when the Ninth Doctor and Rose appeared on Earth in 2012, it was an Earth free from major Dalek invasions. Harriet Jones was still Prime Minister and ushering Great Britain through its Golden Age (one could even make the argument that the American Government was allowing GeoComTex greater influence and control out of a fear that Great Britain, and perhaps other nations as well, were threatening its dominance as the world power). With this in mind, and accounting for at least some of Van Statten's claims as bluster, it's not inconceivable that most people on Earth, including Van Statten, couldn't identify a Dalek on sight.



DALEKS

In the entire universe, no race has caused more death and destruction or incited more fear and terror than the Daleks. Those who see a Dalek for the first time often underestimate them. They look like little more than an armed pepper pot, some sort of silly robot that will have a problem getting up stairs. Nothing could be further from the truth – their advanced technology and will to conquer at all costs makes them one of the darkest forces the Doctor has ever faced. Daleks are not robots but a crippled mutant encased in an armoured battle-suit.



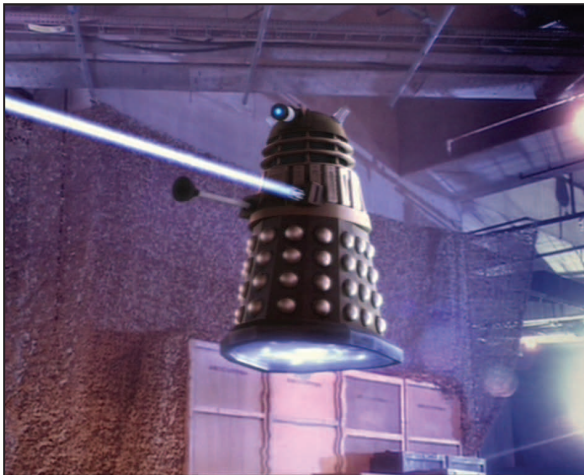
This battlesuit is armed with a weapon that can fire in a 360-degree arc and spells instant death for any life form it strikes. It is encased in both armour plating and a force-field, making it immune to almost every form of weaponry. The survival systems allow a Dalek to survive easily under water or in hard vacuum. Even the heat of falling through a planet's atmosphere from space cannot destroy the suit or kill the mutant inside. Energy thrusters in the casing allow the Dalek to fly in space or in atmosphere at low altitudes. Finally, advanced computers allow the mutant to hack into most computer networks, downloading huge amounts of data in moments. Everything about a Dalek is designed to kill and destroy; even their plunger-like manipulator arm can suffocate a man to death, crush their skulls or extract their brainwaves.

However, the most terrifying thing about the Daleks is not their weapons and armour, but their attitude and beliefs. All Daleks believe they are superior to all other forms of life. They alone have the right to command and dominate. They believe in no greater force than themselves and insist that no form of morality applies to them. It is their mission not only to control the universe, but also to cleanse it of all non-Dalek life. Even with advanced technology, as the Time Lords learnt to their cost, it is hard



to face such a determined and aggressive enemy. Daleks feel no fear, will kill in an instant and feel no remorse. They consider the universe only in terms of war and murder. Daleks have no art or culture, they exist only to fight and conquer.

Anything that cannot be used as a weapon or a defence is of no use to them. As one of the most technologically advanced races in the universe, mere weapons and armour rarely manages to destroy the Dalek threat. One of their only weaknesses is their predictability, due to their reliance on logic. It is the Doctor's cunning, ingenuity and abstract thinking that has led to their defeat each time. The Daleks are also extremely pragmatic, which has often given their enemies respite from their attacks. Free from emotion, the Daleks never get angry or upset over the results of battle. If resistance proves too strong they will not push forward out of pride or martial spirit, they will retreat and reconsider. However, if they believe they can overcome an obstacle they will sacrifice as many slaves, resources and even themselves to achieve their objective. Daleks are slaves to their own race, seeing the individual as unimportant compared to the glory of the Dalek race as a whole.



The Daleks originated on the planet Skaro, as a race called the Kaleds. The Kaleds were much like humans, as were their enemies the Thals. The war between the Thals and Kaleds lasted for centuries and would see no end unless one species was utterly destroyed. Neither side offered quarter and used any weapon they could find, no matter what the cost, to destroy the opposition. After centuries of war with nuclear weapons it became apparent that the radiation was creating genetic anomalies in both species. The Kaleds set their greatest scientist, Davros, to solve the problem of these mutations.

His answer and the results of his research would one day become the Daleks.

Davros began his experiments by accelerating the mutation, to discover what the Kaleds were becoming. The results were not pretty, a one eyed creature with tentacles for limbs, little more than a green brain. The creatures couldn't even survive for very long. Such a creature could never fight the war for the Kaleds and further mutation meant the end of the Kaled race.



However, it became very clear to Davros that the mutations were too advanced to be reversed, especially as the surface of Skaro was heavily irradiated. So instead, he designed and built a 'travel machine' for the mutants. The machine was armed and armoured and built with an advanced life support system. In this form the Kaled race might survive.

Unfortunately, Davros was not quite the patriot the Kaleds expected. Instead of just advancing the mutation to discover its results, he decided to make a few modifications of his own. He removed 'useless emotions' like love, compassion and mercy. His intention was to create a new army, loyal to him alone and utterly dedicated to his goals of conquest and supremacy. The Kaleds learned of Davros'



DALEK

treachery too late. By the time they suspected he had his own agenda, too many 'travel machines' had been built and Davros quickly took control. The mutants turned on the Kaleds and destroyed them all, leaving only enough of them to create more mutants. A new race had been born, a race of mutants encased in weaponised body armour, and Davros named them his 'Daleks'.

The Time Lords, seeing the terrible destruction the Dalek race would inflict upon the universe, enlisted the Doctor to put a stop to the threat before it could begin. The Fourth Doctor was sent to the very moment that Davros created the Daleks, to put an end to them. Of course, this is not the Doctor's way. He could not bring himself to be the cause of the Daleks' demise, but he did delay their progress. This is often considered the Time Lords' first strike against the Daleks and the cause of the Last Great Time War.



Davros expected his new race to follow him on a conquest of not only the Thals but the universe itself. Unfortunately, while the Daleks fully intended to purify the universe of all non-Daleks, they were not about to 'follow' anyone. They reasoned that Davros was a Kaled, not a Dalek, and refused to follow his orders, destroying their creator when he tried to undo his work and force their compliance. From there, they spread out into the universe to conquer and enslave anything that crossed their path. Davros, however, would not end his connection with the Daleks there. He lived on, in suspended animation, clinging to life until he was needed once more.

Even before the Time War, the Doctor had fought the Daleks so often that they knew him as 'The Oncoming Storm'. The struggles between the Doctor and his

enemies were many and varied; he fought them across Space and Time, through battles that would later come to be seen as small skirmishes in the Time War. The Doctor was present at all the crucial moments in the Dalek's evolution, either through accident or design. The Doctor returned to Skaro, centuries after the Dalek's creation, when they tried to revive their creator for assistance in a war they were losing. The Daleks hunted through the ruins of the old Kaled city, located Davros and revived him with the help of his own life support systems. Davros was later arrested by Earth authorities and held in cryogenic suspension aboard a prison ship for 90 years. Once more, The Daleks came to find him and free him, always seeking his help with their problems. To the Dalek race, Davros was not the leader he had wanted to be, he was merely a tool to help them through any difficulties or setbacks.

Eventually, Davros tired of his creations. They were not loyal to him and so he started again from scratch. He began forming a new Dalek race, completely loyal to him. The original Daleks fought back against this - they wouldn't let Davros pollute their race with un-pure Daleks. A war emerged between the two Dalek factions, which styled themselves 'Imperials' and 'Renegades'. Much like the Time War, this battle was fought out of the sight of many, though when the battle did land on a particular world the consequences were devastating.

Eventually, the war between the Daleks reached Earth, as the two sides battled for 'The Hand of Omega'. This powerful Stellar Manipulator was created by the Time Lords and used to turn suns super-nova, forming black holes which would provide the power source for their time travel.



The hand was hidden on Earth by the Doctor in 1963, shortly after he fled his home world. Caught in the war between Dalek factions, the Doctor tricked Davros into using the Hand, which led to the



destruction of Skaro's sun. Davros took this action personally, fuelling his grudge against the Doctor and the Time Lords.

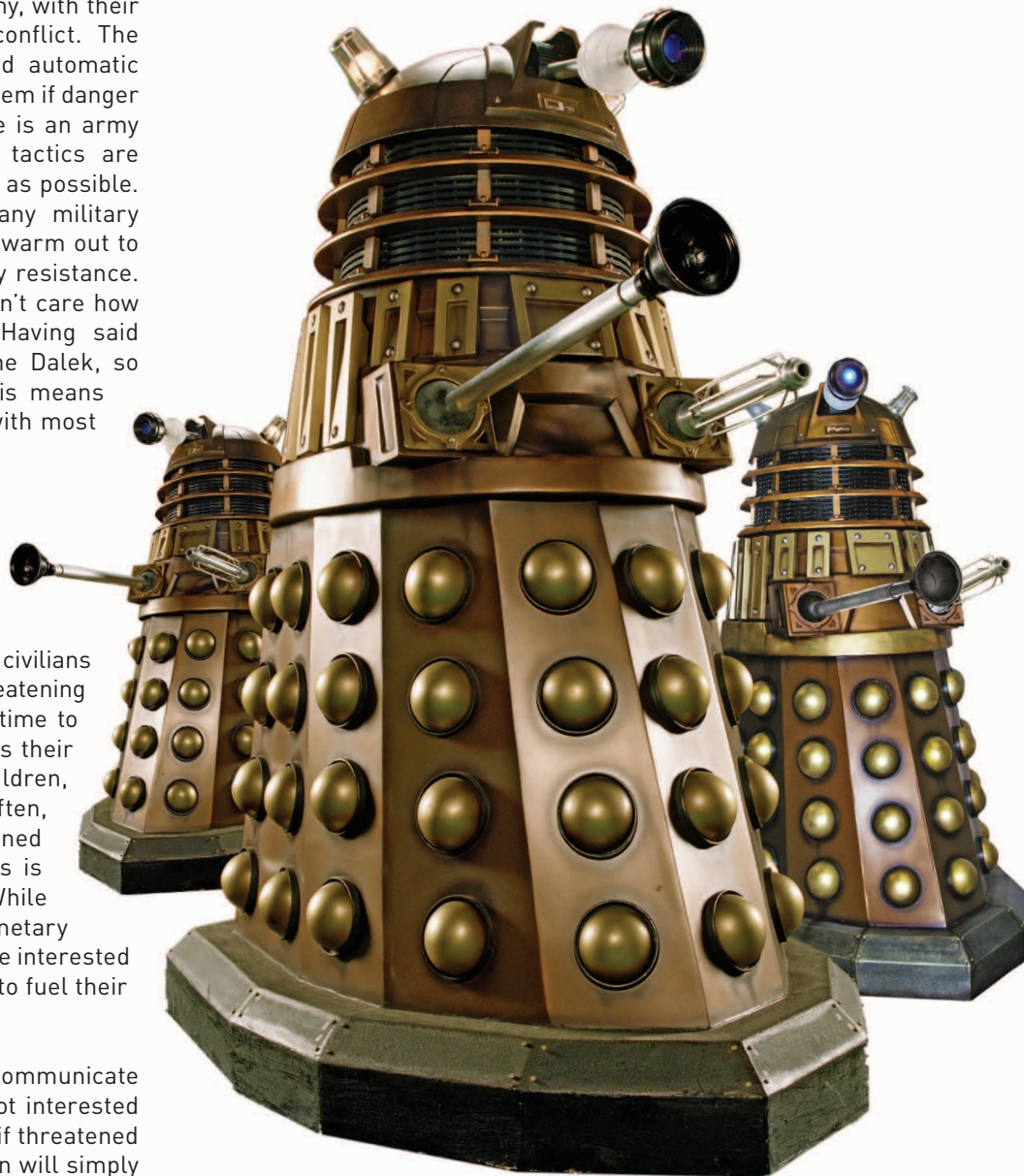
The fight between the Dalek factions began to wane as a larger battle loomed. As the Time War approached, the Dalek factions fought separately against the Time Lords and the other species. No one knows quite when the two factions joined together, but at some stage the Daleks united against their new enemies. In the final battle of the Time War, it was the Doctor who found himself able to end the Daleks forever, but only at the cost of his own people.

Daleks organise themselves as an army, with their entire lives dedicated to war and conflict. The mutants require very little sleep and automatic systems in their casings can awaken them if danger threatens. This means the Dalek race is an army constantly on alert. Their favoured tactics are simply to crush all resistance as soon as possible. After their ships have neutralised any military installations, the Daleks themselves swarm out to occupy ground positions and quell any resistance. They leave little in reserve as they don't care how many Daleks might be destroyed. Having said that, few things can destroy even one Dalek, so they rarely suffer any casualties. This means Dalek assaults are often very short, with most resistance crushed in moments.

Daleks have no concept of 'fighting fair' and ignore any of the rules and morality most soldiers take for granted. To them, only the objectives matter. If the leaders of a civilisation resist, the Daleks will begin executing civilians en masse, without 'wasting' any time threatening to do it. This denies their victims the time to think and plan a resistance strategy as their civilians, be they men, women or children, are being killed in large numbers. Often, civilians will be rounded up and detained by Dalek ground forces, although this is mainly to control civil disobedience. While Daleks often use slaves to collect planetary resources, the only thing the Daleks are interested in is what they can take from a planet to fuel their war machine.

Dalek assault forces rarely bother to communicate with an invaded planet, as they are not interested in discussion. They will only negotiate if threatened with a stronger force. Any conversation will simply

be a list of their demands, one of which will be unconditional surrender. When all resistance is quashed, an occupation force remains on the planet to oversee the removal of all mineral resources. Art, culture and knowledge are of little or no interest to the Daleks. They will keep a certain amount of the population alive to strip mine the planet, or to detail to them any technological advances that the conquered planet might have that interest them. In general, anything that isn't a tool of war is ignored so, sometimes, cunning resistance fighters have used non-military technology applied cleverly to repel an occupation force. However, these instances are rare, and usually when the planet is stripped of all the Daleks need they just leave.





DALEK

They rarely kill the population as that would waste time, but with a broken planet those who survive Dalek enslavement rarely live long, unless they can escape their shattered home.

Interestingly, while they are obsessive, deeply xenophobic megalomaniacs, Daleks are egalitarian, at least among themselves. All Daleks are equal, even those with special jobs to do (such as guarding the Emperor). Much like ants or bees they have one leader and everyone else follows the leader's voice alone. This egalitarianism does seep into their dealings with other races. To the Daleks there are only two species in the universe, Daleks and non-Daleks. Gender, age and ethnic origin mean nothing to Daleks when they consider the worth of their slaves or potential enemies. They grade people in terms of intelligence and willpower, and physical ability to work.

Dalek Mutant

Outside their armour, the true Dalek mutant is repulsive and almost pitiable. However, while they are significantly less threatening and very vulnerable, they are still very dangerous. They are far stronger than they appear and still have the will to kill and destroy. The mutant creature is little more than a brain with tentacles and a single eye, although the mutations have made no two quite alike. If left for an

hour outside a survival suit the mutant will tire and die. In this time they will do anything to return to the protection of their suit, becoming more dangerous and desperate with each minute.

FURTHER ADVENTURES

- After the destruction of Torchwood One at Canary Wharf in 2007 during a fight between Cybermen from a parallel dimension and the Daleks led by the Cult of Skaro, GeoComTex sent a retrieval team to secure as many alien artefacts as it could before the remnants of Torchwood could reclaim them. Unfortunately, the GeoComTex team doesn't quite understand the artefacts and inadvertently awakens a dormant alien. This alien wreaks havoc as it

TECHNICIANS

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS

Craft 3, Knowledge 2, Science 3, Technology 3, Transport 2.

TRAITS

Boffin (Major Good): Van Statten's technicians are trained to reverse-engineer alien technologies to create new Earth technologies.
Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

TECH LEVEL: 5 **STORY POINTS:** 2

SECURITY GUARDS



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 2, Fighting 3, Marksman 3, Subterfuge 1, Survival 2, Technology 2, Transport 2.

TRAITS

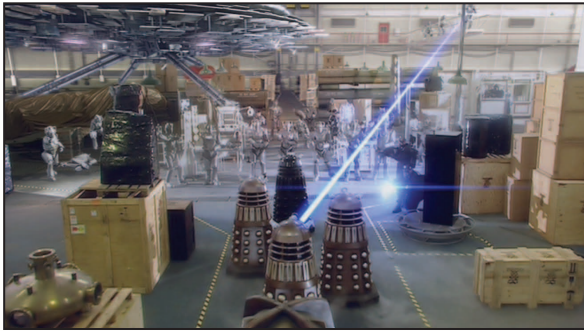
Brave: +2 bonus to any Resolve roll when a security guard needs to show courage.
By the Book (Minor): Security guards must be convinced to act against orders.

WEAPON: Pistol (2/5/7)

TECH LEVEL: 5 **STORY POINTS:** 1



tries to return home or, failing that, create a new home on Earth, to the detriment of those already on it.



- The Cyberman head is a Model V Cyberman, which dates to or after the Cyberwars. It's possible that a group of Cybermen managed to survive the invasion spearheaded by Tobias Vaughn and upgraded themselves to use local materials. Eventually, this group threatens to convert London once again unless the characters can stop them. These Cybermen could also be precursors to the Model VI Cybermen discovered in the sewers by the Sixth Doctor in 1985, explaining why they are susceptible to regular bullets (they had to use inferior materials). Some of them had yet to upgrade when they were defeated, thus a

HENRY VAN STATTEN

AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	5	STRENGTH	3

Henry Van Statten is one of the most powerful people in the world in 2012. He began as a computer prodigy and built a major corporation known as GeoComTex. He was an avid collector of alien technology and reverse-engineered it to produce more products. He claimed to own the internet and may have been instrumental in its creation, possibly with the aid of alien technology. He kept most of his alien artefacts in a bunker near Salt Lake City, Utah.

Van Statten's influence was such that he could 'erase' people from existence and the American government wouldn't blink an eye; he could also control American elections. This only fed his ego and van Statten became a man used to getting what he wants. That the Dalek wouldn't talk to him, effectively 'saying' that Van Statten was beneath him, frustrated van Statten to no end. He valued his property more than his people and this eventually led to his downfall and his erasure from existence.

SKILLS

Athletics 2, Convince 4, Craft 2, Knowledge 4, Marksman 2, Technology 4, Transport 2.

TRAITS

Argumentative: Van Statten will argue his point of view even if it puts his life (indirectly) in danger.

Cowardly: -2 penalty to any fear roll.



Friends (Major): Van Statten basically owns the government.

Insatiable Curiosity: Van Statten will investigate anything that sparks his curiosity unless he passes a Resolve + Ingenuity roll at -2.

Obsession (Major): Van Statten will do anything to add to his alien collection or to understand more about his collection, including putting others' lives at risk.

Selfish: Van Statten puts his own needs first.

Technically Adept: +2 to any Technology roll to fix a broken or faulty device.

Voice of Authority: +2 bonus to Presence or Convince rolls.

TECH LEVEL: 5

STORY POINTS: 6



DALEK

Model V head – alternatively, the time travelling Cybermen were Model Vs until they decided to adopt the aesthetic of their Earth-bound brethren.

- The last Dalek wasn't quite telling the truth. Having breached the Vault, its dimensional/temporal shifting circuits could work again. Its final utterance of 'exterminate' was its acceptance that he was no longer a Dalek, but something greater. From the shadows it became

its own 'Van Statten,' trying to make the world better by sharing bits and pieces of new science to it. Unfortunately, it comes to the conclusion that the human race would only wipe itself out without guidance and it attempts to take over the world by reconditioning human minds through their interactions with computers. If the characters don't stop him, this new Dalek would become the 'Emperor of Earth' with the entire planet 'benevolently' enslaved.

SIMMONS



AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	3

Simmons was one of Van Statten's technicians and lead researchers, assigned the task of researching the 'Metaltron.' Somewhat sadistic, amongst the methods Simmons used to get the Metaltron to talk was torture.

SKILLS

Athletics 2, Convince 2, Craft 2, Fighting 2, Knowledge 4, Medicine 3, Science 3, Technology 4, Transport 3.

TRAITS

Obsession (Major): Simmons will try anything to get the Dalek to talk.

Technically Adept: +2 to any Technology roll to fix a broken or faulty device.

TECH LEVEL: 5 STORY POINTS: 2

SECURITY COMMANDER



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 2, Convince 3, Fighting 2, Marksman 4, Medicine 1, Survival 2, Technology 2, Transport 2.

TRAITS

Argumentative: The Commander dismisses advice even if it puts his life in danger.

Brave: +2 bonus to any Resolve roll when the Commander needs to show courage.

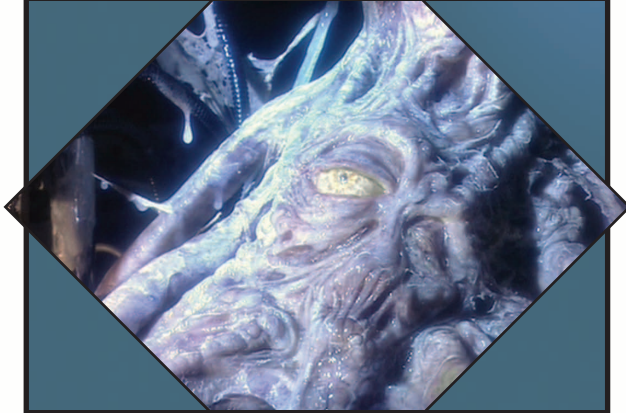
By the Book (Minor): The Commander must be convinced to act against procedure.

Voice of Authority: +2 bonus to Presence and Convince rolls.

WEAPON: Pistol (2/5/7)

TECH LEVEL: 5 STORY POINTS: 2

DALEK MUTANT



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	5

SKILLS

Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

TRAITS

Alien

Alien Appearance (Major)

Dependency (Major): The Dalek mutant is unable to survive outside of its Dalekanium casing for very long and it is very vulnerable. After an hour outside, the mutant will have to make regular Resolve and Strength rolls, with increasing Difficulties (starting at 12) to survive.

Natural Weapon (Poisonous Bite): A mutant's only attack is to bite its prey, inflicting (1/3/4) levels of damage. This bite is often poisonous, although the potency depends on the Dalek in question. By spending a Story point the Dalek is poisonous enough to induce unconsciousness and extreme fever on a successful attack.

Slow: Outside of the armour, a Dalek mutant's movement is incredibly limited (Speed 1).

Technically Adept: Daleks are brilliant at using and adapting technology.

TECH LEVEL: 9 STORY POINTS: 2-4

DIANA GODDARD



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	2

Diana Goddard was an assistant to Henry van Statten and promoted to senior status after the former title holder dared question one of Van Statten's ideas and had his life erased. Goddard proved to be as ruthless as her boss, but she still valued human lives and the way Van Statten was willing to toss them away sickened her. Once the Dalek was defeated she orchestrated a coup that removed van Statten from power (and existence) and took over GeoComTex as its new CEO.

SKILLS

Athletics 2, Convince 3, Knowledge 3, Survival 1.

TRAITS

Attractive

Brave: +2 bonus to any Resolve roll when she needs to show courage.

Charming: +2 bonus to attempts to use charm.

Code of Conduct (Minor): While in some ways as ruthless as Van Statten in business, Goddard does her best to care for her subordinates and will disregard policies that place them in unnecessary danger.

Voice of Authority: +2 bonus to Presence and Convince rolls.

TECH LEVEL: 5 STORY POINTS: 4



DALEK

DALEK



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	7*

*The Dalek mutant inside has different Attributes when removed from the Dalekanium casing (see page 101).

SKILLS

Convince 4, Fighting 4, Marksman 3, Medicine 3, Science 8, Subterfuge 3, Survival 4, Technology 8.

TRAITS

Alien

Alien Appearance

Armour (Major Trait): The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already accommodated in the Attributes).

Cyborg

Environmental: Daleks are able to survive in the vacuum of space, or underwater.

Fear Factor (3): Daleks initially look silly but once you realise how deadly they are, they are terrifying, getting a +6 to rolls when actively scaring someone.

Flight: Daleks are able to fly. Their hovering Speed is effectively 1, when in open skies or space they have a Speed of 6.

Forcefield (Major Trait): Bullets appear to stop in the air in front of the Dalek, appearing to dissolve on contact with the Dalek's powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, and so on).

Natural Weapon (Exterminator): The legendary Dalek weapon usually kills with a single shot (4/L/L). A Dalek can also channel this energy through its armoured shell, damaging anyone who touches it.

Scan: Daleks can interface with computers and with living beings and absorb data in great quantities.

Special – Self Destruct: If under threat of being captured, the Dalek will self-destruct, causing (3/6/9) levels of damage to those within 10m of the explosion.

Technically Adept: Daleks are brilliant at using and adapting technology.

TECH LEVEL: 9

STORY POINTS: 5-8



THE LONG GAME



'Today we are the headlines. We can rewrite history. We could prevent mankind from ever developing.'

SYNOPSIS

Satellite Five, Earth Orbit, 200,000

The Doctor took Adam and Rose to a space station in the 2001st century. The Doctor believed that this was a golden age of an Earth galactic empire, but when they disembark the evidence was in contrast with the Doctor's proclamations. The satellite population was exclusively human and everything seemed a bit grittier than it should be, with various environmental calamities affecting Earth and everyone aboard slavishly devoted to the news network running the satellite. After taking money from a cash machine and cutting Adam and Rose loose to explore, the Doctor met Cathica and Suki, two journalists. Apparently it's every journalists' goal to get to floor 500, where the management resides.

Meanwhile, Adam was feeling a bit overwhelmed and Rose relished her turn to play 'seasoned time traveller.' She offered her modified cell phone to him to call home, but Adam only got the answering

machine. Suddenly an alarm sounded and everyone packed up. The Doctor grabbed Adam and Rose; Adam slipped the phone into his pocket. On Floor 500, the Editor was concerned that there was a shift in information; someone was aboard the satellite that shouldn't be here.

Cathica and Suki took the Doctor to the broadcast room, where Cathica sat in a chair at an octagonal table and received information from every city through a portal inside her forehead. She then transmitted it to seven other people around the table who channelled it through the networks. The Doctor explained to Rose that Cathica became a central processor and would forget the information once it had been transmitted; otherwise, her brain couldn't take it. Suki explained that manipulation of news data was against the law.

Suddenly, there was an announcement of promotion for Suki, as the Editor discovered that she was the security breach. He apologised to the Jagrass, who was attached to Floor 500's ceiling, because Suki had a second biography overlaying her true one. As Suki wandered off, Rose noticed that Adam was upset – seeing Cathica's brain while the portal was active unnerved him. She gave him the TARDIS



THE LONG GAME

key in case he needed to decompress. Cathica said goodbye to Suki, noting to the Doctor that no one who goes to Floor 500 has ever been seen again and you can only get to that floor with the key provided when you are promoted.

Suki entered Floor 500 and immediately discovered that all was not as it seemed. She found another octagonal desk, but all of the people around it were corpses. She then entered a doorway where the Editor confronted her. She tried to lie about her credentials, but the Editor rebuffed her with the truth – she was an anarchist and the last member of the Freedom Fifteen. Suki accused the Editor of manipulating the news, but he simply allowed the Jagrafess to deal with her.

Left with Cathica, the Doctor asked her about life in the station. She explained that employees are stuck on one floor until they are promoted. The Doctor asked her about the lack of aliens, but Cathica hadn't really thought about it. There were many small reasons why they weren't there, but she never saw the big picture. In fact, she didn't notice much of anything that didn't directly involve her. The Doctor realised that humanity's growth had been stunted for about 90 years, which was the exact time Satellite Five had begun broadcasting.

Adam phoned home, recording information he'd learned about computers in the future. He soon found himself on the medical level just as computer screens stopped interfacing with him. A nurse, believing Adam to be a student, explained that he couldn't access the computers without a 'chip.' The nurse offered him either a small chip or "the full info spike," noting that he had unlimited credit. Adam was hesitant, but the nurse comforted him by pointing out that the procedure was painless and could be accomplished within 10 minutes.

Meanwhile, the Doctor was using his Sonic Screwdriver to find out more about the satellite. Cathica was worried and Rose wondered why it was so hot. The Doctor noted that the ventilation system was overtaxed trying to funnel heat generated on Floor 500 throughout the rest of the satellite. The Doctor's interference caught the attention of the Editor, who tried to discover who the Doctor was. Unfortunately, he couldn't find any information on either the Doctor or Rose. He decided to 'promote' them to bring them to Floor 500.

The Doctor and Rose arrived on Floor 500 where they were greeted by the Editor. The Editor demanded to know who they were while Rose spotted Suki working at a console – dead but moving. The Doctor





explained that she was basically a puppet now. He also refused to answer the Editor, to which the Editor referred the questions to the Editor-in-Chief: the Jagrafess. The Editor noted that the Jagrafess had been controlling the human race since Satellite 500 was established. The Editor represented a Consortium of Banks and helped the Jagrafess settle in. As he talked, the Editor didn't realise that Cathica had entered the floor and was moving behind him.

Using his new chip, Adam used Rose's phone to call home and transmit data. Unfortunately, this alerted the Jagrafess and the Editor, who pulled information from Adam's brain to discover details about the Doctor and Rose. The Editor remotely pulled the TARDIS key from Adam's pocket and noted that, with the TARDIS, he and the Jagrafess could go back in time and stop humanity from ever developing.

The Doctor noted that the Editor would succeed, as humanity had become sheep and would listen to anything the Jagrafess ordered. This spurred Cathica to sit in the programming chair and began transmitting the truth.

The Editor ordered his drones to stop her, but it was too late. Cathica destroyed the drones and the consoles while freeing the Doctor and Rose. She also vented the heat onto the Jagrafess. Suki, perhaps acting on misunderstood orders, grabbed the Editor's ankle, forcing him to remain behind as the Jagrafess exploded. The Doctor and Rose left Cathica in charge as they slipped away, along with Adam.

The Doctor took Adam home and gave him an opportunity to come clean about the answering machine. When he didn't, the Doctor used his Sonic Screwdriver to destroy it. He then told Adam he was being left behind. Adam protested that he had the infospike in his head, but the Doctor told him to lie low or risk being dissected. The Doctor and Rose left in the TARDIS just as Adam's mother came home. She was happy to see her son, but

fainted when she snapped her fingers and Adam's forehead opened.

CONTINUITY

- The Doctor believes that this should be the time of the Fourth Great and Bountiful Human Empire. Earth holds 96 billion people and it controls a galactic empire made up of a million planets and a million species. The events of this adventure have set humanity back 90 years, but with the destruction of the Jagrafess the Doctor believes humanity will recover quickly.
- There is an Earth-colonised place known as the New Venus Archipelago. It has sandstorms, the latest of which killed 200 people. It's likely that New Venus is a planet that has only one significant archipelago rather than an archipelago called 'New Venus.'



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- There is a University on Mars. Mars itself isn't highly regarded, being considered 'the boondocks' of the empire.
- There are water riots on Glasgow, Caledonia Prime. Caledonia Prime is another Earth-colonised world.
- Solar flares are a problem during this period of Earth history.
- The Face of Boe, described as a 'he,' is pregnant. 'Bad Wolf' is the TV channel broadcasting the news about the Face of Boe.
- Morocco is a republic at this time.
- Neither the Doctor nor Rose are recorded in Earth history. This could be due to the influence of the Bad Wolf, or the CD the Doctor gave Mickey at the end of *World War Three*.

◉ RUNNING THE ADVENTURE

This adventure basically comprises two parts. The first is a classic 'locked room' mystery – something has changed the timeline and its answer lies somewhere on the station. The second is a question about the Doctor's companions: what if one of them went astray and used time travel for selfish ends?

For the first question, the clues are scattered about the station. The air conditioning doesn't seem to be working properly and everyone wants to get to the mysterious top floor, which is supposedly made of gold. Oddly, the station is full of news journalists, who should be curious, yet no one has bothered to investigate these fairly obvious clues. Once the characters get to the 500th floor they'll need their knowledge of the air conditioning system to heat things up for the Jagraffess.



The second question is more difficult to approach, as it either needs to be given to a Gamemaster-controlled character (which always makes them suspect) or evolve naturally from a player's actions, which can make dealing with the issue a sensitive one as it essentially writes out a character. Some advice on handling this is given on pg. 109.



CHANGING THE DESKTOP THEME

Reduced to its basic elements, this is an adventure about an adversary that manipulates a civilisation into doing things without question. In this sense it is similar to *The Macra Terror* (see **The Second Doctor Sourcebook**), which involved giant crab aliens manipulating a human colony to mine gas, *The Krotons* (see **The Second Doctor Sourcebook**), in which aliens manipulated the survivors of a society they wiped out to help them rebuild their ship, and *The Beast Below* (see **The Eleventh Doctor Sourcebook**), in which human refugees from a ravaged Earth kept themselves blissfully unaware that their spaceship was being piloted by a tortured star whale.

As these three examples show, there are many ways to present an adventure like this. All that is needed is a seemingly idyllic (or at least peaceful) society, strange clues about something sinister going on, and the population's reluctance to even notice it, much less investigate it. It's up to the players to get to the heart of the mystery and free the local population to regain control of their lives.



FUTURE TRENDS IN FASHION

One of the most striking features about the future of 2000th century Earth is how utterly mundane the fashions are. Most people aboard Satellite Five would not look out of place at all if they'd hopped into the TARDIS and exited in late 20th century/early 21st century Earth. Is it really possible that fashion hasn't changed all that much over the course of almost two millennia?

A quick look at some of the Doctor's previous adventures would confirm that this is not the case. There are several instances where civilian and military attire look very 'futuristic' to the eyes of someone from Rose's time. Why then did the 2000th century revert to archaic styles?

There are generally two forces at work here. The first is that some fashions are more durable over time. A man's business suit, for example, hasn't changed much over the course of the 20th and early 21st century except in subtle, at times almost imperceptible, ways. The suit is comfortable enough and practical enough that it's proven difficult for fashion to change (indeed, the greatest change in many business offices is the abandonment of the suit for less formal attire rather than a replacement). It's likely that many of the fashions on Satellite Five seem identical to 'modern' fashions but if given a closer inspection one might see the differences.



The second force at work is that fashions tend to be cyclical. Bell-bottomed pants and platform shoes, for example, became vogue in the late 1960s and 1970s only to disappear in the 1980s. They returned once again, in women's fashion in the 1990s. Similarly, the 'steampunk' subculture of the early 21st century has brought back Victorian attire, albeit sometimes in more risqué forms than similar clothes worn in the 19th century. It's possible that the early 21st century fashions simply came in and out of vogue over the course of two millennia.

This adventure aside, you can use fashion to quickly convey information about a particular time and place. The modern steampunk subculture, for example, only affects a small percentage of the population, but what if it blew up into a world-wide phenomenon? It's likely that other aspects of Victorian culture might creep in as well, with future humans speaking in Victorian slang, referring to frontier colonies as 'hill stations' whilst making time for afternoon tea even when travelling in deep space.

It's also possible to quickly convey which culture is dominant (either politically or aesthetically) by dressing future humans in attire influenced by



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particular Earth cultures. The crew of a mining ship may be dressed in Malaysian sarongs in 3004, while a space station crew in 5505 may be wearing thawbs. Whether these fashions are indicative of an overall cultural movement or simply the latest fashion statement is something that the players will need to figure out.

IS BAD WOLF INVOLVED?

One of the reasons fashion is so important in this adventure is that it immediately conveys to the Doctor that something is wrong. He's expecting a futuristic paradise and instead he gets a banal news station that doesn't look much different from Rose's time. In short, the near-contemporary fashions help instil in the Doctor a sense that this is a stagnant civilisation, something that will come back to the fore when he returns (relatively speaking) nine decades later.

There's also the fact that this is a news satellite that manipulates the news in order to manipulate Earth's civilisation. While this is largely attributed to the Daleks, it's possible that someone else is really pulling the strings to ensure the Doctor's involvement and, perhaps, luring the Daleks to Earth. In a sense, Satellite Five is a giant trap that brings the Daleks and the Doctor together.

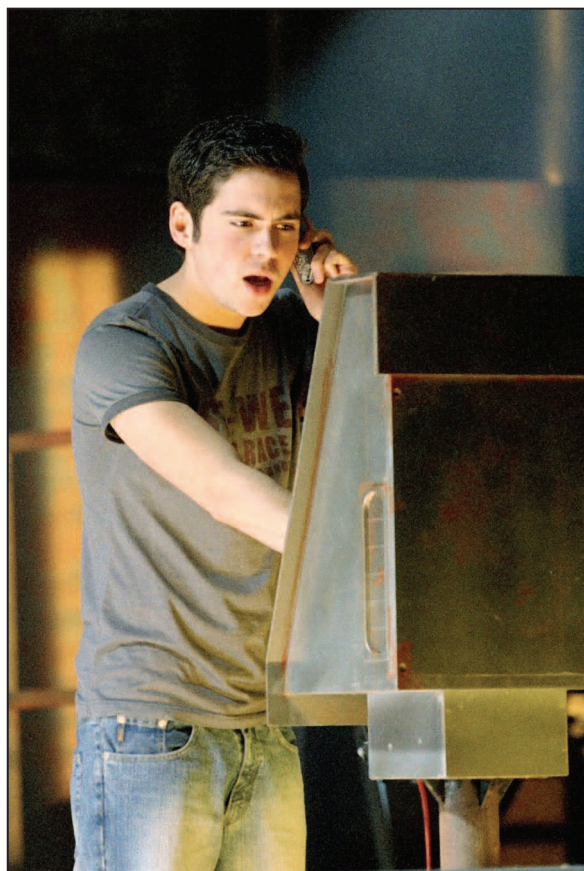
Could this be the work of Bad Wolf? It's certainly possible, as Rose scattered messages to herself throughout time and space. As Satellite Five is a key piece in the Doctor's final stand against the Daleks (at least until his tenth incarnation), Rose may have subconsciously chosen to manipulate events a bit more forcefully here in order to ensure that the Doctor quickly realises what he is up against in his future.

WHAT IF ADAM HAD SUCCEEDED?

As the Doctor noted history can be rewritten with a snap of the fingers. Adam Mitchell gave himself knowledge that could be used to change the course of human history. Depending on how much he'd learned, Adam could likely rewrite his own future and potentially draw the attention of the Reapers. In such a situation, the Doctor could arrive at post-2012 Earth and find that the Mayan Doomsday

predictions were true to a certain extent – the Earth has been removed from history.

What's interesting in this case is that it may be possible for a companion to influence their personal future and see the consequences before actually changing them. In Adam's case, suppose the Doctor forgave him for his poor judgement and took him to Earth in 2020, only to find it gone. In such an instance, it may be possible for the Doctor to travel back in time to 2012 and fix the problem, or the Doctor may discover to his horror that he's now caught in the web of time and Earth is gone forever (in much the same way that he couldn't go back in time and reassure Jackie Tyler that her daughter was safe during the year between visits).



Alternatively, a clever time traveller might use future knowledge to their benefit while ensuring that the timeline at large was unaffected. While this would unlikely be Adam (the Doctor seemed suspicious of him when he pocketed Rose's superphone), any companion could take some information from the future and use it for their benefit – it may not even be something that the Doctor could have caught early; the companion may simply have become



exposed to information that became valuable at some point after the companion had been dropped off. It would be very interesting for such a companion to meet their future self and see what they became. Would they be horrified or excited by it? What could the other players do now that they are caught in the web of time? Is it worth risking a temporal change or must the affected companion repeat their choice, even though they now regret it, just to keep time intact? Could they instead find some way to mitigate the damage?

Alternatively, the characters could meet the companion after she's left them. This makes the repercussions more of a straightforward adventure, but with the added benefit of the villain being a former companion. The companion may not even seem a villain at first and, if possible, the Gamemaster may even allow the player of the former companion to continue to portray them (the affected player

could be 'in the know' or completely in the dark, depending on whether they're also playing a current companion). This is a great way to shake things up for your players, especially if they're expecting this to be simply a fun reunion adventure!

INAPPROPRIATE COMPANIONS

Not everyone is cut out to be a travelling companion through time and space, a point this adventure drives home. Adam is guilty of attempting to use his trip to the future to provide information to himself that he can exploit once he returns to his native time. The Doctor isn't having any of it and boots him out at the earliest opportunity while warning him not to use the future technology he had installed or else he'd face the consequences.

There are lots of reasons why a seemingly ideal candidate for a companion could fall short.

WHAT IF 'STAYING AVERAGE' WASN'T ENOUGH?

The Doctor got off a bit easy with Adam Mitchell in that he was able to contain the damage and simply drop Adam off at home, using the threat of his head opening to ensure that he doesn't draw too much attention to himself. What if he couldn't though? What if Adam had a photographic memory or could otherwise still do damage if he remained home? Would the Doctor have marooned him in AD 200,000? Would he have had to take Adam somewhere for a mindwipe? Would he have had to do something more nefarious?

There have been several occasions where the Doctor left a companion in a 'fish out of water' situation. Vicki was left in Earth's ancient past (arguably Susan as well) while Victoria Waterfield was left over 100 years in her future. In the case of the former two they could arguably impact the course of history while Victoria would have had a lot of trouble adjusting to life in the late 20th century (it's possible that the Second Doctor rectified this while working for the Time Lords by ensuring that she got a more thorough education – she may even have been deposited elsewhere in time where she'd be more comfortable).

Discovering a companion that could cause great trouble if returned to their own time and place can make for quite a moral dilemma, especially if the characters were ultimately responsible for bringing them aboard in the first place. It's important to remember that Adam Mitchell only came aboard at Rose's prodding and that the Doctor allowed it despite his misgivings. This makes deciding what to do with the companion a more difficult choice than if the companion had snuck aboard, forced their way in or was otherwise responsible for their own actions.

Needless to say there are many uncomfortable options that could be considered, but employing any of these should have an impact on the characters (and perhaps their Story Points). Generally, the players should limit themselves to less aggressive options unless the companion in question forces their hand.





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Personal gain is the obvious one (and the one Adam chose) but his 'crime' is something many of us would take advantage of if we were offered the opportunity. Reversing a mistake or averting a tragedy is another – Rose is actually guilty of this in the next adventure. Even benevolence can be a motive: a companion uses her knowledge from the future to aid another; the Doctor actually does this for Donna Noble (playing the winning numbers on a lottery ticket). Given that the Doctor and his ideal companions have 'fallen short' on occasion it's possible that the real reason for Adam's departure is that the Doctor simply didn't want to travel with him and Adam provided a convenient excuse.

When playing **Doctor Who: Adventures in Time and Space** there is occasionally a player whose character just doesn't 'gel' with the rest of the group. Perhaps they have little interest in the setting and plays their character completely inappropriately or perhaps old habits die hard and they fall back on the 'slay and loot' tropes common in other roleplaying games. When this happens, the other player characters are going to have the additional complication of reining the inappropriate companion in while trying to complete the adventure.



When this occurs, remember that Story Points can be used to influence outcomes or reinforce tropes. Story Points can keep the adventure from spiralling out of control, especially if the affected player develops a 'siege mentality' if the other players are aggressive in containing them. That said if things still feel out of hand then it's best to stop the session

and have a discussion with all players involved before the game devolves into bitter arguments and passive-aggressive play.

It's also possible to create a companion who intentionally doesn't fit with the group. This could be an NPC, but it could also be a player's character. In this case, it's important for the Gamemaster and the affected player to discuss this in advance so that the player's actions aren't seen as disruptive or a case of 'not gelling.' This is a perfect part for a guest player to run, especially if both player and GM can maintain the illusion by pretending that the player may become a permanent member of the group. If the player actually is looking to join the group, then this first companion could be 'inappropriate' with the intention of allowing the player to bring in a proper companion immediately afterwards.

WHERE ARE THE REAPERS?

The Doctor notes in his next adventure that the Reapers are creatures that cauterise temporal wounds that are opened when someone carelessly changes history; they slip in through the dimensional cracks and consume everyone involved. As the Daleks, through the Jagraffess, are basically doing the same thing one wonders why the Reapers aren't involved.



A quick answer is that the Reapers were able to visit Earth under very specific circumstances. Rose changed her own timeline after observing the same scene once; the extra-dimensional TARDIS was also in the vicinity. It was the perfect cocktail of these localised events that created the hole for the Reapers to slip through. Had one of those things not occurred, the temporal fabric holding them back would have remained in place.

Another very real possibility is that the Reapers would have come through, but they were prevented from doing so by the Daleks. The Dalek Emperor is a survivor of the Last Great Time War and, as the



enemies of the Time Lords, the Daleks were likely as adept as them in manipulating the timestream – certainly they were adept enough to fight the war to a stalemate and were actually on the verge of winning. Given this, it's also likely that the Daleks are as adept as Time Lords in providing the fail-safes. This could be how the final war was temporally locked.

WHY DOES ROSE GET A PASS BUT ADAM DOESN'T?

At first it seems a bit odd and hypocritical that the Doctor throws Adam out for a minor indiscretion (he hasn't used the information yet), but in the very next adventure Rose rewrites history and almost destroys the world yet the Doctor keeps travelling with her. Is this the influence of the Bad Wolf or is something else going on? Does the Doctor simply like Rose more than Adam?



Actually, it's all about motive. Rose acted selflessly; she saw her father in danger and reacted. She hadn't intended to save him from the start. Adam was motivated by greed; he wanted to return home and use his knowledge to better humanity with himself reaping the rewards. The Doctor sees the key difference, which enables him to give Rose another chance while leaving Adam to his fate.

TYPE 1 INTERFACE CHIP (MINOR GADGET)

The Type 1 Interface Chip is a small implant in the back of one's skull that enables the bearer to interface with simple computers. It is invisible to casual inspection.

Traits: Transmit

Cost: 1 Story Point

TYPE 2 INTERFACE CHIP ('FULL INFOSPIKE') (SPECIAL GADGET)

The Type 2 Interface Chip is the 'Full Infospike.' The bearer essentially becomes a computer and can transmit any information from a huge database. Satellite Five contains the entire history of the human race, so that's a lot of information! Unfortunately, the use of the Type 2 Chip requires the forehead to open and expose the brain to the information network in order to work. The Chip opens and closes through finger snapping (it is presumed that the Type 2 can be adjusted to only open when a particular person snaps her fingers, but if this adjustment isn't made then anyone snapping fingers in the bearer's vicinity causes the Infospike to open.



Traits: Distinctive (infospike may open accidentally), Networked, Photographic Memory, Transmit.

Cost: 4 Story Points

VOMITOMATIC (MINOR GADGET)

The Vomitomatic is a sanitation gadget. Nano-termites are implanted in the throat and they turn any physical waste that is moving in the wrong direction (primarily vomit) into a sanitised pale cube for easy disposal.

Traits: Special (transforms vomit into a small cube).

Cost: 1 Story Point

FURTHER ADVENTURES

- The Doctor forcefully ejected Adam from the TARDIS and used his Sonic Screwdriver to destroy the answering machine. It is possible,



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however, that Adam's family used a remote answering service (or Adam made a second call somewhere else). If that's the case then Adam still has access to the files and can presumably make a comfortable life for himself, which may draw the attention of others.

- The Consortium of Interstellar Banks is either a front or heavily influenced by agents of the Dalek Emperor. In addition to Satellite Five it's likely that the Consortium is manipulating the Earth Empire in other parts of the galaxy. Another Jagrafess may be manipulating the

news being broadcast from a frontier space station to keep the colonies in the dark.

- Once the Jagrafess and the Editor were killed the Earth Empire plunged into chaos. This need not have happened; it's possible that Cathica could have filled the gap left by the Jagrafess and restored order. Unfortunately, Dalek agents were sent to ensure that didn't happen. Cathica reaches out to the Doctor for help, but the message comes after Rose/Bad Wolf destroys the Daleks. Can Cathica be rescued without disrupting the web of time?

JAGRAFESS

AWARENESS	8	PRESENCE	4
COORDINATION	2	RESOLVE	6
INGENUITY	6	STRENGTH	10

The Mighty Jagrafess of the Holy Hadrojassic Maxarodenfoe is a slug-like creature with a big mouth and slimy skin. It is unknown whether 'Jagrafess' is its given name or species name, but the Editor called him 'Max.' The Jagrafess worked for a consortium of interstellar banks that controlled humanity by manipulating the news. This Consortium, in turn, was controlled by the Daleks, as the Emperor was using humanity to build its Dalek Army.

The Jagrafess can live to be over three thousand years old but had a dangerously high metabolism that required keeping its body temperature cool (this is likely unnecessary on its home world). The Jagrafess was plugged into Satellite Five to maintain a cool body temperature – this also gave it access to the computers. It used this link to absorb and manipulate data, as well as to control its zombie drones.

SKILLS

Convince 2, Fighting 5, Knowledge 8, Technology 5.

TRAITS

Adversary (Major) – The Freedom Foundation:

This small band of rebels has seen through the veil and is determined to bring down Satellite 5. Unfortunately the last of them died at the hands of the Jagrafess. But it's human nature to carry on a cause.

Alien

Alien Appearance



Networked: The Jagrafess was linked to the news network and associated chips. It had complete control over Satellite 5 and its zombie slaves.

Fear Factor (4): The size of the Jagrafess is terrifying. It gains a +8 to actively scare.

Gadget (Special) – Brain Chip and Infospike:

The Jagrafess could read the thoughts of anyone fitted with an infospike, a small neural microchip installed in the skull. With the chip, it could control the person if they were freshly dead, giving the victim a zombie-like appearance.

Weakness: The Jagrafess ran a high body temperature, so high that it needed to use the entire cooling system of a space station. If exposed to heat for even a short period of time it will expand and explode. Anyone within a 10m radius of the Jagrafess when it fatally explodes will take (5/10/15) levels of damage.

TECH LEVEL: 7

STORY POINTS: 6

THE EDITOR



AWARENESS	6	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	5	STRENGTH	2

The Editor was an underling of the Jagrafess, who was the Editor-in-Chief of Satellite Five for the Consortium of Interstellar Banks. Due to having to remain in the Jagrafess' presence the Editor had been genetically altered to remain comfortable in cold temperatures. He is cunning, ruthless, and likes being in control. He doesn't like mysteries and tries to resolve gaps in data as quickly as possible. He is loyal to the Jagrafess but maintains his autonomy; when all seemed lost he tried to flee but a zombie, perhaps prompted by an offended Jagrafess, held him in place as the Jagrafess exploded. The Editor did not survive.

SKILLS

Convince 2, Knowledge 5, Technology 4.

TRAITS

Adversary (Major) – The Freedom Foundation:

This small band of rebels is determined to bring down Satellite 5. The last of them died at the hands of the Jagrafess.

Environmental (Cold)

Networked: The Editor is linked to the news network. He could actually sense if information was wrong. He gains a +4 to detect irregularities in data.

TECH LEVEL: 7 STORY POINTS: 2

CATHICA SANTINI KHADENI



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

Cathica was a journalist on Satellite Five who would do anything to get to Floor 500, where the walls were supposedly lined with gold. She was very good at her job and couldn't understand why others were getting promoted before her, which led her to finally question what was really going on at the station after initially dismissing the Doctor. She managed to get to Floor 500 on her own and, at the Doctor's indirect prompting while being held prisoner, Cathica opened the channels to Earth and broadcast what was really happening. She also raised the temperature and was responsible for the destruction of the Jagrafess.

SKILLS

Athletics 1, Convince 3, Knowledge 3, Technology 3.

TRAITS

Brave: +2 bonus to any Resolve roll when Cathica needs to show courage.

Impulsive: Cathica doesn't think things through before acting.

Obsession (Major): Cathica will do anything to get to the 500th floor.

Selfish: Cathica tends to think of her career prospects first.

TECH LEVEL: 7 STORY POINTS: 4



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ZOMBIE DRONE

AWARENESS	1	PRESENCE	1
COORDINATION	2	RESOLVE	1
INGENUITY	1	STRENGTH	2

In order to maintain control of Satellite Five the Jagrafess needed absolutely loyal staff – technologically animated corpses worked perfectly. To keep a fresh supply the Editor would ‘promote’ troublemakers or potential threats. Once such people came to Floor 500 the Jagrafess would kill them and they would be converted into zombie drones. The Jagrafess controlled their movements via remote control.

SKILLS

Fighting 2, Technology 3.

TRAITS

Fear Factor (1): While looking alive, the frosted skin and lack of body language is enough to unnerve anyone. It gains a +2 to actively scare someone.

Gadget (Special) – Brain Chip: A small neural chip in the skull allows the Jagrafess to control the zombies. Destroy the chip or jam the signal and they die.

Networked: The zombies are directly linked to the Jagrafess and are under its control.

TECH LEVEL: 7 STORY POINTS: 1

EVA SAINT JULIENNE
(AKA SUKI MACCRAE CANTRELL)

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	3

Eva Saint Julienne was an anarchist and the last member of the Freedom Foundation, specifically the Freedom Fifteen. The Freedom Foundation believed (correctly) that Satellite Five was manipulating the news and they attempted to infiltrate it; Eva was the last to do so in the guise of Suki MacCrae Cantrell. She was discovered by the Editor, who promoted her so that he could kill her and turn her into a drone. Eva in turn killed him, as she retained a spark of humanity and gripped his ankle when he tried to escape, which kept him in close proximity of the Jagrafess when it exploded.

SKILLS

Athletics 2, Convince 3, Craft 1, Fighting 2, Knowledge 2, Marksman 3, Subterfuge 4, Survival 2, Technology 2, Transport 2.

TRAITS

Dark Secret (Major): Eva is an anarchist – she is the last surviving member of the Freedom Fifteen who operate under the Freedom Foundation.

WEAPON: Laser Pistol (4/L/L)

TECH LEVEL: 7 STORY POINTS: 4



FATHER'S DAY



'Time's been damaged and they've come to sterilise the wound by consuming everything inside.'

SYNOPSIS

London, England, 7th November 1987

Rose asked the Doctor if she could see her father while he was still alive. The Doctor took her to see her parents' wedding, but Rose remembered that her father, Pete Tyler, died alone. She wanted to be there for him in some way and the Doctor agreed, but warned her that it would be difficult. They appeared on the scene just as he was hit, but Rose hesitated and the ambulance arrived, signifying that he was already dead. She asked the Doctor if she could try again, but the Doctor warned her that they had to avoid their earlier selves. This time Rose succeeded in making it to Pete, but she pushed him out of the way before he was hit; she changed history.

They went to the Tylers' flat. As Pete got changed, the Doctor was fuming. He felt like Rose used him and that she didn't understand how badly she'd

changed history. They had a spat and the Doctor left. Pete flirted a bit with Rose but she cut him off and they went to church together. While in the car, Pete turned on the radio and Rose recognised a song from 2002 playing on it. Rose checked the messages on her phone, and she heard Alexander Graham Bell's first phone call to his assistant, Watson.

The groom, Stuart Hoskins, was waiting for the bride at the church. He wondered why so many of his family and friends weren't there. They were likely victims of the Reapers, creatures that sterilise temporal paradoxes - Rose's change to history had unleashed them. Meanwhile, the Doctor returned to the TARDIS and opened the door only to discover that it was just an empty box. The arrival of the Reapers had closed the dimensional gate to the TARDIS interior.

The bride, Sarah Clarke, arrived and Stuart's dad told everyone to go around the back as there were so many people missing. Jackie was also there along with Baby Rose. The older Rose and Pete arrived at the church after spotting the car that



FATHER'S DAY

should have killed him again. They avoided hitting it when Rose alerted Pete to the danger, but she called him "Dad." They exited the car and Jackie immediately accused Pete of having an affair with Rose. Outside, a young Mickey was playing on the swings with two friends and his mother. Suddenly all of them disappeared and a frightened Mickey fled to the church with the Reapers close behind. The Doctor arrived and ordered everyone into the church as a Reaper devoured the vicar.

The Doctor noted that the Reapers couldn't get inside the church because it was an older building, although it wouldn't keep them out forever. As the Doctor barred the door, Stuart mentioned that his father, who also fell victim to the Reapers, kept getting Alexander Graham Bell's message on his phone. Outside, the Reapers were devouring everyone in sight. Assessing the strangeness of the situation, Pete realised that Rose was his daughter, all grown up. They hugged while little Mickey ran up and grabbed her.

Rose found the Doctor, who was taking care of Baby Rose for Jackie. He warned Rose that touching her younger self could create a paradox and open the church to the Reapers. He further told her that most of the rest of the world was likely consumed

save for pockets of people here and there who were also huddled in old buildings. Rose apologised as she didn't know her actions would have had such an effect. She also noticed that the TARDIS key was heating up; it was signalling to the Doctor that it was still connected to the TARDIS.

The Doctor borrowed Stuart's dad's cell phone battery to try and bring the TARDIS back. Pete asked Rose if he was a good dad and Rose tried to pretend he was always there for her, as she didn't want him to know the truth. He figured it out anyway, although the Doctor comforted him with the fact that if he could get to the TARDIS he could stabilise time and take everything back to what it was, except that Pete would still be alive.

Unfortunately, Jackie overheard and thought that Rose was Pete's love child. While attempting to calm Jackie, Pete handed Baby Rose to Rose, which created a temporal paradox. A Reaper appears just as the Doctor was about to enter the TARDIS and consumed him. The TARDIS disappeared and, when Rose picked up the key, it was cold. It was now impossible to retrieve the TARDIS.

Pete finally realised the full truth that Rose's act in saving him caused the Reapers to come. He also





realised that the Doctor was trying to protect Pete by offering another solution rather than the obvious one: the temporal crack was still there, in the form of the car that should have killed Pete continuing to turn the corner, disappearing, and then turning the corner again. He said goodbye to Jackie and Rose and ran out to meet his fate. With his death, everything returned to normal.

There were still some minor changes though. The hit-and-run was no longer a hit-and-run as the stunned driver waited for the police. Jackie also remembered that some bystanders mentioned that a young woman held his hand as he died.

CONTINUITY

- This is not the first time that two versions of the same incarnation of the Doctor have been in the same spot. The previous time was in *Day of the Daleks* (see *The Third Doctor Sourcebook*).
- After Rose saves her father, the Doctor initially accuses her of being just like Adam Mitchell. He claims that she only joined him because he mentioned that his ship was a time machine and she wanted to use that for selfish reasons.
- Rose believed (or at least rationalised) her action as OK because the Doctor saves people all the time. The Doctor told her that he can manipulate time because he's an expert and knows when it's safe to alter history.
- This is the first time (at least relative to the Doctor's timeline) that the Reapers have tried to 'sterilise' a temporal wound due to changing history. The Doctor claimed that this was because the Time Lords would have prevented them in the past, but could no longer act as a stop-gap. It's also possible that, in spite of Rose's protestations, Pete Tyler's survival would have caused major changes in the timeline.
- It is possible to visit the same time and place that you've been previously if you're careful not to meet your earlier self.
- Due to the effects of the Time War, it seems that energy released by the Blinovitch Limitation Effect rips open a temporal hole that allows Reapers to slip through.
- Young Mickey, frightened by the Reapers, clings to Rose. She mentioned that he'd "cling to the youngest blonde" if the world were ending, which describes his actions in *Rose*. This adventure establishes that Mickey is a few years older than Rose.
- As a result of this adventure, Jackie's memories change from Pete dying alone to having someone, a young girl (Rose), with him. Rose points this out to her in *The Parting of the Ways*. The driver also changes his actions – originally a hit-and-run driver, he now stops after Pete threw himself in front of his car.



FATHER'S DAY

- The TARDIS removes itself from the exterior interface, leaving the shell of an empty police box.



- 'Bad Wolf' appears on a poster.
- The Doctor actually dies for a few minutes (he was consumed by a Reaper), but is restored when Pete Tyler sets history right by dying.
- Alexander Graham Bell's message to Watson has changed, possibly as a result of the Time War.
- Pete Tyler is peddling Vitex, a health drink, and solar panels. Vitex failed spectacularly, but on a parallel world it made Pete rich. He seems just a bit ahead of the curve with the solar panels.

RUNNING THE ADVENTURE

At first glance, this is an adventure about the dangers of time travel and how making one small change can completely erase the future. In fact, this is actually an adventure about opening a can of lethal worms and struggling to get them back into the container before it's too late. Rose Tyler saves her dad from certain death, but rather than create a new timeline where his continued existence has consequences, a swarm of Reapers appear to consume everyone on the planet.

Thus, this adventure is an example of a stop-gap measure that you can use whenever the characters are in danger of altering history in a way that the Gamemaster deems inappropriate. What's important here is that Rose's act is not in and of itself enough to cause the change, but rather the fact that she did it while the temporal walls were weak. In spite of the Reapers' presence, the

timestream prefers things be returned to normal so the triggering event, the car turning the corner to hit Pete, remains time-looped in order to allow those that changed history to return things to normal.

COULD PETE BE EATEN?

One interesting consideration in this adventure is that Pete is able to fix things by stepping back into the role he was supposed to play: getting hit and killed by a car. The time-stream prefers this to the loss of an entire planet and thus the echo of that event remains for Pete to be able to fulfil his destiny. That said the Reapers don't seem to acknowledge this; they'll consume Pete as quickly as anyone else.

Or would they? It's possible that, like the event itself, Pete is in a time loop and therefore invulnerable to the Reapers. In such a case then once the world was purged the Reapers would leave and the temporal tear would be healed, leaving Pete alone in the world. The Doctor would be gone but the TARDIS may return to Earth – perhaps in time it could teach Pete how to use it (or perhaps it would take him into the past to give him another opportunity to do what was necessary to save the Doctor and the Earth – the Doctor may even succeed in saving him this time!).



This ambiguity grants a Gamemaster a few options when running this adventure. It could be a thrilling race against time as the player characters need to help Pete avoid the Reapers long enough to save the world, or the Reapers may not be able to touch Pete, giving the players a chance to fix things if they'd bungled things on the first try and condemned the Earth to a quiet death.



CHANGING THE DESKTOP THEME

Obviously, the easiest way to re-skin this adventure is to simply choose another time-changing event and run with it. Such an adventure may not need to be planned at all, but rather could be the result of player actions. Once their characters do something that drastically changes the timeline, the Gamemaster can spring the Reapers on them.

The important things to remember are that the Reapers have difficulty getting into older structures (or trees, or even underground) for longer periods of time and that the triggering event is continuing in a temporal loop to enable the change to be fixed. The characters, whether involved in the change or not, should have some warning via several anachronisms occurring at once (songs being played from another era, a phone call from the past, a first-run television series that should have ended years ago or isn't supposed to start for a couple of decades), as well as the disabling of their TARDIS. This should give the characters an opportunity to investigate the triggering event and either resolve it or find a way to close the rift and banish the Reapers whilst leaving the changed event in place.

WERE REAPERS USED DURING THE TIME WAR?

As the anti-bodies of space-time, Reapers heal the time-stream by feeding on everything inside a time spur. This makes them a dangerous threat to anyone travelling through time and space and the Time Lords have created safeguards to prevent the Reapers from appearing.

But what if the Reapers could be used as a weapon? The Last Great Time War was fought throughout time and space, with both the Time Lords and the Daleks countering and rewriting every move made by the other. Without the barrier, a Time Lord or Dalek could intentionally create a time spur, trapping her enemies while the Reapers feasted. This would likely be a suicide move on the part of the instigator, unless they had access to a TARDIS.

ANSWERING THE OBVIOUS QUESTION

What if the Doctor had succeeded in mending the timeline but leaving Pete Tyler alive? This has

obvious personal implications, as it directly affects Rose Tyler and her time as the Doctor's companion. In an alternative universe Pete managed to have great success with his tonic and moved out of the Powell Estate. If his investment in solar panels or another scheme had panned out at least a little, then the Tyler family may have moved out of their home and Rose may not have ended up at Henrik's. It's also possible that, with a better life ahead of her, even if she had met the Doctor then she may have turned down his offer.

If you choose to allow the players to make a historical change then you'll have to decide the consequences. While this adventure establishes that time likes to preserve its original course as much as possible, major changes may be difficult to reconcile. Alternatively, you may wish to dissuade your players from changing history too often by having their manipulations cause greater impacts on the timeline.

Here are a few ways to treat historical changes:

- **Smoothing a Rough Patch.** Time incorporates the change as smoothly as possible, leaving as much of the original timeline as intact as possible. Rose has only bought Pete a few extra months before he dies from another accident, or his relationship with Jackie deteriorates and 19 year-old Rose now lives with a mother who constantly complains about her "worthless ex-husband and poor father." Pete may even be remarried and Rose rarely bothers to see him. This keeps Rose in roughly the same circumstances when she meets the Doctor. There's almost no effect on the timeline.
- **A Healed Scar.** There are minor changes to the timeline but, while the change brings about the desired effects, the changes don't significantly impact the course of history. Pete remains alive and dedicated to his family, but his schemes never quite pan out and they remain on the Powell Estate. His existence still provides little incentive for Rose to stay and she still joins the Doctor after the foiled Nestene invasion.
- **Substitution.** There are changes to the timeline that significantly impact some people or events, but time offers substitutions to counter those effects. Pete survives and the Tyler family moves on to greater things. The McGuffin family moves in, and brash and opinionated Caroline McGuffin's daughter Violet dates Mickey and



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gets a job at Henrik's. The Doctor meets Violet one fateful evening and she helps him defeat the Nestene Consciousness. She then joins the Doctor in his travels.

- **The Rubber Band Effect.** There are significant changes to the timeline but over the course of weeks, months, years, or centuries time makes the adjustments necessary to return Earth to the regular course of history (this is exactly what the Doctor expected to happen to Earth at the conclusion of *The Long Game*). Having joined the Doctor on the TARDIS, Violet McGuffin picks the past. The Doctor indulges her and takes her to Victorian Cardiff, where they stop the Gelth. They then travel to 2006 and defeat the Slitheen whilst convincing Caroline and Mickey that she's been OK. Things progress as before.
- **Major Deviations.** There are significant changes to the timeline that are never resolved – the timeline simply adapts to the change. The aftermath of the Last Great Time War is a major deviation; so is the events of *Turn Left* (see *The Tenth Doctor Sourcebook*). Pete Tyler becomes so successful at his business that he attracts the attention of Henry Van Statten; Rose becomes Van Statten's employee instead of Adam. Unfortunately, they unleash a Dalek on the world that lays waste to Salt Lake City before the Doctor can stop it. The only reason the Earth wasn't destroyed by the Slitheen is because the Doctor and Captain Jack, having met in World War II, came to 2006 and stopped them. The Daleks do conquer the Earth in the future, as the Doctor refuses to use a superweapon and is exterminated by them.



- **The Butterfly Effect.** With full props to science fiction author Ray Bradbury, the Butterfly Effect is a notion in chaos theory that any small

change creates an unrecognisable future. When the Doctor returns to contemporary Earth he's shocked to discover that the world is locked in a new Cold War between the United States of Europe and the New Chinese Empire (each supporting the opposite side in the Second American Civil War) while the planet already has colonies on the Moon and Mars. Cybernetic replacement and enhancement is commonplace. Allowing the Reapers to succeed is a rather extreme form of the Butterfly Effect.

Obviously you don't have to stick to one method. It may be convenient to use 'substitution' for one adventure and let your imagination run wild with 'the Butterfly Effect' in another. Just be sure that when you do so that you make it clear to the players why you chose one over the other. Not all temporal changes affect the timeline in the same way, and it is easier for the timeline to repair some divergences than others.

ON PARADOXES AND TIME SPURS

While there is certainly enough material in the *Doctor Who: Adventures in Time and Space* rulebook and in this section to offer guidance on dealing with temporal paradoxes, time spurs, and the Blinovitch Limitation Effect, some Gamemasters may wish to have more comprehensive rules on time travel and the perils of changing history. For that we would point you towards the *The Time Traveller's Companion*, which provides an exhaustive treatment of Time Lords and time travel.

PLAYING IN THE UNIVERSE THAT WASN'T

One interesting development that could happen in this adventure is that the Reapers win. The Earth is cleansed and the Doctor is dead. The Slitheen never come to Earth and hatch their scheme elsewhere, the Dalek Emperor needs to find another world to exploit and create a new Dalek army, the Time Agency never exists, and the Master is now truly the Last of the Time Lords.

In such a universe Earth may stand as an example of what happens when someone creates a paradox. It may even be mislabelled as a casualty of the Last Great Time War. It's still possible to visit Earth's past and in the present it is simply a well-preserved junkyard, ripe for exploiting or colonising. The



Nestene Consciousness may even claim it, using the Autons to restart the factories needed to 'Nestene-form' the Earth.



Another question is whether the Reaper purge eliminated every living thing from the world or just the humans. In the latter case, it's possible that the Silurians may awaken to an empty world (and possibly encounter the last Dalek in the basement

of an abandoned bunker in Utah – or wherever it was before Van Statten acquired it) or the Trees may evolve on their own without having to share the world.

THE IMPORTANCE OF THE TARDIS

When the tear occurs in the fabric of space-time the TARDIS reacts by removing itself from the time spur. The Doctor seems to believe that he can resolve the time spur simply by returning to the TARDIS, which means that the fail-safes still exist as long as the Doctor is able to make adjustments.

If that is the case, then what we have in this episode is a critical failure on the part of the Doctor. He was so caught up in giving Rose what she wanted that he'd failed to account for the possibility that she'd change history while the temporal wall was already weakened. Had he turned on the fail-safes in the TARDIS at the beginning, then this adventure would never have happened.

WHAT WAS PETE TYLER REALLY LIKE?

Pardon the pun, but Rose has rose-tinted glasses when it comes to her father. She doesn't remember him and Jackie was sure to highlight his positive traits for her daughter's benefit. As a result, Rose has put her father on a pedestal and it's only natural that the actual Pete Tyler would fail to live up to her expectations.

What's interesting here is that much is left to interpretation. Pete has a habit of pursuing 'get-rich-quick' schemes, but whether this is laziness or earnestness is never fully revealed. His health drink, for example, could have either been flavoured water with little nutritional value or an actual working energy drink (similar to Lucozade or Gatorade, which took the world by storm in the 1980s). His interest in solar panels also shows a foresight that may have panned out. There's also the suggestion that Pete may not be faithful to Jackie. He vigorously denies it, but Jackie remains unconvinced and it is likely that Baby Rose is the only thing keeping them together.

While a parallel world (first seen in *Rise of the Cybermen* – see **The Tenth Doctor Sourcebook**) shows Pete to be a marketing genius and a dedicated husband, this may not necessarily be the case with the 'original.' He could be an unfaithful con artist who finally saw a chance to do something good with his life, even if it meant ending it.

In **Doctor Who: Adventures in Time and Space** there's always the chance that a character may have a rosy view of someone in their past who they really don't remember, such as a colourful ancestor (such as a Great War hero or a world explorer), a more immediate family member or guardian, or simply someone that had a great indirect influence on the player character's life. It can be fun to have the character meet that person and discover that they are not the person that they thought they were. Will the character get the 'fallen' person to rise to the occasion, or will she fall prey to their villainous schemes?



FURTHER ADVENTURES

- One seemingly insignificant minor change in history is that the hit-and-run driver now stops. Pete Tyler is determined to have walked in front of the car and the driver wasn't to blame. How might this change have affected history? In the original timeline, the driver may have been haunted by his actions and lived a very different life, resulting in different changes. The characters may meet a descendant of that driver who now affects Earth's history in a very significant way.
- A weapon left over from the Time War enables the user to create a rift that allows the Reapers in. Unfortunately, an archaeological team discovers it and inadvertently turns it on, creating a rift that the Reapers must sterilise.
- The player characters meet an alien of a 'lost civilisation.' She claims that a temporal experiment went awry and the Reapers cleansed her world, but she was in a time bubble during the cleansing and spared. She asks the characters for help restoring her civilisation by travelling back to the origin of the tear. Is she telling the truth or hitching a ride to the past for other reasons? And even if she is telling the truth, is her civilisation worth saving?

PETER ALAN TYLER

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

Pete Tyler was Jackie Tyler's husband and Rose's dad. He was an entrepreneur and made a living hoping to get in on the ground floor of the next big thing, including Vitex health drinks and solar power panels. Unfortunately he was only able to eke out a meagre living, which caused stress in his marriage. Jackie also believed that he was prone to cheating on her, which put even more stress on their relationship.

Pete died in 1987 when Rose was an infant. He'd been late to the wedding while getting a present and was hit by an automobile just outside the church. When Rose Tyler travelled back in time to see him she rescued him from death, but this caused the Reapers to appear and cleanse the world. Pete worked out what was happening while the Doctor tried to fix it, but when the Doctor was consumed Pete decided to die a hero, saving his family and the world by stepping out in front of the car, which was caught in a time loop, and setting history right at the cost of his own life.

SKILLS

Athletics 2, Convince 3, Knowledge 2, Subterfuge 1, Survival 2, Technology 3.



TRAITS

Attractive: +2 bonus to any rolls that involve Pete's looks.

Brave: +2 bonus to any Resolve roll when Pete needs to show courage.

Charming: +2 bonus to attempts to use charm.

Empathic: +2 bonus on rolls to 'read' another person.

Obsession (Major): Pete is obsessed with finding the next big thing to sell.

Unlucky: Re-roll the dice whenever double '6's are rolled.

TECH LEVEL: 5

STORY POINTS: 6

THE EMPTY CHILD/THE DOCTOR DANCES



'Everybody lives, Rose! Just this once, everybody lives!'

SYNOPSIS

London, England, 1941

The Doctor followed a distress call from a temporal space ship crashing to Earth. The TARDIS arrived in London a month after the crash. As the two approached the delivery entrance of a nightclub Rose spotted a boy in a gas mask (the Child) standing on the roof. She decided to pursue the Child as the Doctor entered the club. The Doctor tried to quiz the audience on whether anyone had seen anything drop from the sky and was puzzled by their laughter in response (they thought he was a comedian, as he was asking the question in the middle of the London Blitz).

Meanwhile Rose discovered that the rope she used to climb after the Child was tethered to a blimp and she was now in the line of fire of German fighter planes! She couldn't hold on any longer and let go of the rope. Fortunately, she'd attracted the attention of Captain Jack Harkness, a time traveller who

was nearby. He used a tractor beam to lower her to safety inside his spaceship.

The Doctor returned to the TARDIS to hear its telephone ringing. He was baffled, as it wasn't connected to anything. A girl named Nancy appeared and warned him not to answer it, but the Doctor did anyway. All he heard was "Are you my mummy?" He hung up and knocked on the door for Rose until he heard the air raid siren. Nearby, the Lloyd family was settling in for dinner when they also heard the siren. As the family went into the shelter, Nancy broke into the house with two urchins to steal food and eat their dinner.

Nancy and the urchins were tucking in with Nancy playing a mother figure to them. The Doctor arrived and asked why the children weren't evacuated – it turns out they were, but returned for various reasons. Nancy quizzed the Doctor why he was following her and the Doctor responded that Nancy seemed to be part of the 'phone call' mystery. He also hoped to find Rose. He asked her about the crashed ship and showed her a sketch, but they were interrupted by the Child, who was asking for his mummy through the window.



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Nancy bolted the door as the Child tried to get inside. The Doctor asked what was wrong and Nancy explained it wasn't exactly a child. Nancy and the urchins fled while the Doctor spoke to the Child. The Child explained that he was scared of the bombs and needed his mummy. The Doctor also noticed a strange scar on the Child's hand. Unfortunately, when the Doctor opened the door, the Child was gone.

Rose woke up inside Jack's ship. Jack tried to use Psychic Paper on her but it didn't work. He noted that she was a time traveller too but believed her to be a Time Agent. He used nanogenes to repair the damage to her hands from rope burns and took her outside the ship next to Big Ben for glasses of champagne. He told her that he was in possession of a Chula warship that was about to be destroyed by a German bomb and that he would sell it for the right price.

The Doctor found Nancy again and asked her why the boy was following her and whether she knew anything about the crashed ship. Nancy confirmed that a "bomb that wasn't a bomb" crashed a month ago near Limehouse Green Station but it was guarded by the army. She told him that if he wanted to know what was going on then he needed to speak to Dr Constantine at the nearby Albion Hospital. Nancy wished him luck as she returned to the house for more food.

The Doctor visited Dr Constantine and noted that he had hundreds of gas mask-wearing patients. Constantine noticed that all of them have exactly the same symptoms and that the masks were fused to their flesh, but none of them had burn marks or were caught in the blasts.

Originally there was one victim, but soon everyone in the ward had the same injuries. None of them were dead, but they acted as if they were. Constantine noted that the original victim was Nancy's brother before he also succumbed, becoming a Gas Mask Zombie as well.



Jack and Rose found the Doctor as he realised that someone or something was manipulating human DNA without any real understanding about human beings. Jack figured out that the Doctor and Rose weren't Time Agents, just 'freelancers' like himself. Meanwhile, Nancy was discovered by the Child in the Lloyd house. As he tried to confront her, the infected warders came to life and menaced the Doctor, Jack and Rose, backing them against a wall. The Doctor stopped the assault by playing the part of parent and ordering them to go back to their room. This made the warders go back to their beds as well as making the Child leave the house.

Jack explained to Rose that the gas masks were actually part of the warders' bodies. He also told the Doctor that his con was to place a harmless piece of





space junk where a Time Agent would find it, pretend it's valuable and have the Time Agent pay up front, and then walk away when 'dumb luck' destroyed the craft. The Doctor noted that the medical transport wasn't harmless, as it was responsible for what was happening around them. Jack used his Squareness Gun to help them enter the records room, where the Doctor found a tape with Dr Constantine asking the Child questions. All the Child was concerned with was finding his mummy.

Nancy attempted to leave the Lloyd residence but was caught by Mr Lloyd. Mr Lloyd attempted to turn her over to the police but Nancy stopped him. She'd been watching the house and noted that Mr Lloyd had an intimate relationship with the butcher, which garnered him extra food. Embarrassed and afraid, Mr Lloyd allowed Nancy to take whatever she wished with her.

The Child ended up in the records room, as that was his 'home.' The Doctor, Jack, and Rose escaped with the help of the squareness gun. Unfortunately they ended up in another roomful of patients and the battery died on the gun. The Child returned to stalking Nancy, who was now with Ernie and Jim, two urchins.

As the Doctor and Rose hid in a storeroom Jack emergency teleported back to his ship. Jack attempted to adjust it to help the Doctor and Rose;

he also blocked the signals the Child was using to find them. Hearing a song on the radio, the Doctor and Rose decided to pass the time dancing, but the Doctor was a bit awkward. Jack teleported them aboard his ship mid-dance. The Doctor noted that Jack's ship was also a Chula vessel and had nanogenes. He worked out that the nanogenes might be the problem and asked Jack to take them to the crash site. Jack confessed to Rose that he became a con man after the Time Agency stole two years' worth of memories from him.

Nancy used wire cutters to get inside the restricted area, but she was captured. As a soldier interrogated her, Nancy noticed that he was exhibiting the symptoms of the 'gas mask disease.' The Doctor, Jack and Rose arrived in time to see another soldier succumb. They also found and freed Nancy, who'd been handcuffed. They went to the crashed ship and Jack tried to convince them it was empty by opening it up. Unfortunately, that triggered the emergency protocol and animated all of the Gas Mask Zombies.

The Doctor gave Rose the Sonic Screwdriver and sent her with Nancy to reattach the barbed wire hold she'd made. While doing so, Rose reassured Nancy that the Germans didn't win. When they returned, the Doctor and Jack were arguing over what was inside the medical transport. Rose correctly guessed it was nanogenes. The Doctor also noted that these nanogenes didn't know what



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a human being looked like. The nanogenes took a guess and guessed incorrectly – they now thought that everyone on Earth should look like the Child.

As the Gas Mask Zombies, led by the Child, closed in, the Doctor realised what the Child wanted his mummy and that Nancy was his mummy, not his sister. He hoped that if Nancy properly answered the Child then the nanogenes would stop assimilating people. As Nancy finally embraced her son, the nanogenes sparked to life. They recognised the superior DNA in the mother and properly repaired her son. Ecstatic, the Doctor lifted the Child's mask to reveal Jamie, Nancy's son, now completely healed.



Meanwhile, Jack returned to his ship and stopped the bomb that was coming to destroy the ship. He said his goodbyes to the Doctor and Rose and transported it away. The Doctor, meanwhile, reprogrammed the nanogenes into a 'software patch' and properly healed everyone else – they were all now perfectly healthy and the Doctor told Dr Constantine to take the credit.

In space, the Chula ship computer told Jack that any attempt to jettison the device would cause it to explode and that the stasis decay was going to do that anyway in three minutes. Jack prepared for his death as the TARDIS landed aboard his ship. The Doctor and Rose were dancing inside (the Doctor still being awkward) as Rose called for Jack to join them. He did just before his ship exploded. Extraordinarily happy that he was able to save everyone this time, the Doctor remembered how to dance.

CONTINUITY

- This is the second time, relatively speaking, that the Doctor has visited World War II. The first time was during *The Curse of Fenric*.
- The Sonic Screwdriver can perform medical scans and weld barbed wire.
- The Doctor uses his regular alias of 'Doctor John Smith.'
- This adventure seems to be a turning point in the Doctor's personal journey. By the conclusion of this adventure he seems to have come to terms with who he is and is starting to enjoy life again. This is symbolised by his struggles to learn how to dance early in the adventure and then 'remembering' that he can dance at its conclusion.
- The universally recognised colour for emergencies is mauve rather than red.
- Rose has another opportunity to show off her rope-climbing skills.
- The TARDIS's exterior telephone isn't actually connected to anything.
- Earth has established a Time Agency by the 51st century. This likely happened after the technology pioneered by Magnus Greel (see *The Talons of Weng-Chiang* in *The Fourth Doctor Sourcebook*) was scrapped in favour of new developments, although Greel was aware of Time Agents so perhaps something else was going on (beyond the obvious, which was that Greel learned about Time Agents from a bit further in the future). See **Did Earth Have a Time War?** on pg. 128.
- Captain Jack has Psychic Paper. This is either standard issue for Time Agents or something Jack picked up in his travels. Psychic Paper



can backfire if the victim wants the answers to different questions from the owner.



- Rose doesn't consider herself committed to Mickey.
- The Doctor mentions that he's been travelling in the TARDIS for 900 years, indicating that he's older than that (he possibly adopted 'the Doctor' as his name when he first fled in the TARDIS – see also **The Age of the Doctor** on pg. 76).
- The Squareness Gun is a product of the 51st century. It was built in the Weapon Factories of Villengard, which have since been destroyed and a banana grove planted in its place (the Doctor may have had something to do with that).
- The Chula ambulance jumped time tracks. This also occurred to the Doctor in **The Space Museum** (see **The First Doctor Sourcebook**).
- The bomb that almost destroyed the Chula ambulance had 'Schlechter Wolf' stamped on it. This is German for 'bad wolf.'
- Captain Jack Harkness joins the crew of the TARDIS.
- In the future, Albion Hospital is where Dr Sato examines the Pig Astronaut in **Aliens of London**.

RUNNING THE ADVENTURE

This adventure is about an alien ambulance that goes awry when treating a local patient without understanding human physiology. The catalyst is Captain Jack Harkness, who notices a temporal disturbance and parks the ambulance near it, hoping to garner attention. He's unaware of what the ambulance is carrying and, unfortunately, the damaged ship allows the nanogenes to slip out. They

discover the injured Jamie first and make incorrect assumptions about his biology, only discovering the truth when they recognise the superior DNA.

The characters need to uncover the mystery and discover the true nature of the zombie. They must then find the mother, who is the only one capable of stopping Jamie from spreading the nanogenes throughout London (and possibly the world). Captain Jack is a wild card. He is at worst neutral but can be very helpful in avoiding the Gas Mask Zombies while solving the mystery.



CHANGING THE DESKTOP THEME

This adventure could easily occur in any time or place – wars are good because they make the landscape dangerous for travel and keep communications to a minimum. Another possibility is a plague or natural disaster – imagine the player characters landing in Europe during the Black Plague and discovering plague mask-wearing zombies assimilating whole villages!

Another way to reskin this adventure is to change the nature of the catalyst. Captain Jack was just a con man looking to make a quick buck at the expense of the Time Agency. What if someone else purposefully crashed the ambulance knowing that the nanogenes would escape? What would be their ulterior motive? Perhaps they are creating a personal army or even working for the Axis in the hope of securing some favour from the Third Reich?

WHEN THERE ARE NO BAD GUYS

This adventure is unique amongst the Ninth Doctor's adventures in that, in spite of taking place in the middle of a war, there are no real 'bad guys.' Captain



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Jack is not a heartless criminal; he's striking back at an authority that wronged him. He accidentally let the Chula nanogenes out and the nanogenes themselves aren't intentionally harmful; they are simply trying to heal everyone as best they know how. Thus, this adventure is not about identifying a threat and eliminating it, but understanding the problem and resolving it.

When players are introduced to a scenario they tend to look for the easy way out. They try to discover who is mucking with history, attempting to conquer the world, trying to be a god and eliminate them. Throwing them into an occasional adventure with no true villains helps shake things up a bit and shows the players that sometimes blowing things up is not the best plan.

If you decide to run this type of campaign make sure that you give the players time to recognise it. One of the things that this adventure does well is it makes the 'bad guys' victims with ambiguous motives. It's difficult for even the most trigger-happy player to gun down a child, and with the exception of 'assimilating' others the Gas Mask Zombies aren't actively hurting people. The player characters have a better chance of being killed by a German bomb than a Gas Mask Zombie.

There also needs to be a non-violent solution. In this case, the Doctor realises that the spread of the 'disease' is directly due to a young boy's efforts to find his mummy. Simply by bringing the two of them together and getting the mother to acknowledge her maternity is enough to stop the spread of Chula nanogenes.

Finally, there's a reward for the players' actions. Whilst the Doctor doesn't realise it until it happens, taking the non-violent solution directly leads to a cure; the nanogenes discover what they've done wrong and fix it. This in turn gives the Doctor the ability to save everyone, an opportunity in which he rarely gets to indulge. As expected, the Doctor is overjoyed at this prospect, and your players will certainly appreciate the affirmation that they've done the right thing.

DID EARTH HAVE A TIME WAR?

There's an interesting paradox in *The Talons of Weng-Chiang*. Earth endures the Sixth World War and Magnus Greel, known as the Butcher of Brisbane, fled in a Time Cabinet made using faulty temporal research. The Fourth Doctor proclaimed the technology to be a 'technological cul-de-sac' and would not produce proper time travel. The



implication is that beyond the faulty Time Cabinets, Earth organisations lacked the ability to travel through time. Yet Magnus Greel was aware of Time Agents, which indicated that he must've interacted with them. The implication is that Earth discovered time travel sometime later and Greel met some of them while he was in the past (a third possibility is that he'd heard of a Time Lord marching with the Filipino Army at the Battle of Reykjavik and considered him to be a 'time agent').

This story adds intriguing new possibilities to this narrative. Captain Jack says unequivocally that he's a Time Agent from the 51st century. He obviously wasn't recruited by a future agency or else he wouldn't have become 'the Face of Boe.' Thus there are several possibilities to reconcile Earth's time travel capabilities in the 51st century.

- First, and the simplest answer, is that someone else took the Time Cabinet research in a different direction and developed true time travel. The Time Agency was established after the conclusion of World War VI and that's when Captain Jack became a Time Agent.
- Second, given that World War VI had at least two opposing sides, it's possible that each

had its own time travel program specifically created for the sole purpose of countering the other. The side that included the Icelandic Alliance had the more advanced technology and the Time Agency was established at that time.

- Third, the Fourth Doctor was specifically sent by the Time Lords to prevent Earth from gaining true time travel technology (as with the Third Zone in *The Two Doctors* — see *The Sixth Doctor Sourcebook*). He either failed to do so or actually decided to aid Earth in an ultimately unsuccessful attempt to draft them into the Time War or protect them from becoming pawns in it.
- Captain Jack states that the Daleks just disappeared one day and speaks as if it happened within his lifetime (it had to have been after the year 4000 at any rate). It's possible that the Earth government got a hold of Dalek Time Corridor technology and reverse engineered it to create stable time travel.

WHAT HAPPENS TO DR CONSTANTINE AND THOSE THAT ARE 'FIXED?'

At the end of this adventure Dr Constantine is left with his patients at Albion Hospital all miraculously

WHAT ABOUT THE IRONSIDES?

The Eleventh Doctor would later travel to World War II during the London Blitz and discover that Prime Minister Winston Churchill was employing 'Ironsides' (which were actually Daleks) against the Germans (see *The Victory of the Daleks* in *The Eleventh Doctor Sourcebook*). Whilst we've made the insinuation that the Dalek adventures after the Ninth Doctor's regeneration haven't happened, relatively speaking, until the Doctor changed history by deposing Harriet Jones, this is by no means the only interpretation. It is equally valid to presume that the Daleks would have visited here regardless to get the Doctor to acknowledge them and thereby start production of the New Dalek Paradigm.

Given that the Daleks didn't know which incarnation of the Doctor would arrive, the appearance of the Ninth Doctor's TARDIS should tip them off that the Doctor was here and they'd likely investigate. Would the Chula nanogenes ignore the Daleks as 'alien,' or are they genetically close enough to Earth humans that the nanogenes would try to transform them (presuming the Dalek force field and armour couldn't stop them?). It could make for an interesting adventure if a squadron of Daleks approached the crashed ambulance just as the Doctor released the software patch and they were given humanoid forms. Would they still have Dalek conditioning and wait for the New Paradigm Daleks to destroy them, or would they create a plan on their own? Is it possible that they've been 'cured' of their Dalek Factor?





THE EMPTY CHILD/THE DOCTOR DANCES

cured. Not only are they cured of the 'Gas Mask Zombie' transformation, but they are also cured of old ailments and healed of all injuries, including regeneration of limbs. Whilst the Doctor believes that everything will be OK and Dr Constantine can bask in the glory (albeit in a low-key way), he's probably being a bit optimistic.

First of all, there's a question of just how those affected by the Chula were fixed. Given that the nanogenes are part of a war ambulance, it may have imparted some of the 'soldier' abilities onto the patients. Thus, in addition to being miraculously healed, the former victims may now be super-strong, have some psychic abilities, or other 'gifts.' Not only will these be difficult to explain but it could launch a series of super-powered vigilantism or criminal activity that will have to be cleaned up by Torchwood or another authority.

What would life be like for a medical doctor who 'cured' his patients in such a miraculous way yet couldn't replicate any of those cures? Would he be held under suspicion by Torchwood or the British government? Would some of his patients be tested or experimented on to see if their bodies hold the secrets that cured them? Dr Constantine himself may have been cured of various ailments he'd been suffering in his old age (especially if, as was common at the time, he was a smoker). He may also exhibit some of the super-abilities as well as an increased lifespan.

While in the twilight of his career, Dr Constantine could have a very difficult life ahead of him. Would he blame the Doctor for it? Would he be recruited by Torchwood? Perhaps he conducted the experiments on his former patients himself, hoping to find a clue to enable him to continue curing people. Perhaps he 'outed' the Doctor's involvement to someone who would listen. Or perhaps he went into hiding, disillusioned with his inferior abilities and inexplicable cures. This could be a very hard road if the nanogenes added decades to his life.

On the other hand, it's possible that the nanogenes recognised Constantine as a physician and enhanced his skills. The characters might visit 1970s or 1980s London and discover that he's a youthful, healthy and well-respected medical authority. Whether he continues to use his skills for good or ill (and whether there are unintended side-effects that need to be hushed up in return for continued miracles) is up to the Gamemaster!

WHO ARE THE CHULA?

The Chula are an interstellar species that have warships and ambulances with nanogene technology. They aren't a time travelling species, so they either existed in 1941 or died out sometime before them. Other than these facts, the Chula are a blank slate. Gamemasters looking to add a new, non-humanlike species to their campaigns may wish to flesh out Chula biology, culture, and technology.

JAMIE



AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 2, Fighting 1, Technology 2.

TRAITS

Environmental (Minor)

Fast Healing (Special): The Nanogenes quickly heal any injuries or illness.

Fear Factor (2): Jamie gets +2 on rolls to actively scare someone.

Infection: See overleaf.

Networked: All Gas Masks

Obsession (Major): "Finding his mummy?"
Size (Tiny)

Telekinesis (Special): Jamie can operate and activate technical devices remotely.

TECH LEVEL: 4 **STORY POINTS:** 4

NANOGENES (SPECIAL GADGET)

Nanogenes are micro-robots that can repair or replace living tissue.

Traits: Fast Healing (Special), Restriction (if life pattern is unknown then the nanogenes compensate as best they can, creating deformed zombies. Nanogenes can correct their mistake if they are able to analyse a relative of one of their patients, preferably a parent).

Cost: 4 Story Points

FURTHER ADVENTURES

- The characters arrive in London in the 1950s and discover strange activity. There's a shadow war between superheroes and supervillains and some of them even have their own comic books and television shows. As it turns out the nanogenes had augmented some of the patients and soldiers in and around Albion Hospital, and now they are flexing their augmented muscles. Unfortunately the Chula have also noticed and sent a warship to purge their 'mistake.' Do the characters have to eliminate beloved superheroes in order to preserve the timeline?

GAS MASK ZOMBIE

AWARENESS	2	PRESENCE	2
COORDINATION	1	RESOLVE	2
INGENUITY	1	STRENGTH	2

Gas Mask Zombies are humans transformed by Chula nanogenes. The Chula were an interstellar species that created microscopic nanogenes in order to repair soldiers in war and return them to the front lines. When Captain Jack crashed the ambulance it seriously injured a small boy, Jamie, who'd been playing nearby. The nanogenes attempted to repair him, but without complete knowledge of humanity it turned Jamie into a Gas Mask Zombie with all of the benefits of a Chula warrior.

The nanogenes remained with Jamie and attempted to repair anyone he came in contact with, considering the natural human form to be damaged. This was only reversed when Jamie's mother embraced him and the nanogenes recognised the superior DNA. They properly fixed Jamie and the Doctor was able to reprogram the rest to transform the rest of the Gas Mask Zombies back to human form.

SKILLS

Athletics 2, Fighting 1.

TRAITS

Enslaved: Only the 'Prime Zombie' – the initially infected victim – can act independently, and even the Prime Zombie typically follows a single task, in this case searching for its mummy.

**Environment (Minor)****Fast Healing (Special)**

Fear Factor (1): Gas Mask Zombies gain +2 on rolls to actively scare someone.

Infection: The Nanogenes are communicable with a single touch – if infected (see the Infection Trait, on pg. 29) the victim will become another zombie within a matter of hours.

Networked: All Gas Mask Zombies may act as one, usually through a 'Prime Zombie.'

TECH LEVEL: 6

STORY POINTS: 2



THE EMPTY CHILD/THE DOCTOR DANCES



- Dr Constantine's 'miraculous' abilities become known to the German government. They arrange for commandos to infiltrate London and bring Dr Constantine back to Germany. The characters learn of the plot and decide to save the innocent doctor, only to discover the reason behind the kidnapping. The Germans are dealing with an unknown plague that's possibly alien and hoping that Dr Constantine can help them with it. Has a colony of Silurians awakened or is something extra-terrestrial afoot?



NANCY

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	3	STRENGTH	2

Nancy was a single mother who pretended Jamie was her brother in order to avoid the social stigma. She believed Jamie had been killed in the Blitz and transferred her maternal instincts to other abandoned children in London, stealing food and supplies from families whenever they went into air raid shelters. She was street-smart enough to choose families with whom she had leverage over the heads of household.

Nancy saved the world when she finally acknowledged that the creature chasing her was in fact her son Jamie. Her embrace animated the nanogenes, which enabled them to properly repair Jamie and everyone else affected by them.

SKILLS

Athletics 2, Convince 3, Knowledge 2, Subterfuge 4, Survival 3.

TRAITS

Argumentative: Nancy will argue her point of view even if it puts her life in danger.

Dark Secret (Minor): Nancy is actually Jamie's mother but she pretends to be his sister because she fears the prejudice of being an unwed mother.

Eccentric (Minor): Nancy insists on her 'guests' exhibiting proper behaviour, even when they're eating at the dinner table of a house they've broken into.



Face in the Crowd: +2 to any Subterfuge Skill roll to sneak about.

Quick Reflexes: The character always goes first in their Action Round unless taken by surprise.

Resourceful Pockets: Roll two dice and get a 'double' (or spend a Story Point) to find something she needs.

Run for your Life!: +1 bonus to her Speed when escaping pursuit.

Voice of Authority: +2 bonus to Presence and Convince rolls.

TECH LEVEL: 4

STORY POINTS: 6

- A 'time thief' is using a Vortex Manipulator to steal artwork and artefacts from history and reselling them in the present. Unfortunately, they brought an artefact from the ancient past into the present that contained traces of a disease that has been dead for so long that no one in the current era has an immunity to it. Can the characters isolate the artefact and return it to its proper time before a virulent plague wipes out a continent?
- A ruthless criminal reprograms some nanogenes to create perfect soldiers that are loyal only to them. The player characters find themselves on an alien planet where the criminal has been conquering cities by converting the populations into more loyal soldiers. Can they be stopped before the player characters find themselves converted?

DR CONSTANTINE



AWARENESS	4	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	4	STRENGTH	1

Dr Constantine worked at Albion Hospital during World War II. He was the physician in charge of Jamie when he was brought in after the blast. As the infection spread he refused to leave the hospital, believing that it was his duty to care for them as best he could. He ended up becoming a Gas Mask Zombie himself but was repaired when the nanogenes were given a 'software patch' by the Doctor. The Doctor told him to take the credit for the miraculous recoveries of his patients.

SKILLS

Convince 4, Knowledge 3, Medicine 4, Science 3, Technology 3.

TRAITS

Code of Conduct (Major): Constantine won't leave his patients, even when there's a danger to himself.

Empathic: +2 bonus on rolls to 'read' another person

Slow Reflexes: Prior to his conversion into a Gas Mask Zombie, Constantine was sick and needed a walking stick. Dr Constantine loses this Trait once he is cured by the nanogenes.

Voice of Authority: +2 bonus to Presence and Convince rolls.

TECH LEVEL: 4

STORY POINTS: 2

BOOM TOWN



BOOM TOWN



'If I'm a killer, it's because I was born to kill.'

 SYNOPSIS

Cardiff, Wales, 2006

Margaret Blaine (or, more accurately, the Slitheen pretending to be her) was now Lord Mayor of Cardiff. She was attempting to build a nuclear power station in the heart of the city atop the temporal rift and killed anyone that realised the dangers. The TARDIS also landed in Cardiff as the Doctor needed to use the temporal rift to refuel. Rose called Mickey to bring her passport. He wasn't happy to see that Captain Jack Harkness was now part of the TARDIS team. The Doctor noted that they had 24 hours to kill before the refuelling was finished.

Margaret was confronted by *Cardiff Gazette* reporter Cathy Salt during the unveiling of her nuclear project. Cathy was concerned with the sheer number of deaths associated with the project (the result of Margaret's 'damage control'). Margaret asked for a word in private. They went to the ladies' washroom where Margaret was going to kill her, but

relented when she discovered that Cathy was about to be married and was three months pregnant.

While out and about, the Doctor discovered Margaret's face on a newspaper. They decided to smoke her out and trap her by covering all the exits. The Doctor went inside to speak with her, but she sent her assistant out with excuses while she slipped out the window. It didn't fool the Doctor and the team cornered her. Margaret tried to use her teleporter to escape, but the Doctor neutralised it with the Sonic Screwdriver.

The TARDIS team interrogated Margaret and discovered that she was trapped on Earth. Her plan was to demolish Cardiff Castle and build a power plant that would exploit the rift. At full power the rift would explode and tear the world apart, causing an explosion.

Margaret would be safe inside the force field bubble generated by her Tribophysical Waveform Macro-kinetic Extrapolator (or Extrapolator for short) to ride the concussion wave from the explosion back to civilisation. The Doctor decided to take her back



to her home planet even though Margaret noted that to do so would mean her death, as her family had been tried and a death sentence passed.

Jack could use Margaret's Extrapolator to cut the refuelling time to 12 hours. Mickey and Rose decided to go on a date while Margaret convinced the Doctor to allow her a last meal at a nearby restaurant. Jack gave the Doctor and Margaret a bracelet. If one moved more than 10 feet from the other, Margaret would be electrocuted. As they sat down, Margaret attempted to kill the Doctor twice but he was ready for her. She begged him to take her somewhere safe, but the Doctor noted she was doing it through a dead person's lips.

Mickey attempted to tell Rose that he was moving on and seeing someone else, but it was really more of a ploy to get a commitment out of her. While talking, they noticed that there was a rumble. Inside the bistro, the Doctor and Margaret felt it too. The window to the bistro shattered and other windows and lights all over the city shattered as well. Margaret convinced the Doctor to remove her bracelet as he realised the rift was opening. Jack's attempt to use the Extrapolator with the TARDIS accelerated the opening of the rift.

As it turned out, this was part of Margaret's back-up plan in case she was discovered by a technologically advanced species. Rather than nuclear power, the Extrapolator would use the TARDIS. Rose entered and Margaret gripped her with her Slitheen arm, threatening to snap her neck if the Doctor moved against her. The Doctor noted that the TARDIS would be destroyed, but Margaret didn't care, at least not at first. The cracking console, however, revealed the heart of the TARDIS, which fascinated Margaret.

The Doctor told Margaret to look into the light. She found it beautiful and thanked the Doctor, releasing Rose before the TARDIS transformed her into an egg. The Doctor noted that if he took her home now and gave her to a different family then she'd have a chance at a different life.

Rose realised that she'd left Mickey outside and ran out to find him, but he hid from her and walked away. Rose returned alone and the Doctor offered to wait, but Rose was resigned to the fact that she wasn't good enough for him. The Doctor set coordinates to Raxacoricofallapatorius to give Margaret a second chance. Rose lamented that she wished she had one as well.



CONTINUITY

- Six months have passed since the Slitheen conspiracy in *World War Three*.
- The Sonic Screwdriver once again foils a teleport (the last time was in *The End of the World* – see pg. 46).
- While revealed as far back as *The Edge of Destruction* (see *The First Doctor Sourcebook*), this adventure drives home the point that the TARDIS is an autonomous being that the Doctor doesn't fully control.
- The Doctor is no longer a vegetarian (he'd become one at the conclusion of *The Two Doctors* – see *The Sixth Doctor Sourcebook*).
- Rose refers to Gwyneth saving the world when the temporal rift was opened. The Doctor claims that it is now closed but that the TARDIS can feed from the scar.
- Margaret Blaine teleported to safety as the rest of her family were killed in *World War Three*. She came to Cardiff to use the temporal rift. While Gwyneth closed the rift in 1869 it left a scar that Margaret Blaine managed to reopen.
- In addition to having different Prime Ministers and other officials than in 'our' timeline, the position of Cardiff Mayor holds real weight in Post-Time War Earth, rather than being a ceremonial role.
- Margaret Blaine's nuclear power plant proposal is known as 'The Blaidd Drwg Project.' This roughly translates to 'Bad Wolf,' which is an odd name if you're trying to sell a nuclear power plant in the heart of the city.



- This is the first time the Doctor and Rose realise that the phrase 'Bad Wolf' has been cropping up everywhere they go.
- Margaret Blaine's device uses 'tribophysics.' This is a particular application of tribology (the study of interacting surfaces) that applies to generating force when using motion to generate friction without physically touching. Sarah Jane Smith mentions tribophysics when the Doctor opens a door with a simple hand wave in *The Pyramids of Mars* (see *The Fourth Doctor Sourcebook*).
- In spite of the Earth-centric nature of most of the Ninth Doctor's trips with Rose, she has visited other planets, including Justicia and Woman Wept.



- Rose also mentions going to the Glass Pyramid of San Kloon. It's someplace where Rose doesn't think she needs a contemporary Earth passport (it's possibly on Earth in the future). By the year 5000 the Filipino Army is a dominant force and the Philippines may have acquired Hong Kong, renaming Kowloon (a district within the city) as 'San Kowloon or Kloon,' elevating the 'eight dragons' of the mountains and a former Chinese emperor to saintly status in the Roman Catholic faith. Of course, it could just as easily be an off-world Earth colony).
- The Doctor mentions that the TARDIS's chameleon circuit got stuck back in 1963. He liked it so he kept it and for some reason

most people don't seem to notice it's out of place wherever he goes (this could be due to the Chameleon Circuit having a hypnotic component that's still in force regardless of the TARDIS' physical form).

- Mickey claims to be dating Trisha Delaney (although he may only be saying this to make Rose jealous). He'd drop her in a second if Rose wanted him to.
- Mickey refers to the TARDIS' Chameleon Circuit as a 'cloaking device,' as the Eighth Doctor once did (see **The TV Movie** in **The Eighth Doctor Sourcebook**).
- The Heart of the TARDIS returns Margaret to her infant state. Previously, in **The TV Movie**, the TARDIS rolled back time slightly for Grace Holloway and Chang Lee, enabling them to 'live again' after they'd died. This technology is likely what helps the Doctor through difficult regenerations.



◉ RUNNING THE ADVENTURE

At first glance, this is a mystery adventure. Margaret Blaine is building a nuclear power plant in the heart of Cardiff. Why is she seemingly building it to deliberately fail? Unfortunately, none of that matters to the player characters, as they know Margaret Blaine is up to no good the moment they spot her on the front page of a newspaper. She's a Slitheen and obviously up to no good; from there this adventure becomes a simple 'capture and interrogation' so that they can learn about her plan to use the temporal rift to get home in spite of Earth's destruction as a consequence.

What makes this adventure work is that it's not the discovering of Margaret's plan that is the meat

of the adventure, but rather what the characters should do with her once they've caught her. Unless you're running a ruthless **Doctor Who: Adventures in Time and Space** campaign the answer can't be as simple as killing her, but giving her to any authority capable of containing her effectively gives her a death sentence anyway. Are the players comfortable with that or can they find another option? Should they take Margaret at her word that she's changed?



While the Heart of the TARDIS provides an 'out,' you should feel free to entertain other possibilities. Maybe the characters can take her into the future when the Raxacoricofallapatorian government has abolished the death penalty or have her incarcerated by another species that won't kill her. The characters could even offer her a 'second chance,' promising to take her back to her home planet and certain death if she doesn't change her ways.

CHANGING THE DESKTOP THEME

One easy way to re-skin this adventure is to take away the familiar element. Without the face of Margaret Blaine, the player characters are simply wandering into a city where a historic landmark is about to be ploughed under in the name of progress. This makes the actual event more of a mystery that needs to be stopped (see **The Krotons** in **The Second Doctor Sourcebook** or **Robot of Sherwood** in **The Twelfth Doctor Sourcebook** for adventures with similar themes).

Alternatively, you may take inspiration from the familiar events and use an old adversary in a new way. What might the characters have to struggle with while dealing with a related problem? One example is Lytton from **Resurrection of the Daleks** (see **The Fifth Doctor Sourcebook**) and **Attack of the Cybermen** (see **The Sixth Doctor Sourcebook**).



BOOM TOWN

In the former, Lytton is a mercenary that works with the Daleks against the Fifth Doctor. In the second, Lytton has sided with the Cryons against the Cybermen, but the Sixth Doctor refuses to believe that Lytton could be on his side and tangentially sentences him to death rather than working with him to defeat the Cybermen.

RECURRING ENEMIES

This adventure provides an example of a recurring enemy. When running **Doctor Who: Adventures in Time and Space** campaigns it can be tempting, and quite fun, to bring back a memorable villain. This immediately raises the stakes for the players. They may feel that they've failed to put the villain away the last time around or they fear what the villain may do now that they know how they operate. Recurring villains also add a personal touch, giving the player characters roleplaying opportunities with a recurring adversary.



Oftentimes a recurring adversary expects an appearance from those that stopped them the last time around. They may be ready for them this time, using new defences and tactics designed to slow or thwart them. In some cases an adversary may even want to attract their enemies, as in the case here where Margaret wants to use the TARDIS. A pseudo-friendly rivalry may even develop, as the various schemes of the Master being foiled by the Doctor attest.

In order to keep things from getting stale it's usually a good idea to approach a recurring adversary differently than the previous attempt. In this case, in the former adventure Margaret was part of a team as her family attempted to destroy the Earth. This time around she's alone; she's lost her family and she's just trying to get back to her civilisation, if not her world. She also gives the players a moral

quandary this time around, as returning her to her people would mean her death.

SHOWING YOUR CARDS TOO QUICKLY

While there is definitely a purpose in this adventure to reveal the villain straight away, it does offer a lesson to Gamemasters that revealing a recurring enemy too quickly can spoil the mystery. Unknown adversaries can hide in plain sight, often right under the characters' noses, while the early appearance of a Cyberman or Dalek technology can not only tip the players off over who's involved, but also assures them that they can't be up to any good.

Unless you have a clear reason for revealing a villain early, such as a particular Cyberman still having emotions and a crisis of conscience or discovering that they are trapped on a Dalek saucer that is in danger of being destroyed and they can't simply leave in the TARDIS, you'll want to be careful about tipping your players off too early. Let them enjoy the investigation a bit before you make the big reveal!

DINNER WITH THE ENEMY

The best part of this adventure is when the Doctor and Margaret go out on a 'date' (in spite of the Doctor's protestations to the contrary). Neither side is under any illusions about what the other one wants, but their civil (Margaret's attempts to kill him notwithstanding) conversation reveals much behind Margaret's motives and why she is fighting so hard to remain free. She even gains a sliver of trust from the Doctor and he removes the electrocution bracelet so that she can move more freely when they need to escape to the TARDIS. Of course, she betrays that trust later...

It can make for intense roleplaying if the characters can speak civilly with an enemy. There are many ways that this can happen; one side clearly has the upper hand and is willing to indulge her defeated enemy for a chat, one side wishes to bargain and piques the other's curiosity, circumstances make fighting impossible so the two fill the time chatting, or a new adversary or event threatens them both and they have to come to an understanding in order to work together. These are all fun moments that add a new dimension to an enemy and possibly



open the player characters to new avenues to complete an adventure that they may not have had before.



One word of caution: it can be possible to 'humanise' an enemy too much and take the fight out of the characters prematurely. There should always be an overriding driving force that keeps the enemy on the wrong side, even if they wish differently. Most villains parley simply to get their enemy's guard down, no matter how sincere they seem. When villains do turn, it should be because they feel betrayed themselves (such as the Master turning on Rassilon in *The End of Time* – see **The Tenth Doctor Sourcebook**) or because it offers them new villainous opportunities once an immediate concern is dealt with.

IS MARGARET BLAINE PSYCHIC?

At first glance, there are a lot of elements in this adventure that don't initially make sense. Enough people knew about Margaret Blaine's role in the Slitheen conspiracy that her running to Wales would not have gone unnoticed, especially considering that she was using the same cover story to get elected as city mayor. She's also managed to convince the populace that demolishing Cardiff Castle and replacing it with a nuclear power plant in the heart of the city is a great idea. Nuclear cooling towers are massive, and the studies and permits alone should have taken a much longer period of time, even if it was fast-tracked. That Margaret was able to accomplish all this and remain under the national radar is nothing short of miraculous.

Or is it? It has been established in *Image of the Fendahl* (see **The Fourth Doctor Sourcebook**) and *The Unquiet Dead* (pg. 63) that being born near a time fissure can grant psychic abilities as well as augment already-present psychic abilities. Margaret is aware of the rift and, indeed, plans to use

it in order to blast her way home. It's possible that she has low-level psychic abilities that enabled her to convince the locals, who are already connected to the rift, to go along with her plan. The Doctor, Rose and Captain Jack are loaded with artron energy and therefore immune to any suggestion from Margaret. Mickey isn't as protected, although he has some resistance due to being from out-of-town and therefore not saturated with rift energy.

Further reinforcing this point are Margaret's attempts to convince the Doctor that she's changed. She may be operating under the mistaken assumption that the Doctor would fall under her psychic influence. Alternatively, Margaret's connection to the rift and therefore the rest of Cardiff's population may be why she's starting to 'go native' and have some regrets about being a Slitheen. It is this influence that touches the Heart of the TARDIS and grants her a second chance at life?

ELECTROCUTION BRACELETS (MINOR GADGET)

Electrocution bracelets are two matched bracelets designed to be worn by a prisoner and a guard. If the prisoner moves more than 10 feet away from the guard then they get zapped with electricity (Captain Jack says '10,000 volts,' but he's being colloquial – it's amps, not volts, that can kill). Given that the Doctor allows their use it is likely that the bracelets used for Margaret were set to stun, although other models and settings are available.



Traits: Weapon [S/S/S], Restriction (only activates when victim moves more than 10 feet away from someone wearing the controlling bracelet).

Cost: 1 Story Point

FURTHER ADVENTURES

- Sometimes you can't teach an old dog new tricks. A reborn Margaret is the same as the old and she finds a way to travel back in time and try to fix her mistakes, specifically to prevent her family's death. Unfortunately, her actions summon the Reapers, and the characters need to discover the triggering event in order to fix it (if using the Doctor, then perhaps she killed him in the past, which separated the TARDIS. The only way to fix things is for someone to take the shot that took out the Doctor or convince Margaret to undo her plan).
- Sometimes you can teach an old dog new tricks. A reborn Margaret is now on the side of good and actually reaches out to the Doctor when she notices her family trying to destroy another world. She's remorseful but can't bring herself to stop them so she's relying on the characters to do it for her. Unfortunately, her divided loyalties make her sound suspicious – do the players, especially if they know of Margaret, trust her, or does their hesitance threaten the colony?
- An interstellar criminal has no problem forcing people to perform crimes for him by using electrocution bracelets with a 'lethal' setting to motivate them. The characters need to figure out how to stop him without leaving too many bodies in his wake. Unfortunately, his latest heist is taking place at an intergalactic peace conference and his victims are too valuable to take risks.
- Margaret was correct to fear discovery; someone has, and they called on the Judoon for assistance. Unfortunately, the Judoon were a half-step short and the Doctor time-shifted away with Margaret just as Cardiff was transported to the moon. The Judoon are now making a methodical search of the city as the air runs out. The characters have to convince the Judoon that Margaret is gone before the city suffocates.

CATHY SALT

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	2

Cathy Salt is a journalist for the *Cardiff Gazette*. During this adventure she is pregnant by her fiancé Jeffrey, which pleased her mother. Cathy was curious about the new nuclear power plant and investigated it, learning that there'd been several strange and convenient accidents leading to the deaths of people opposed to the project or those charged into verifying its safety. She also discovered that Mr Cleaver, a nuclear adviser, had posted some of his findings online questioning the safety of the project just before he was decapitated. She confronted Margaret Blaine, who invited her into the ladies' room with her. Margaret planned to kill her, but Cathy's stories about her family touched her and reminded her of the loss of her own. Without Cathy knowing it, Margaret spared her life even though Cathy's future article would threaten her plans.

SKILLS

Convince 2, Knowledge 3.



TRAITS

Brave : +2 bonus to any Resolve roll when the character needs to show courage.

Impulsive: Cathy doesn't think things through before acting.

Insatiable Curiosity: Cathy will investigate anything that sparks her curiosity unless she passes a Resolve or Ingenuity roll at -2.

Obsession (Minor): Wants to please her mother.

TECH LEVEL: 5

STORY POINTS: 2

MARGARET BLAINE

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	8

Margaret Blaine or, more accurately, Blon Fel Fotch Passameer-Day Slitheen, is a criminal who slew and took the skin of a senior member of MI5. She participated in the Slitheen plan to spark a nuclear war on Earth and sell the radioactive remains, but the Doctor's actions killed her family. She was the only survivor, having teleported in time to the Isle of Dogs. She fled to Cardiff, where she used her credentials to run for City Mayor and propose a nuclear power plant that would bring jobs to the city. She killed anyone who got in her way and built the project to fail, as she planned to use the resulting explosion to catapult herself back into space.

During her time as mayor, however, Margaret began to feel more human and reflected on her life choices. She believed herself to be a victim of nurture, as she had been trained to be a killer from an early age. Although she initially wanted to use the TARDIS to further her plans and threatened Rose in the process, Margaret stared into the Heart of the TARDIS and was moved by it. In turn, the TARDIS reverted her to her embryonic state inside an egg and the Doctor deposited her in a hatchery back home, enabling her to live her life again.

SKILLS

Athletics 2, Convince 2, Fighting 3, Medicine 2, Science 2, Subterfuge 4, Survival 2, Technology 2, Transport 3.

TRAITS**Alien****Alien Appearance**

Alien Senses (Smell): Margaret has an excellent sense of smell, giving a +2 bonus on Awareness rolls that involve smell.

Fear Factor [2]: Giant, green and with dangerous claws, the Slitheen gain a +4 bonus on rolls when actively scaring someone.

Natural Weapons: Massive claws that can do a great deal of damage (Strength +2). As a female Margaret can fire a poisoned dart from their finger (Coordination + Marksman to hit, (2/5/7)



– damage includes poison effect) and breathe a cloud of poisonous gas at a close target (1/3/4). These additional weapons can only be employed once every seven days as they need time to replenish.

Outcast: The Slitheen have been outcast by the other families from Raxacoricofallapatorius. If they return, they will be arrested and executed. **Shapeshift (Minor):** Not exactly shape shifting but the Slitheen use compression fields and can wear skin-suits to disguise themselves as other races.

Weakness (Major): As a calcium-based lifeform they are extremely reactive when they come into contact with acetic acid. Contact does 4 levels of damage every round. Three Attributes reduced to 0 in this way can produce explosive results.

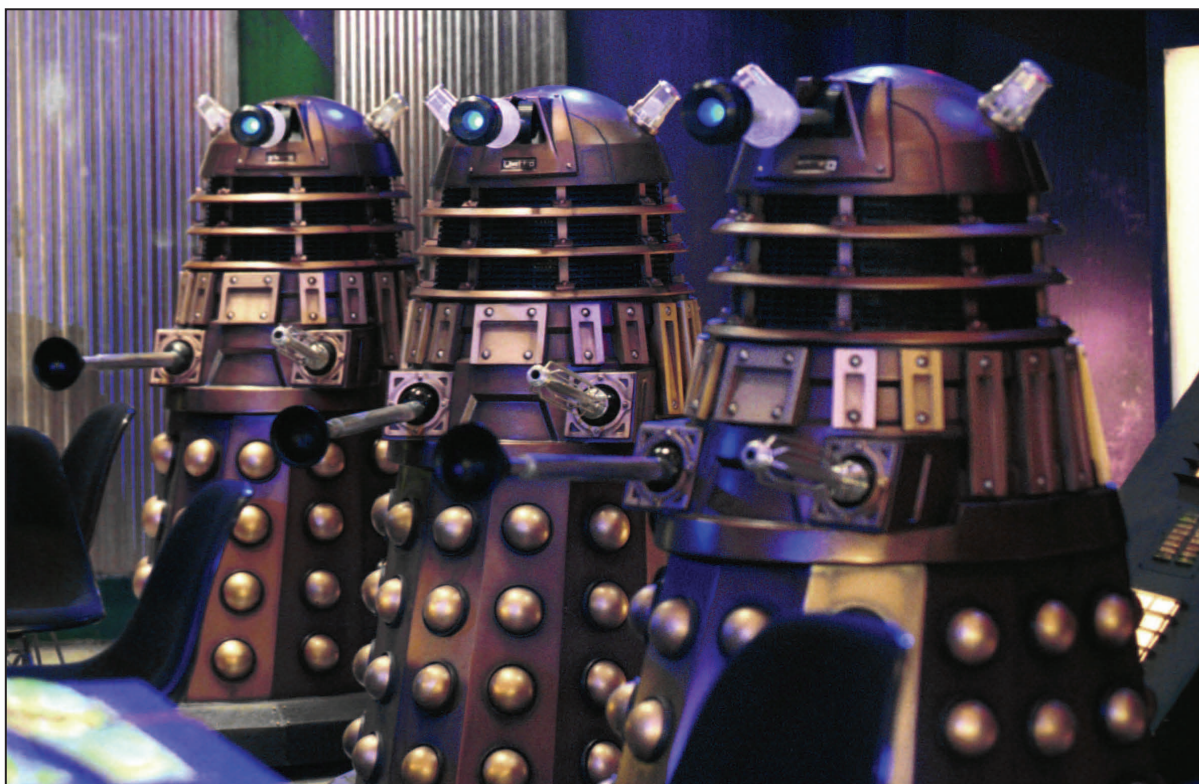
TECH LEVEL: 6

STORY POINTS: 5

BAD WOLF/THE PARTING OF THE WAYS



BAD WOLF/THE PARTING OF THE WAYS



'Then prove yourself, Doctor. What are you, coward or killer?'

SYNOPSIS

Satellite Five, Earth Orbit, 200,100 and London, England, 2006

The Doctor, Rose and Captain Jack arrived on Satellite Five a century after the Jagraffess was defeated. Each of them had amnesia as to how they got there and each was participating in a different game show, all futuristic versions of early 21st century game shows: *Big Brother*, *The Weakest Link* and *What Not to Wear*. They soon discovered that the games had sinister elements – the Doctor would get disintegrated if evicted from the *Big Brother* house, Rose would get disintegrated if she lost a round in *The Weakest Link*, and Jack would get cut up by the *What Not to Wear* robots that want to 'improve' his appearance.

Apparently, their sudden appearances also surprised management on Floor 500, as they had no idea that they had been entered into the games. Only the Controller, a woman attached to the computers

through fibre-optic cables, might know, but she didn't say anything.

The Doctor decided to get himself evicted by breaking a camera. This horrified the occupants, especially Lynda, but when the Doctor walked through the eviction hall the system shut down rather than destroy him. The Doctor counted on the fact that someone had brought him into the game for a reason. Meanwhile, Rose learned that the station was being run by the Bad Wolf Corporation and Captain Jack used a concealed laser to shoot the robots that were keeping him in the game.

The Doctor escaped from the house and brought Lynda with him, promising to keep her safe. She explained the games to the Doctor and asked him if he'd take her with him. The Doctor agreed but insisted that they find his friends and get off the Game Station first. He wondered who ran everything and Lynda showed him a sign – the Bad Wolf Corporation. Lynda told him that the breakdown of Satellite Five had caused a global breakdown, creating anarchy and destroying the economy. The Doctor realised this world was his fault.



Captain Jack salvaged an energy rifle from the robots and used his wrist computer to find the Doctor. Once he found them, they tried to hack into the computers to find Rose. The Doctor discovered that it was difficult to do so because there was another system interlaced with the broadcast computers. The station was transmitting something else. The Doctor finally found Rose but by the time they reached her she'd lost the final round to fellow competitor Rodrick and was disintegrated.

The Doctor and Jack had little time to mourn as security was called and they were arrested. They escaped and headed to Floor 500, where they hoped to get answers. The Doctor tried to intimidate the station managers into telling him who was in control, but soon realised they were just as in the dark as he was. One manager, Pavale, explained that the Controller had been hooked up to the station when she was just 5 years old and only spoke to members of the staff. Pavale further noted that he'd been tracking the strange transmissions too.

The Controller suddenly called out to the Doctor, claiming that she had sought him out and brought him here. She could speak to him now because a solar flare was blocking transmissions. She needed him to fight her masters but had to bring him through the games to allay suspicion. She said that her masters were hiding in dark spaces and had been shaping the Earth for hundreds and hundreds of years. She also said that her masters feared the Doctor.

Jack found the TARDIS and learned through it that the 'disintegrator beams' weren't disintegrating anyone – they were actually transmat beams. Rose had been transported through space. The Doctor tried to get more information out of the Controller but as the solar flares had ended her masters heard her and transmatted her away. As it turned out she and Rose were now on a Dalek ship and she smiled because, in spite of them exterminating her, she'd brought about their end.

Now with management on his side, the Doctor used the station scanners to discover two hundred Dalek saucers lying in wait – half a million Daleks! Noticing that they had been detected, the Daleks contacted the Game Station and ordered the Doctor to leave them be or Rose would be exterminated. The Doctor countered, insisting that he was going to save Rose and destroy them. With that, he and Jack hopped into the TARDIS. Panicking, the Daleks launched their invasion of Earth.

The Doctor took the TARDIS to the Dalek mothership. Jack attached the Extrapolator, which provided it with a force field that protected it from Dalek missiles. The Doctor materialised around Rose and the Dalek guarding her; Jack destroyed the Dalek with his improvised pistol. The Doctor then walked outside to speak to the Daleks, still protected by the force field. He discovered that they were humans





BAD WOLF/THE PARTING OF THE WAYS



who had been converted into Daleks by the Dalek Emperor, who'd managed to survive the Time War.

The Doctor returned the TARDIS to the Game Station and turned up the transmitters to prevent the Daleks from transmatting aboard. Most of the station was evacuated except for a hundred people stranded on Floor 0. Lynda also remained behind by choice. Pavale pointed out that the fleet was coming and the Doctor decided to convert the station into a Delta Wave Generator, which would destroy the fleet. Unfortunately, the Daleks would penetrate the station before the Doctor could finish building it.

Captain Jack decided to organise a defence force. The Extrapolator would hold the Daleks at Floor 494 or below, but once they got inside they could fight their way up. Jack went to Level 0 to look for volunteers to hold off the Daleks. Most, including *Weakest Link* winner Rodrick, did not volunteer. Jack told them to keep quiet and hopefully the Daleks wouldn't come down to their level.

Rose asked the Doctor why he couldn't just go back in time and warn everyone, but he explained that he was stuck in the course of events now. The Doctor realised that the Delta Wave Generator would take too long to build, threatening Rose. He tricked

her into getting into the TARDIS and starting the emergency program. The TARDIS returned her to her home time on Earth as a pre-recorded hologram of the Doctor told her that he was doomed and that she was to have a good life. Mickey found her crying against the now-locked door of the TARDIS.

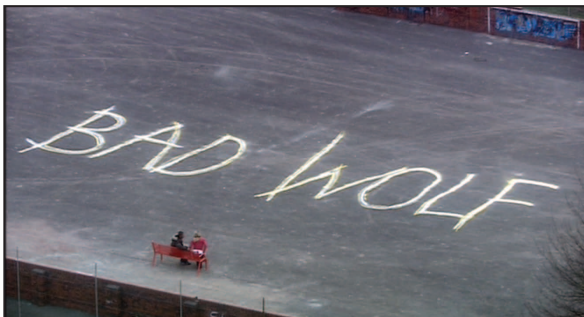


Jack contacted the Doctor and learned that Rose was gone. He asked the Doctor if the Delta Wave Generator was going to be ready and, at this point, the Emperor Dalek came on the Doctor's viewscreen and goaded him to tell Jack the truth – the Delta Wave Generator could be ready but not refined. If the Doctor pushed the button, it would destroy



every human on the station and planet Earth as well as the Daleks. The Doctor reasoned that colonial humanity would survive and Jack agreed with him. The Doctor also tried to get the Emperor to speak about Bad Wolf, but the Emperor maintained that he knew nothing about it.

Jackie and Mickey ate dinner with Rose at a local café but Rose wasn't hungry. She was upset because, relatively speaking, the Doctor was fighting for his life and she wasn't there. Jackie and Mickey told her to try to live her life like he wanted her to, but she couldn't. Instead, she ran out of the café and onto a play area, where she saw 'Bad Wolf' written on the concrete. Rose reasoned that it was a message, one that kept coming to her throughout space and time. It was telling her that she could go back.



Meanwhile, the Daleks invaded the Game Station. In spite of Jack's hopes they invaded Level 0, exterminating everyone on it. They then worked their way up, both inside and outside the station. They exterminated Lynda by shattering the window. Jack's forces tried to hold them off but, unfortunately, Jack had lied about the effectiveness of human weaponry. The remnants of his team made a futile last stand on Floor 499. Jack told the Doctor he had 20 seconds left before he, too, was exterminated.

Back in the past, Rose tried to open the TARDIS with Mickey's car but it didn't work. Jackie tried to talk Rose out of it one last time but, when that failed and Rose mentioned she'd met her Dad, she borrowed a recovery truck from a friend. This truck was strong enough to open the door and Rose ran inside. She tied the chain to the console and Mickey used the truck again, prying open enough of the console to expose Rose to the Heart of the TARDIS. She absorbed the TARDIS' energy and shut the doors, returning the TARDIS to the future and leaving Mickey and Jackie behind.

The Doctor was surrounded by Daleks as he finally completed the Delta Wave Generator. The

Dalek Emperor goaded the Doctor into using it, as it wanted to see the Doctor become like a Dalek. Instead, the Doctor backed off, claiming it was better to be a coward than a mass murderer. The Emperor was about to give the order to exterminate the Doctor when the TARDIS arrived. Rose emerged, surrounded by temporal energies. She claimed to be the Bad Wolf and sent the message through time to herself. She also wiped every Dalek, including the Emperor, from existence. She also subconsciously brought Jack back to life.



Unfortunately, the power inside Rose threatened to kill her. The Doctor saved her the only way he knew how. He kissed her and absorbed the energy into himself. They returned to the TARDIS where the Doctor lamented that he couldn't take her to all of the places that he'd wanted to. Rose was confused and asked why. The Doctor explained that his body, like hers, couldn't hold all of the energy either and it was killing him. Fortunately, he could regenerate. A stunned Rose watched as the Doctor transformed into his next incarnation in front of her.



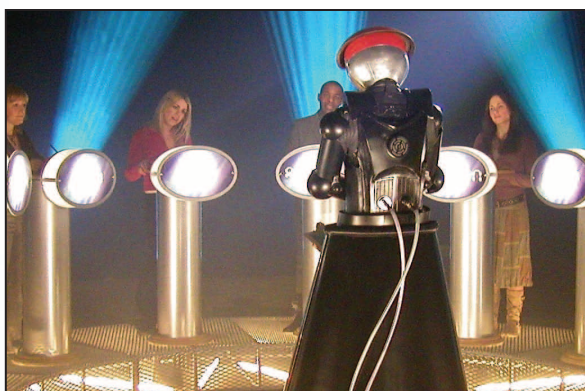
CONTINUITY

- The Doctor, Rose, and Jack visited Kyoto, Japan in 1336 before arriving on Satellite Five.
- Sonic Screwdrivers can't open locks with deadlock seals.



BAD WOLF/THE PARTING OF THE WAYS

- The Doctor is known to the Daleks as 'The Oncoming Storm.'
- Satellite Five was renamed the Gamestation after the revelation of the Jagraffess a century before. There are a hundred different games and all have particularly nasty implications. In total, the Game Station broadcasts 10,000 channels. Everyone watches them and failure to purchase a TV licence could get one executed.
- In spite of the Doctor's hopes after defeating the Jagraffess, humanity has not recovered. The Great Atlantic Smog Storm has plagued the planet for 20 years. Apparently the act of shutting off the news collapsed both the planet's government and the economy.
- Several 21st century game shows have survived into the 2001st century.



- Captain Jack knows about the Daleks and that they were destroyed. Thus the Time War hadn't wiped out their existence – they'd been a scourge of the universe until they'd disappeared sometime before the 51st century and never returned. Rodrick, the winning contestant on *The Weakest Link*, also believed that the Daleks disappeared around that time.
- This is the third appearance of a Dalek Emperor. This one is obviously not Davros (who fought the Seventh Doctor – see ***Remembrance of the Daleks*** in **The Seventh Doctor Sourcebook**) and is immobile (like the one that the Second Doctor met in ***The Evil of the Daleks***).
- The Dalek assault reshapes the continents of Earth.
- The Doctor, Jack and Lynda are threatened with incarceration on the Lunar Penal Colony.

The Doctor was imprisoned there in ***Frontier in Space*** (see **The Third Doctor Sourcebook**).

- Torchwood gets its first mention here as a *Weakest Link* question. The Great Cobalt Pyramid was built over its remains and may be a monument to the organisation.
- The Face of Boe is referenced as the oldest inhabitant of the Isop Galaxy. Captain Jack gains his immortality from Rose, which may set him on a course to become the Face of Boe.
- The Bad Wolf Corporation runs Satellite Five. This is what inspires Rose, while fuelled with the power of the TARDIS, to scatter its name throughout her timeline.
- The Heart of the TARDIS again interfaces with a lifeform, but rather than regress Rose it empowers her. Humans cannot survive this process unless the energy is siphoned off. Time Lords can only bear it through regeneration.



◉ RUNNING THE ADVENTURE

This adventure begins as a mystery and then becomes a revelation – it is the climax of season-long plot threads. At first, though, it puts the characters in a bizarre situation; they are contestants on reality shows that encourage them to play well or risk incineration. That is, until one or more characters figure out the obvious, which is whoever put them in these 'death traps' really doesn't want them dead (unfortunately, this is only restricted to the Doctor; his companions aren't so lucky, but fortunately the 'disintegrations' are actually transmat beams that turn the 'incinerated' characters into Dalek hostages.





Once the veil is lifted, this adventure quickly becomes a base under siege with the characters trying to stop the Daleks against impossible odds. They have to hold the Daleks off long enough for the boffin amongst them to perform some jiggery-pokery, and, in the end, get a last-minute rescue from a character that has opened the Heart of the TARDIS.

Unless you've been using 'Bad Wolf' as a meme through previous adventures, you may want to provide an alternative solution against the attacking Dalek army. Maybe the crack in time that preserved the Dalek Emperor is still around and could be opened to suck it back in, or maybe the characters have an opportunity to expose the Emperor as a 'false god' to the new Daleks, causing them to turn on it. You might even take a page from *Evolution of the Daleks* (see **The Tenth Doctor Sourcebook**) and have the new Daleks 'remember' their humanity and refuse to wipe out their own species just because the Emperor willed it.

CHANGING THE DESKTOP THEME

It's difficult to reskin this adventure because it is the culmination of season-long story arcs. You could change the window dressing by changing the reality/

game show theme to scripted television; in the future such shows may be interactive, immersing the 'viewer' into a virtual universe populated by the series characters. You could also place them in video games. Perhaps each character finds themselves in a giant battlesuit navigating a war-torn wasteland or, worse, each player finds himself in a stereotypical soap opera situation.

Alternatively, the Daleks can be swapped for any species that has an egomaniacal ruler. The Mondasian Cybermen are an obvious fit, so too are the Ice Warriors (they want to Marsiform the Earth), the Silurians (they really want their planet back) or the Nestenes (they're going to be successful this time, honest!). If you're running this adventure during a long-running campaign you'll want to use an adversary that has really gotten under the players' skins.

In all cases, you'll need to decide whether to use a Bad Wolf-style conclusion or come up with your own, exploiting a weakness of the invaders. If you decide to do the latter then you'll need to find some way to get that information into the players' hands; otherwise, you run the risk of "the Sontarans are attacking en masse? How do we stop them? Let's just toss enough Story Points at them until inspiration hits!"

SAME SET, NEW ADVENTURE

One of the cool things about this adventure from a Gamemastering point of view is that it uses the same setting as *The Long Game*, simply repurposed and with a fresh coat of paint. Rather than being a news network Satellite Five has now been transformed into the Game Station but it is physically still the same place. The rooms and corridors are familiar and the top floor, Floor 500, is still the control level.

When you are creating new adventures, it's always great when you can re-use something that you've already made, especially if you didn't get your 'money's worth' the first time around. Maybe the players didn't explore as much of a starliner as you thought, or they avoided going into the castle entirely. A new adventure gives you another chance to use that material.

Alternatively, maybe the players did thoroughly explore the old setting but you'd like to get use out of it again. Maybe that medieval castle is now a 20th century tourist attraction, or the characters find themselves aboard a second interstellar ship that is the same model of the one they'd been in previously. There are certainly differences now, but the players will still have some familiarity with the setting. Let's face it, it would be awesome for a character

to regale his 1920s companions of how he spoke to Richard III on the very spot that now sports a fish and chips stand!

USING THE FAMILIAR AS VERISIMILITUDE

When the Doctor first arrives (at least this time around) on Satellite Five, now the Game Station, he and his companions are inserted as contestants on various game shows. What's interesting is that all of these game shows are futuristic updates of those Rose would be familiar with on 21st century Earth. That seems an amazing coincidence – or is it?

There are many games and formats that have withstood the test of time. People still play draughts, chess and noughts and crosses. It's not unforeseeable that popular game show formats may be revisited throughout time, especially when there are tens of thousands of channels to fill programming with. Additionally, it's likely that the Controller, who plucked the Doctor and his companions from the early 21st century (assuming the visit to Raxacoricofallapatorius was a journey through space and not time), would deposit them in games that they'd have a good chance of understanding and surviving. Updated versions of 21st century game shows would certainly fit that bill.



Alternatively, this could be the result of the Bad Wolf manipulating time to ensure that the Doctor and Rose survive to the point where Rose gets sent back in time. In this case, Rose has determined what game shows would be resurrected and simply chose ones with which she was familiar.

In a **Doctor Who: Adventures in Time and Space** campaign, using familiar elements like futuristic versions of game shows help the players adjust to the setting and roleplay accordingly. Imagine a scenario where the characters are deposited into totally unfamiliar game shows and the Gamemaster had to have NPCs spend several minutes teaching the rules to the players – how tedious!

Using the familiar also lets the Gamemaster inject a bit of humour into the adventure, especially when the 'updates' don't exactly track with the original. It also allows for the elements of surprise and terror. Seeing the Anne Droid running *The Weakest Link* is hilarious, but having her incinerate the losers turns the 'game' into something else entirely.

THE BEST LAID PLANS...

A recurring theme throughout the Doctor's life since he met Rose was that the term 'Bad Wolf' was popping up everywhere. In this adventure Rose realises what it means and that she is supposed to use the TARDIS to rescue the Doctor and, by extension, the universe. This is because she saw that the 'Bad Wolf' meme was still following her

even after she left the Doctor. In a roleplaying game, however, there's a good chance that your players are going to miss that, as there was really nothing that differentiated the last two instances of 'Bad Wolf' cropping up (as the name of the Satellite Five corporation and on the playground) from all of its previous appearances. The Gamemaster would be relying on 'more of the same' to stoke the players into action. In Rose's case it worked, but your players could easily miss something that subtle.



Whenever you're giving a meta-plot a slow burn to last through the course of a season you have to be careful that it's going to work through the entire run of stories. Over the course of any given campaign old players may leave and new ones join, some players may be absent for one or more adventures, and characters may change based on decisions

WHERE'S THE CAVALRY?

One obvious question during this adventure is what happened to Earth's defence forces? Surely they wouldn't be caught so flat-footed that no ship saw the Dalek fleet or that they couldn't put up a significant defence, even if it was ultimately doomed? How did the Daleks essentially attack the Earth unchallenged?

The answer lies in ***Resurrection of the Daleks*** (see **The Fifth Doctor Sourcebook**). Over the course of centuries, as it built his army, the Dalek Emperor also seeded the Earth with Dalek Duplicates, clones of actual people who are fiercely loyal to the Daleks. These clones are embedded in governments and businesses and have been keeping the Dalek fleet a secret. When the time came for the Dalek assault the Duplicates sprang into action, paralysing the Earth defences long enough for the Daleks to overcome them.

Viewed in this light, it is possible that the Editor working for the Jagraffess was a Dalek duplicate himself!

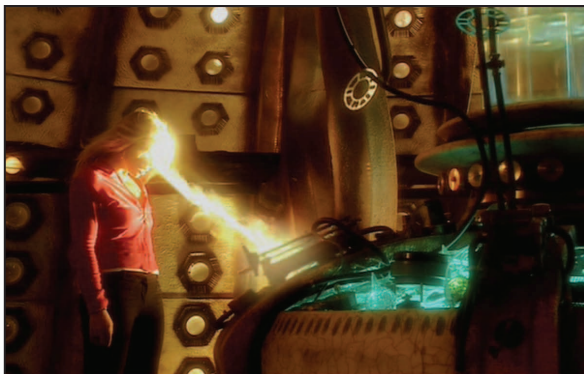




BAD WOLF/THE PARTING OF THE WAYS

made and random circumstances. A Gamemaster can never be certain if the group they start with will be the group they end with. Thus, you have to ensure that any 'plot crumbs' lead to the conclusion.

You also have to ensure that you aren't so heavy-handed with your plot crumbs that the players anticipate the ending before it happens. How anticlimactic would it be, for example, if Rose kept seeing glimpses of herself over the course of several adventures rather than 'Bad Wolf' and realises after the events of *Father's Day* that she's coming back in time to see herself? When the Doctor boots her away in the TARDIS she already knows that this isn't the end as she hasn't visited herself yet (note that in a two-player game this isn't a problem. It's OK for Rose's player to quickly realise that she needs to come back and the one thing with the power to do that is the Heart of the TARDIS).



The Bad Wolf meme accomplishes both of these brilliantly. The Bad Wolf meme is vague enough that it doesn't matter who spots the references as long as the string seems to follow the group as a whole. This same vaguer prevents them from figuring out the solution along the way. Thus, when Rose (or any character) is returned to the past she is still in the dark until the Bad Wolf comes huffing once more.

Now to return to the original quandary, one way to ensure that the players get the message is to have the Bad Wolf references start coming hard and fast, leading them back towards the TARDIS. 'Huffing and puffing' could even be used allegorically to goad them into wrenching the TARDIS doors open and pulling up the floor. The Heart itself could even be whispering 'Bad Wolf' from beneath the grates. It may seem a bit heavy-handed, but given that it was the players themselves that left (or, relatively speaking, will leave) the plot crumbs then it is intentionally so!

DELTA WAVE GENERATOR

The Delta Wave Generator, which fries the brains of all sentient beings within its range (unless properly calibrated), isn't listed as a gadget because it's more about using jiggery-pokery to resolve the plot than an actual gadget that a player character might carry around with them. Creating a Delta Wave Generator should cost several Story Points and involve characters spending the better part of the adventure trying to create it.



RUNNING LARGE-SCALE BATTLES

The second part of this adventure is a high-stakes battle – an entire army of Daleks invades the Game Station and attacks the Earth. In addition to the player characters there are a couple hundred people left on the Game Station. How can a Gamemaster keep track of everything and run a realistic battle?

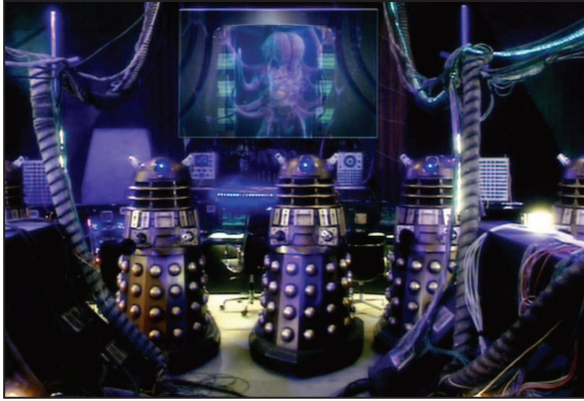
The simple answer is: you don't.



From an adventure point of view, the whole battle is just an excuse to put the character (the Doctor) into a situation where he has to make a choice – does he destroy a second world, his adopted home, to stop



the Daleks, or does he let them win this time? For that to happen he needs to be able to finish the Delta Wave Generator, making the entire battle a race against time. From the Gamemaster's perspective, all that they need to consider is whether the protective measures taken can slow the Daleks down long enough for him to succeed?



The characters know that taking on the Daleks with a full frontal assault will only get them exterminated. They aren't expecting to 'win,' just to buy time. Any meeting with a squad of Daleks is simply an obstacle to overcome in that attempt, since there's always another squad on its heels. The Doctor has never relied on straight military force to solve a problem; he's always looking to provide that 'edge,' that one

thing that can turn the tide. The battle becomes about whether the characters have time to exploit that edge before the enemy succeeds.

Unless you're using the rules from **Defending the Earth: The UNIT Sourcebook** in **Doctor Who: Adventures in Time and Space** large scale battles essentially form part of the background. You already know what's going to happen. No matter what the player characters and non-player characters do, the Daleks are going to take the satellite. What the players need to concentrate on is the 'edge.' This requires a number of steps and relevant task roll.

First, do the characters know what 'the edge' is? Does the enemy have an exploitable weakness? Is there something available that can turn the tide? Can a bit of jiggery-pokery come up with a solution? This step may require some investigation if the enemy is unknown.

Second, do the characters have what they need to manifest 'the edge?' If the Cybermen are vulnerable to gold, is there enough gold around, or must the characters mix a 'Cocktail Polly' (see **The Moonbase** in **The Second Doctor Sourcebook**) that would have a similar effect? Does the satellite have enough power to create a Delta Wave? This step may require a 'search and retrieval' operation, possibly forcing them to evade the enemy in the process.

A DARKER TENTH OR ELEVENTH DOCTOR

One of the great things about running **Doctor Who: Adventures in Time and Space** campaigns is that you get a chance to play with 'what-ifs.' In this case, what if the Doctor had decided to push the button? What if Bad Wolf Rose returned to find the Daleks and humanity destroyed, with a regenerating Doctor lying on the floor? He'd likely still help her, which would use up another regeneration, so now the 11th Doctor is left to take Rose home for Christmas. The new Doctor would not likely look like either of the Ninth Doctor's successors (we're only counting the Tenth Doctor once!) and it's been established that new incarnations are influenced by events and companions from their last incarnation. What form would a Doctor who has been forced to destroy two civilisations to stop the Daleks take? Would he continue as he had, or would he disavow TARDIS travel to live out the rest of his lives in self-imposed exile? Would the personas of the Valeyard or the Dream Lord bubble to the surface? The possibilities are interesting!



Don't forget that you can have your cake and eat it too. A quick trip to a parallel or divergent universe could see the characters come into contact with the Dark Doctor while still preserving the timeline of the original. Perhaps they'll find a way to help the Doctor reverse his mistakes, or perhaps they'll find a Doctor too wracked with guilt once he discovers that he'd cheated the first time (thanks to the Moment) only to fall short when he had to stand on his own.



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Third, do the characters have enough time to manifest 'the edge'? If not, can they do something to make the time? Here, the Doctor has everything he needs to build a Delta Wave Generator, but the Daleks will get to him before he can finish. The Doctor, therefore, relies on Captain Jack to rally the remaining people to aid with the defence, knowing that ultimately they're all going to perish. This requires several social and tactical task rolls to rally a defence and the Gamemaster can run one or two individual small-scale combats just to keep the pressure building.



Finally, can the characters execute 'the edge'? Hopefully they've bought enough time to get 'the edge' ready, but in some cases they may need to take it somewhere where it will have the biggest impact (like dropping anti-plastic into a vat of Nestene Consciousness). Once the edge is implemented, the Gamemaster can narrate the favourable outcome.

Overall, large scale battles offer many opportunities for important task rolls and pressure situations without resorting to a battlemat full of armies (although those are great fun too!). Just remember that, in the spirit of DW: AiTaS, the victors aren't the ones with the overwhelming force, but those who use their wits to overcome adversity!



COMPACT LASER DELUXE (MAJOR GADGET)

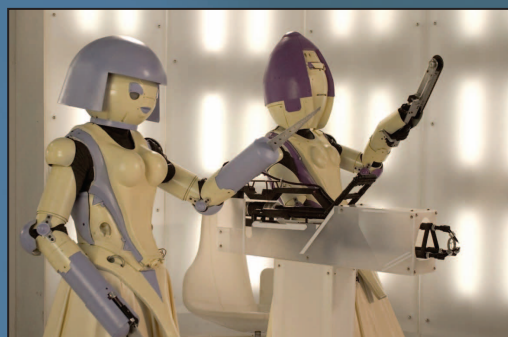
This laser pistol has a collapsible frame that allows it to be easily concealed.

Traits: Weapon – Laser (4/L/L), Special (can be hidden in small places; -4 on attempts to find it)

Cost: 2 Story Points

DEFABRICATOR (MINOR GADGET)

This accessory enables a subject to be completely stripped by deleting their clothes. It is essentially a variant of the Squaresness Gun.



Traits: Delete, Restriction (doesn't work on living tissue).

Cost: 1 Story Point

FURTHER ADVENTURES

- The Dalek Emperor's initial attempts to convert humans into Daleks end in failure. Some of these failed experiments escape and board an Earth solar luxury liner, looking for assistance. Unfortunately, their Dalek programming is still strong and they begin butchering their way through the crew and passengers even as they beg for help. Can the characters stop them before the captain deems all to be lost and pushes the self-destruct button?
- The characters arrive on Earth just as the Dalek invasion is taking place. While they know that humanity survives the attack, there is a key politician who, in the near future, brokers an interstellar peace that lasts for 3000 years. Unfortunately, she's currently stuck in a building surrounded by attacking Daleks. Can the characters ensure that she survives as well?



- The Dalek Emperor is hard to kill. Even as the Bad Wolf threatened it, the Emperor's defence mechanisms kicked in and time-ported it away. Unfortunately for it, Bad Wolf managed to do some damage and the Dalek Emperor crashed in Mexico just before Hernán Cortés meets the

Aztecs. The Dalek Emperor offers Moctezuma a defence against the invaders – all it requires are a few sacrifices to convert and some gold to reshape. Can the characters stop the Emperor before newly minted gold Daleks exterminate the Spanish conquistadors?

ANNE DROID



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	4

The Anne Droid was the robotic host of *The Weakest Link* onboard the Game Station. It apparently disintegrated losing contestants with an energy beam, but this was really a transmat beam. Jack reprogrammed it to defend floor 495 against the Daleks. Her memorable catchphrase before she shot anyone – Daleks included – was “You are the Weakest Link. Goodbye.”

SKILLS

Convince 3, Knowledge 5, Marksman 4, Technology 3, Transport 2.

TRAITS

Robot

Armour (Minor Good): Reduce damage by 5.

Gadget – Transmat Beam: The Anne Droid is equipped with a gun in its mouth that seemingly incinerates people but actually transmatted them aboard the Dalek Mothership.

Slow (Major)

TECH LEVEL: 7 STORY POINTS: 2

LYNDA MOSS



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	2

Lynda Moss was a contestant on the latest incarnation of *Big Brother*. She was chosen randomly to play the game. The Doctor helped her escape without being disintegrated and asked her to travel with him. She agreed, but unfortunately the Daleks invaded the station and exterminated her before she could take the Doctor up on his promise.

SKILLS

Athletics 1, Convince 2, Knowledge 2, Technology 2.

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve Lynda's looks.

Brave (Minor Good): +2 bonus to any Resolve roll when Lynda needs to show courage.

Charming (Minor Good): +2 bonus to attempts to use charm.

TECH LEVEL: 7 STORY POINTS: 1



DALEK VARIANTS

Technically, all of the Daleks that the Doctor faced in this adventure were Dalek variants, as even the standard Daleks were created from converted humans. These Daleks treated the Emperor Dalek as if it were a god (and to be fair the Emperor Dalek considered itself one) worthy of worship.

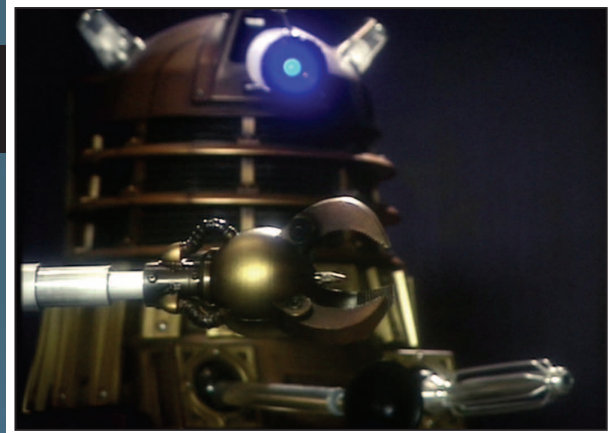
In addition to these converted Daleks, there were two other Dalek variants that were also created from converted humans. One is the Imperial Guard Dalek, which had a black helmet and was tasked with protecting the defenceless Emperor Dalek. Another is the Assault Dalek, which had a fireclaw in place of a plunger. Assault Daleks made it easier to infiltrate structures by cutting through doors and walls.

In addition, given that the Emperor Dalek was creating an army, it's likely that there were other Dalek variants than these two. Certainly the Emperor Dalek might have built a few Special Weapons Daleks or Supreme Daleks – if you have a variant from another sourcebook you could certainly add it to the Emperor's army!

CONVERTED DALEK

Statistics as Dalek (see pg. 102), with additional Trait:

Enslaved: Daleks made from human stock feel inferior and a sense of self-loathing. They would never question the Emperor Dalek or any other Skarosian Dalek.



IMPERIAL GUARD DALEK

Statistics as Dalek (see pg. 102), with additional Traits:

Enslaved: Daleks made from human stock feel inferior and a sense of self-loathing. They would never question the Emperor Dalek or any other Skarosian Dalek.

Armour (Special): The enhanced Dalekanium casing reduces damage by 15. This does reduce the Imperial Guard Dalek's Coordination to 1.

STORY POINTS: 5-8

ASSAULT DALEK

Statistics as Dalek (see pg. 102), with additional Traits:

Enslaved: Daleks made from human stock feel inferior and a sense of self-loathing. They would never question the Emperor Dalek or any other Skarosian Dalek.

Weapon (Fireclaw): The statistics for Assault Daleks are no different from the basic Dalek, as their claws allow them to do much the same as their manipulator arms. However, they can use the blowtorch to set fire to objects or to burn through doors and other obstacles (doing (2/5/7) levels of damage per round to a door or barrier).

EMPEROR DALEK

AWARENESS	5	PRESENCE	8
COORDINATION	2	RESOLVE	5
INGENUITY	7	STRENGTH	10*

*The Dalek mutant inside has different Attributes when removed from the Dalekanium casing – see pg. 101.

The Dalek Emperor is encased in an immobile shell that leaves the mutant inside visible (but still protected). It has no weapons but is protected by the most advanced armour and force-fields. A cadre of Imperial Guard Daleks surround it at all times.

While it might seem strange that their leader is immobile, it is not that simple. The Emperor's housing might be static but it is actually part of its command carrier spacecraft. Effectively, the Emperor *is* the command saucer, the most powerful spacecraft in the Dalek fleet, making it far from immobile and unarmed. Should the Emperor decide to visit a planet it can always move into a more standard Dalek casing (though usually larger). However, it is unlikely it would have any interest in doing so. It only needs to know if the Daleks have prevailed, something it can oversee from the power and safety of its spacecraft.

The Emperor was believed to be destroyed in the Time War along with its ship. It was actually cast through the Vortex, heavily damaged. This did little for the Emperor's mental state, driving it into a state of deluded deified madness.

SKILLS

Convince 4, Knowledge 10, Medicine 5, Science 8, Technology 8, Survival 4, Transport 3.

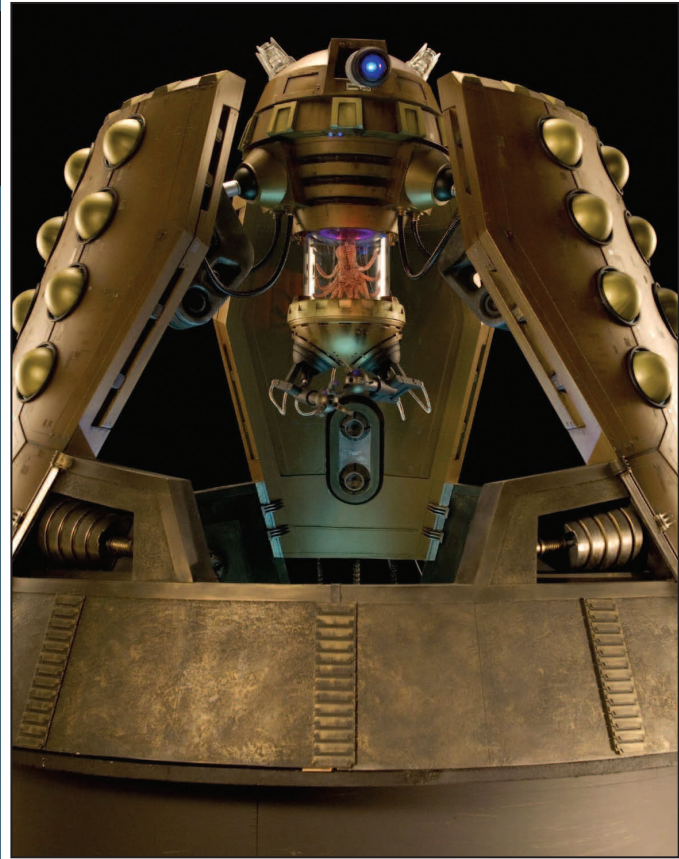
TRAITS

Armour (Major Trait): The Dalekanium casing reduces damage by 15.

Cyborg

Environmental: The Emperor Dalek is able to survive in the vacuum of space, or underwater.

Fear Factor (5): In spite of being unarmed, the Emperor Dalek projects a terrifying presence. It gets a +10 to rolls when actively scaring someone.



Forcefield (Major Trait): Bullets appear to stop in the air in front of the Emperor Dalek, dissolving on contact with its powerful forcefield. Damage is reduced by two levels (from Disastrous to Failure, from Bad to no effect, and so on).

Huge (Major): The Emperor Dalek is enormous and gains +4 to its effective Strength and gains +2 to its Speed (if detached from the command saucer). It does make it easier to hit (+4) and to see (+8).

Scan: The Emperor Dalek can interface with computers and with living beings, and absorb data in great quantities.

Slow (Major)

Technically Adept: The Emperor Dalek is brilliant at using and adapting technology.

TECH LEVEL: 9

STORY POINTS: 9

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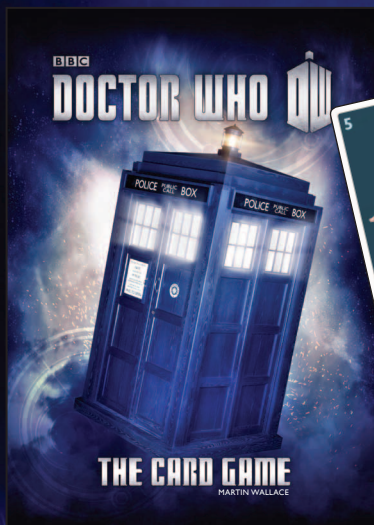
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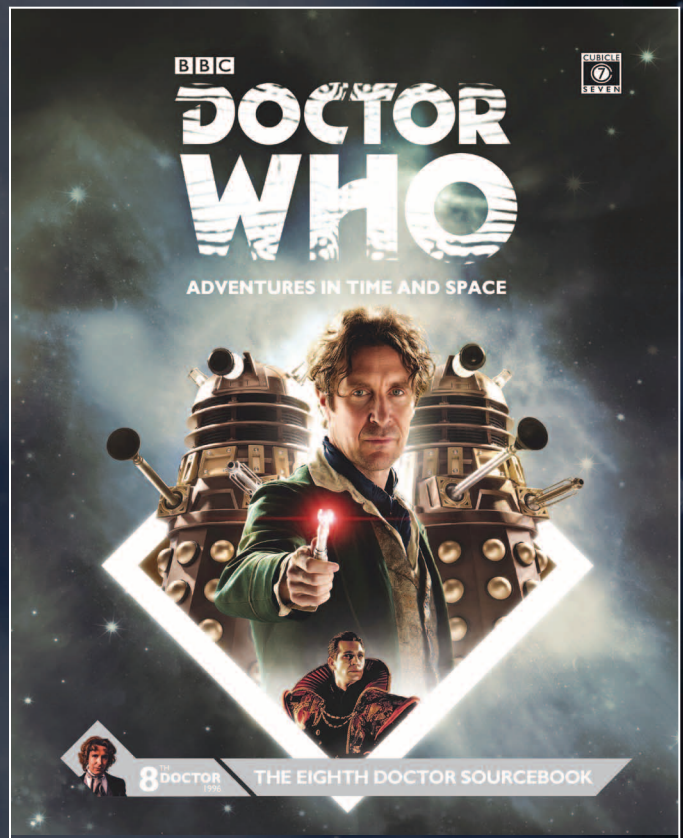
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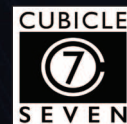
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