BBC

DOCTOR WHO

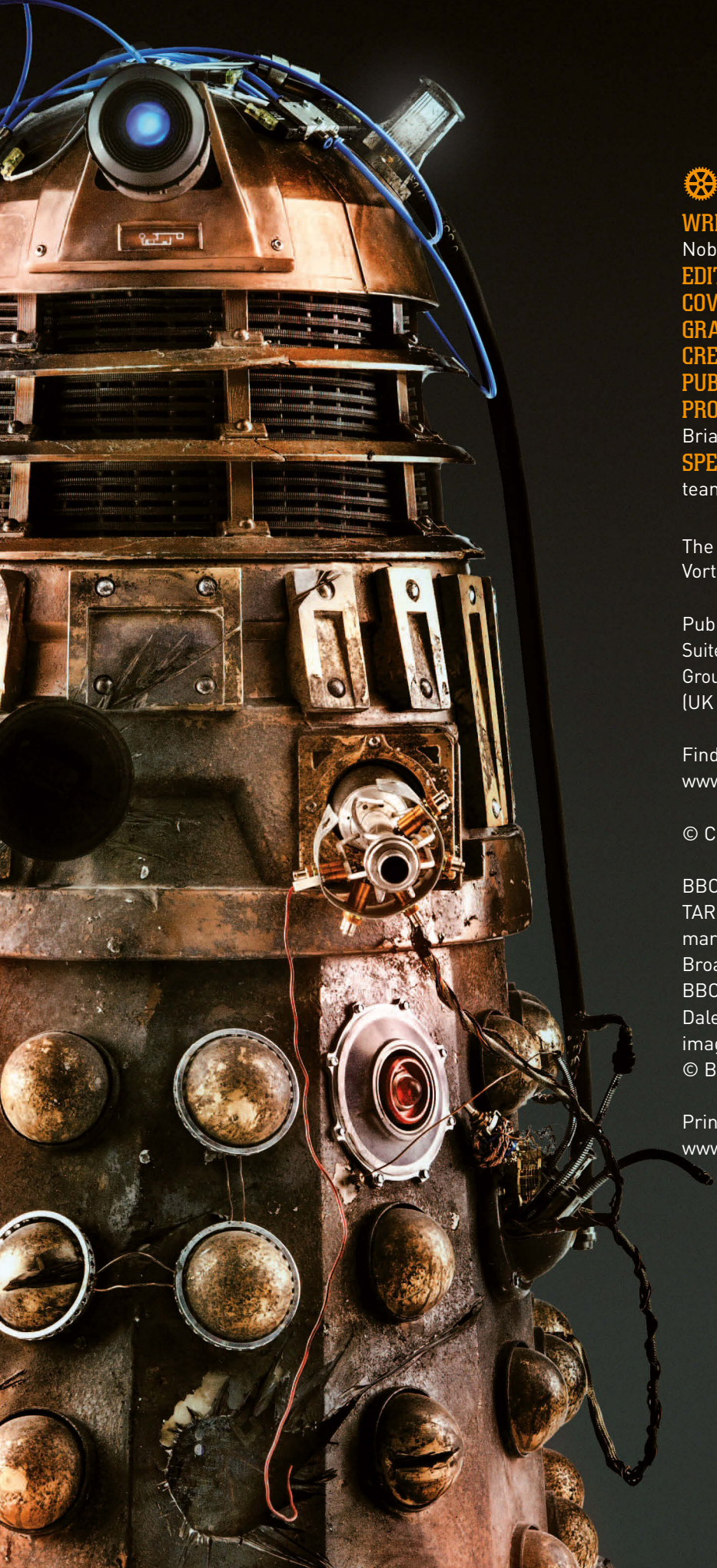
ROLEPLAYING GAME

CUBICLE 7 SEVEN



ALL THE STRANGE, STRANGE CREATURES

VOLUME I



CREDITS

WRITING: Morgan Davie, Andrew Kenrick, Cassie Noble Beyer and Rob D. Webster
EDITING: Andrew Kenrick
COVER: Paul Bourne
GRAPHIC DESIGN AND LAYOUT: Paul Bourne
CREATIVE DIRECTOR: Jon Hodgson
PUBLISHER: Dominic McDowall
PROOFREADERS: Ian Finney, Peter Gilham and Brian Swift
SPECIAL THANKS: Ross McGlinchey and the BBC team for all their help.

The **Doctor Who Roleplaying Game** uses the Vortex system, designed by David F. Chapman.

Published by Cubicle 7 Entertainment Ltd
Suite D3 Unit 4 Gemini House, Hargreaves Road, Groundwell Industrial Estate, Swindon, SN25 5AZ, UK.
(UK reg. no.6036414).

Find out more about us and our games at www.cubicle7.co.uk

© Cubicle 7 Entertainment Ltd. 2016

BBC, DOCTOR WHO (word marks, logos and devices), TARDIS, DALEKS, CYBERMAN and K-9 (word marks and devices) are trade marks of the British Broadcasting Corporation and are used under licence. BBC logo © BBC 1996. Doctor Who logo © BBC 2009. Dalek image © BBC/ Terry Nation 1963. Cyberman image © BBC/Kit Pedler/Gerry Davis 1966. K-9 image © BBC/Bob Baker/Dave Martin 1977.

Printed by: Standartų Spaustuvė
www.standart.lt, Vilnius, Lithuania.

CONTENTS

INTRODUCTION 4

ALIENS AND CREATURES 5
Atraxi 6
Axos 9
The Boneless 14
Carrionites 17
Trees of Cheem 21
Clockwork Robots 24
Cybermen 28
Daleks 38
Dalek Puppets 48
Draconians 51
The Great Intelligence 55
Jagrafess 63
Krynoid 67
Multiform 74
Nestene Consciousness 78
Ood 85
Rutans 89
Saturnynians 92
Silents 96
Silurians 101
Skovox Blitzers 107
Sontarans 111
Tharil 116
The Toclafane 120
Vashta Nerada 124
Weeping Angels 128
Zygons 135

CREATING YOUR OWN ALIENS 140
Hero or Villain? 141
Monsters 142
Aliens 143
Constructs 144
Alien Creation 144
Alien Traits 145
Playing Aliens: Alien Character Creation Packages 154
Attribute Modifiers 154
Traits 154
Cost 155
When is Alien too Alien? 155
Race Packages 155

INDEX 158





INTRODUCTION

'THERE'S A HORROR MOVIE CALLED ALIEN*?*
THAT'S REALLY OFFENSIVE.
NO WONDER EVERYONE KEEPS INVADING YOU!'

For much of our history humans have gazed up at the stars and asked the question: are we alone in the universe? The answer, of course, is no! The galaxy is teeming with life. Aliens populate every corner of this galaxy and others, and many have visited our humble little planet. Some even set foot here even before we did.

Some aliens come out of curiosity or seeking peace, but most have looked at Earth with a desire to conquer or destroy it. In the past we've managed to defeat invading aliens with the help of UNIT, the Doctor and others, but it helps to be prepared – to know what's out there waiting in the darkness of space. Forewarned is forearmed, after all.

All the Strange, Strange Creatures is about those aliens. Aliens the Doctor has encountered on his adventures. Aliens he has not yet met. Aliens he hopes to never meet again. This supplement will provide the Gamemaster with the details of just some of the alien races that the Doctor has encountered – some of these are from his more recent incarnations, others are old enemies he faced long ago. More will be covered in future supplements.

Rather than just provide rules and background for each of the aliens included, this supplement gets beneath the skin of each of them. What makes them tick? What do they do? How do you use them in your adventures? What sort of stories do they appear in? What else might you do with them?

All the Strange, Strange Creatures is divided into two parts:

ALIENS AND CREATURES

This chapter forms the core of the book, detailing 27 different alien races and examining how you might use them in the Doctor Who Roleplaying Game. Each entry is divided into the following sections:

- **Background:** What is the alien? Where did they come from? And when has the Doctor encountered them before?
- **Motives and Agendas:** What do they want and how do they go about it?
- **Encountering the Alien:** What does the alien look like? What does it do when encountered? Can the characters talk to, fight or defeat it?
- **Using the Alien:** What sort of stories does the alien appear in? How does a story change when it features the alien? How do you write an adventure of your own featuring the alien?
- **Adventures:** Plot hooks and story ideas for adventures featuring the alien, which you can adapt, borrow and steal for your own game.
- **The Alien:** Rules for the alien itself, including any new traits or equipment it might use.

CREATING YOUR OWN ALIENS

This chapter lifts the lid on how to make your own alien creature, providing you all the tools and lists to come up with your own monster for the Doctor and his companions to face. It also includes a complete list of Alien Traits, as well as rules and guidance for playing an alien.

ALIENS AND CREATURES





ATRAXI



'Prisoner Zero will vacate the human residence, or the human residence will be incinerated.'

The Atraxi are an advanced race who have pledged many of their spaceships to the pursuit of interstellar justice. An Atraxi police force is dogged and highly organised, but holds less advanced races in no esteem whatsoever: an Atraxi fleet will comfortably commit acts of genocide in the name of Atraxi justice.

BACKGROUND

The Atraxi are a highly advanced society that emphasise justice, law and order. A crack through time and space linked a cell in an Atraxi prison to a little girl's bedroom in Leadworth, and the dangerous convict Prisoner Zero escaped.

When the newly regenerated Doctor forced the crack open in order to snap it shut again, the Atraxi locked onto his TARDIS, and, when he returned 12 years later, threatened to boil the Earth to apprehend their fugitive. The Doctor caught Prisoner Zero on the Atraxi's behalf, but as the aliens left with their quarry he called them back to Earth to deliver an important message: Earth is defended.

MOTIVES AND AGENDAS

The Atraxi aren't interested in invading other planets, but neither will they go out of their way to not invade them. Although they are resolute in enforcing their own law to the letter, their police force plays fast and loose with the rules of the Shadow Proclamation: they can and will boil your planet and write it off as collateral damage just as long as it's convenient and they don't think anyone's looking. They're also noted cowards; when they sought to capture Prisoner Zero, the Atraxi kept well out of harm's way, attacking the Earth from orbit rather than engaging in a fair fight, and when they recognised the Doctor as a plausible threat they fled. Nonetheless, the Atraxi do value justice; they're not spiteful, they're generally peaceable, and they probably don't hate you as a species... they just don't have any reason to like you, either.

ENCOUNTERING THE ATRAXI

Of all the strange, strange creatures the Doctor has encountered, the Atraxi are among the most unusual, and the downright peculiarity of the species should be built into all Atraxi encounters. Contrast the Judoon: both creatures are known for their interstellar police forces, but while the Judoon are very pedantic and orthodox, the Atraxi are more moody and unpredictable. The strange and arcane Atraxi legal system should twist logic a little, and defy the characters' sensibilities. Trying to fit into Atraxi society should be like navigating a labyrinth blindfolded – your characters should be treading on eggshells if they're trying to earn the Atraxi's trust.



We should also be absolutely clear – those big eyeball things are *not* the Atraxi, but Atraxi *spaceships*. It's a great design, very iconic, but we've never actually met the creatures that created them. The Atraxi creatures might live inside the eyeballs as the Dalek mutants live inside their robot shells, or the eyeballs could be unmanned drones that are controlled from the home planet. Maybe they're not even directly controlled by the Atraxi themselves; they might be justice robots that are just following their programming, or the spaceships might have destroyed their Atraxi creators a long time ago and inherited the name. Equally, consider that the Atraxi are likely to have built more than one type of spaceship. The blue eyed snowflake is a great design, but what might an Atraxi dreadnought look like?



So, what of those creators? They could be humanoid, avian, cybernetic, sentient cups of goo – again, we'd emphasise the word "unusual," but be sure to build in some sort of consistent logic. Consider what we already know about them, pose yourself difficult questions and invent clever answers: if your Atraxi don't have opposable thumbs, how could they build a fleet of spaceships?

Maybe Atraxi isn't the name of a species but an empire that comprises several different races, or maybe your Atraxi coerce other species into doing their bidding. If your Atraxi spaceships are AIs, maybe the Atraxi themselves are frail machinists who built the ships as muscle?

Although we recognise the Atraxi by their police force, the Atraxi themselves don't need to be a police race; indeed, they might be nothing like the eyebots. A naïve Atraxi race may have trained their police drones to carry out acts of Atraxi law and then retreat when their safety is compromised. The Atraxi creatures might be as horrified by their ships' behaviour as the Doctor was. Make them good, make them bad – just make them weird!

USING THE ATRAXI

The Atraxi do not do subtle. When they arrive in one of your adventures, everybody knows about it. Their spaceships appear in orbit, they hijack the airwaves and broadcast their demands all around the world. When they want something from a planet, the planet knows about it.

The Atraxi are single-minded in their pursuit of justice. In their encounter with the Doctor, they uttered the same phrase over and over again. Conversation with the Atraxi is unlikely to be terribly fruitful – although they certainly listen – but play up this part of their nature and use it to underline their implacable nature.

Similarly, this was their sole goal, and they were not prepared to leave until they had achieved it. The Doctor might have sent them packing with a threat that the Earth was defended, but he also sent them packing with Prisoner Zero. An adventure featuring the Atraxi is likely to follow a similar path – the characters will have to work out what the Atraxi want and then race against time to get it to them before the Atraxi raze the whole planet to the ground.

ATRAXI ADVENTURES

- In the year 2855, the storms of Saturn subside and its toxic clouds rain away to reveal its crust: a milky, dead eyeball. The characters materialise aboard the RV Clean Living as it plunges headlong into Saturn's corrosive seas then dives into its cavernous capillaries. As the crew of the research vessel salvage an untold bounty of advanced alien technology that would mean a new technological renaissance, an ancient Atraxi intelligence reawakens. By the laws of the Atraxi, Earth is committing a grievous crime...
- It is said that if any two Jocasta races have managed to forge a truce, they must be teaming up to conquer the third – but there is a fourth species in the Jocasta system that nobody speaks of. As the only non-military race, control of the Atraxi homeworld has shifted to the victor of every passing war, but as their neighbours squabble the Atraxi have quietly built a fleet of spaceships that could boil their rulers'



planets in 60 minutes until, on the eve of Atraxi uprising, Chief Engineer Wessil is confronted by the characters. Will they let the Atraxi commit multiple acts of genocide, or will they dismiss 100,000 years of extraterrestrial bullying? As the new Atraxi navy sets out on its maiden voyage, the characters have just 30 hours to visit three species of warriors and find a way to save their souls – or if they fail, find a reason to save their own.

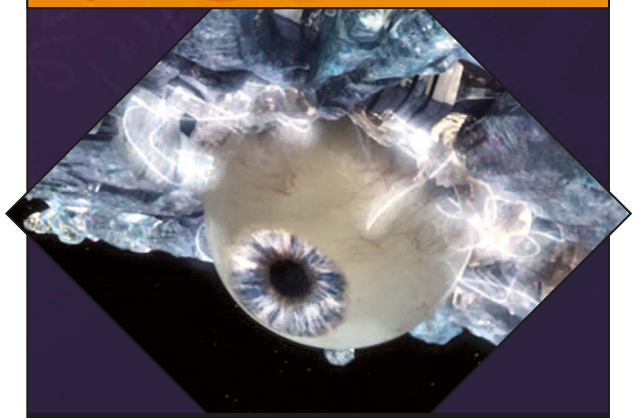
- A fleet of Atraxi security drones returns to its home planet to find complete devastation. Their creators are dead, their armies in tatters, and all that culture and poetry has been reduced to powder. The drones scrutinise the wreckage, and the evidence leads the ships to the characters' front door, for they have recent experience with the culprits: "By the law of the Atraxi the Daleks must be incarcerated. Repeat. By the law of the Atraxi the Daleks must be incarcerated." The drones, obsessed as they are with Atraxi justice, will hound them across all of time and space until they arrest the Daleks on their behalf, but this is a fool's errand: no Atraxi cell could hold them, the Daleks would obliterate the drones in minutes. The descendants of the Atraxi, surely, are already doomed...



THE ATRAXI

The Atraxi spaceship is an electric blue eye floating in a snowflake kernel. An Atraxi spaceship is replete with all sorts of useful gadgets; advanced translation software pairs well with the ship's capacity to hack any communications device, so Atraxi forces can broadcast their messages through radios, television sets and the chimes of an ice cream van in a wide range of human tongues. The spaceships' pupils emit all sorts of rays of light, from searchlights and holographic displays to a tractor beam that can restrain a prisoner ready for transit to the Atraxi homeworld. They are also capable of time travel, following the Doctor's signal across 12 years of time and space to reach the planet Earth.

THE ATRAXI



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

SKILLS
Convince 4, Fighting 2, Marksman 2, Science 1, Survival 1, Technology 2, Transport 2.

TRAITS
Alien
Alien Appearance: They're certainly amongst the strangest of aliens the Doctor has encountered.
Environment (Space): The Atraxi can fly about in space.
Flight (Major)
Obsession (Major) – Detain prisoners: The Atraxi are prepared to burn a whole planet just to recapture one escaped prisoner.
Size - Huge
Voice of Authority: The Atraxi were able to broadcast their threats on every speaker and screen on the planet.
Vortex

EQUIPMENT: Om-Com (Major Gadget – Transmit, Scan, Restriction – cannot detect multi-forms), Warp-Ship (Special Gadget, Forcefield – whole world, Delete – planet, Restriction – cannot undelete).

TECH LEVEL: 8 **STORY POINTS:** 3-5

AXOS



'Axons! That ship, Axonite, it's all the same thing! Don't you see we're dealing with one single living creature?'

Axos is an interstellar scavenger, roaming through space and devouring the energy of entire worlds to feed itself. Grown from a single cell, Axos can divide itself into many independent components: humanoid servants ('Axons') and a powerful mineral ('Axonite') in particular. Each part of Axos has a role to play in luring entire civilisations to their destruction.

MOTIVES AND AGENDAS

Axos seeks to drain the energy from entire worlds. It can sustain itself on undeveloped worlds for a time, but the planets of post-industrial species provide rich and nutritious pickings. It uses a mineral form of itself, Axonite, to absorb a world's energy. Axos often tricks the inhabitants of a target world into helping it position the Axonite for the most efficient energy absorption. When Axos came to Earth, it had captured the Master and learned of the Time Lords and the possibility of time travel. It wanted these powers for itself, and the Doctor used this greed to trick Axos into a time loop. It will remain in the loop forever, unless some other force helps it to escape.

ENCOUNTERING AXOS

Coming Down to Earth

Axos takes the form of a large organic space vessel. An elongated main body tapers to a flared 'mouth' at the front. It can fly between stars without running out of energy. When it enters a planet's atmosphere it avoids detection and lands near a power source (like a nuclear power station). It immediately burrows beneath the surface, leaving only its mouth aboveground as an entranceway.Then it begins signalling to local communications channels that it needs help. If any locals approach it alone, it will capture them and take them inside for evaluation. If they are useful, they are held for later use. If not, they are drained utterly of energy and their spent husk ejected from the ship.

The Grand Deception

'Axos calling Earth. Fuel systems exhausted. Request immediate assistance.'

Axos is a practised liar. It creates impressive, smooth-talking humanoids who tell the residents of the target planet just what they need to hear. They claim to be refugees flying an exhausted ship. All they want to do is to wait until the ship is replenished. In return, they offer Axonite. Given the incredible powers of Axonite, most locals are eager to claim some, in return for distributing samples all around the planet. When Axos begins its nutrition cycle, the Axonite pieces will begin consuming every particle of energy and every last cell of living matter. If the pieces have been spread around the world, then this process is swift and brutal.



There is a time limit, however: the nutrition cycle must begin within 72 hours of landing or the process will risk failure, and Axos could be forced to leave the planet with even less energy than when it arrived!

Replication

When Axos has found a useful subject, it duplicates them in its replication chamber. The replica will appear identical to the captured subject. It is stronger (Strength +2), and its strange internal structure allows it to soak up fierce punishment (it has the Armour (Minor) trait, reducing damage by 5). If destroyed, the duplicate erupts into a foaming mass of bubbles.

USING AXOS

The first attempt by Axos to drain the Earth highlighted two important themes: *false friendship* and *greed*. They are intertwined, because greed is an encouragement to accept what you are told, and not look too hard at the risks or costs. These are excellent and potent themes, but they are not ideal as the main focus for an adventure. Players at the table tend to be just like the Doctor was upon encountering the Axons: highly suspicious of any apparently generous offer and unmoved by worldly greed. Relocate these themes to Gamemaster characters instead, who are allowed to be gullible and greedy.

A better adventure focus is the sheer cunning of Axos. It is smart and savvy and rarely stays on the back foot for long. Play this aspect to the hilt in your adventures. Here are some ways to do this:

Throw Player Tactics Right Back in their Faces

When you try something against Axos, it soon turns it back on you. The Master tried to overload Axos with power, but Axos worked out what was happening very quickly and reversed the power to overload the Master's system, causing a massive explosion.

- Whenever Axos is on the back foot due to a clever plan, have Axos spend a Story Point or two to reverse the situation and create a new problem for the players.

Keep Talking, Keep Spinning

Whenever Axos has been caught out somehow, it will smoothly talk its way around the problem like a skilled politician. Outright lies, minor omissions and every other style of tricky talking make it very hard to pin down.

After killing someone: "We came here to help, but we were too late."

After someone sees a Warform: "Energy emissions must have affected your perceptions and caused you to hallucinate."

After the nutrition cycle starts draining the planet of energy: "Our recharging process helps purify your planet's energy cycle, it will settle down shortly."

- Whenever Axos needs to explain something, it can come up with something that sounds reasonable. If you can't think of something yourself, just roll Presence +Convince and say the answer is as convincing as the roll suggests. If the players are already aware that Axos is not being entirely honest, you could even ask them to help come up with a convincing-sounding lie.

Find and Exploit Vulnerable Spots

Axos always seeks the most effective way to hurt a target. Wherever it can find a vulnerability, it aims right at it. After trapping UNIT troops in the light accelerator chamber at Nuton Energy, the Axons didn't just launch a frontal assault; first they energised the light accelerator, priming it to explode.

- Whenever Axos is trying to reach some goal, allow Axos an Ingenuity + Knowledge check to invent a more efficient way of achieving it.

Anticipate Responses

Axos is clever. When it knows people are working against it, it will try to get ahead of them and stop them before they even start. Whatever they are trying to do, Axos will figure it out and attempt to head them off at the pass.

- Whenever players try some new avenue of opposition to Axos, allow Axos an Awareness + Knowledge check opposed by the characters' Ingenuity + Subterfuge. If Axos wins, it will have a counter-attack all ready to go.

Hide Weaknesses

Despite all of the above, Axos has weaknesses. Most importantly, it can fall victim to the same personal failings that it tries to use against the civilisations it devours. It exploits greed when it lands on a new planet, but it was Axos' own greed that allowed the Doctor to trick it into a time loop.

- Any personal failing that Axos uses against the locals on a new planet is reflected in its own psychological make-up. If the players can find a way to target this failing in their responses, give them a +4 to all checks against Axos.

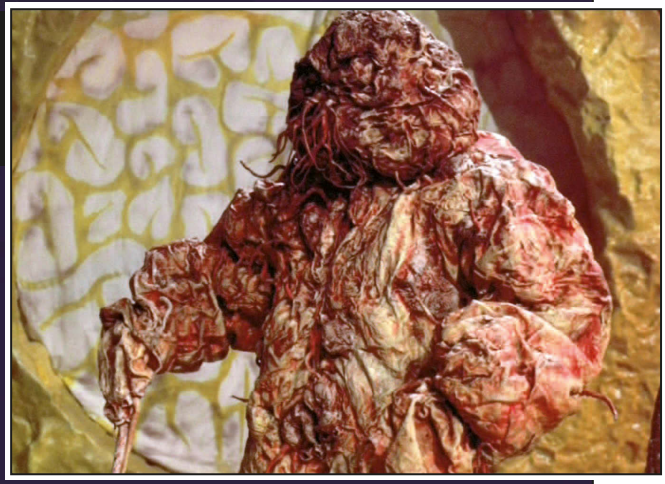
AXOS ADVENTURES

Ultimately, all Axos wants is to distribute Axonite around the planet and then activate it. Everything else is tactics and details. The false friendship strategy is just one of many that could be used when arriving on a new planet. Here are some other possibilities:

- Axos splits into two ships. The first ship crash-lands and golden people emerge, claiming to seek refuge from wicked creatures pursuing them. Then the second ship arrives and Warforms emerge, wrecking and destroying cities. The golden people then show that Axonite can drive off the Warforms, and they distribute it all around the world to help fight off the attacking species. Of course, once the defences are in place, they activate the Axonite and drain the planet dry.
- Who needs deception? Axos circuits the planet in orbit, hurling Axonite down from the skies. Pieces land like meteorites all around the world. Only then does Axos land, and it simply conquers a power station and initiates a nutrition cycle.
- Axos attacks a spaceship while it travels between planets, then crawls inside the hull like a gigantic parasite. It replicates the crew and takes control of the ship. When they return home, the replica crew members quietly decamp to the far corners of the world bearing Axonite, while Axos murders anyone who gets too close to the truth hidden in the spaceship's hull...
- Axos reconfigures itself into a fine dust that can be ingested by humans, giving the most amazing hallucinatory trips. While its ship hides away in the jungles, the dust is smuggled all around

AXOS

AWARENESS	5	PRESENCE	6
COORDINATION	1	RESOLVE	4
INGENUITY	5	STRENGTH	10



SKILLS

Convince 5, Fighting 3, Knowledge 3, Science 3, Subterfuge 3, Technology 3.

TRAITS

Alien

Alien Appearance (Major): Axos is a huge organic creature the size of a spaceship.

Armour (Special): Flying through space requires a high degree of structural strength. Reduce all damage by 15.

Burrowing: Upon landing on a planet, Axos can burrow easily beneath the surface.

Dependency (Major): Axos must consume enormous amounts of energy to survive.

Environmental (All)

Fast Healing (Major): As long as it has energy reserves, Axos is able to repair damage easily (1 point/minute).

Flight (Major): Axos can soar through space, including planetary take-offs and landings.

Huge (Major): Axos is incredibly big.

Natural Weapons (Major - Tentacles): On landing, Axos can target anyone who approaches its entranceway with a tentacle. The tentacle seizes the target and drags them inside.

Psychic: Axos is a complex psychic hive mind.

Replication: Axos can create/extrude creatures to do its will. These are not independent creatures, they are just extensions of its own form, and it maintains mental contact with them at all times.

Special – Weather Disruption: Axos is able to manipulate the environment for miles around itself, particularly by rapidly absorbing heat energy to create sudden snowfalls and fogs.

Telepathy: Axos can contact any of its component parts (Axons, Axonite) by telepathy at any time. It can also use telepathy on any other being who has entered it.

Weakness (Nerve Cluster): In every sector of Axos, there are exposed nerve clusters – if you know how to spot them. If these are struck, Axos will spasm in that sector, claws will release their hold, tentacles will retract and so on.

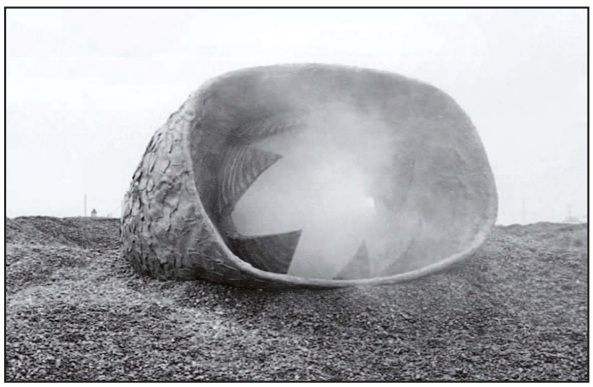
TECH LEVEL: 7 STORY POINTS: 10



the world. Psychedelic enthusiasts start having strange, intimidating, shared hallucinations under the influence of the dust, as their brains start to be cannibalised and replaced by Axon replicas. Soon, young people the world over have brains made of pure Axonite, and Axos begins its nutrition cycle...

AXOS

Axos is a huge, organic space vessel, although it can redesign its body into almost anything imaginable. It is a location as well as a creature. It encourages this, inviting locals inside when it reaches a new planet (or simply catching and dragging them in if it finds any who are isolated).



The inside of Axos is a phantasmagoric collection of membranes and skin-walls, where eyes watch and display screens slowly blink, where the floor feels like it is breathing, where a thumping distant heartbeat reverberates through the walls. It meets invited guests with golden people, but if visitors manage to progress deeper they will find the intimidating central chambers where a huge internal eye hangs from a muscular strand of tissue. Here is where it prefers to interact with intruders and captives. These deeper corridors are covered in claws and tendrils that can seize intruders, restrain prisoners and protect Axos from harm.

AXONS

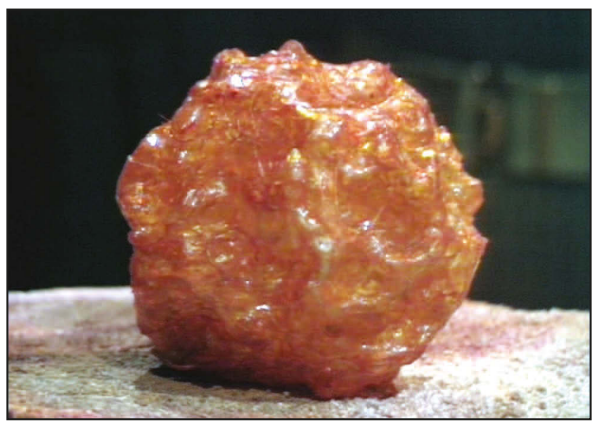
The usual form of the creatures created by Axos is bulky, tentacle-laden masses of flesh in a vaguely humanoid arrangement. These forms are strong and surprisingly swift and manoeuvrable. They are effective tools for all duties within Axos, but Axos does not let them outside while it is trying to convince locals it is friendly. However, should the need arise, this form is deadly and effective in destroying any threats and pacifying resistance, and Axos can create many dozens to swarm against an opposing force.



When trying to impress locals, the creatures adopt a much more pleasing form; golden, straight-backed, and closely resembling the body plan of the target population. The golden people are more limited but much more pleasant to deal with.

AXONITE

The Axons described Axonite as a "thinking molecule", and while they did not mention the dangers it posed, their willingness to allow human scientists to examine it suggests they were speaking truthfully. By their account, Axonite can absorb, convert, transmit and programme all forms of energy. This is an astonishing set of capabilities, which makes Axonite very appealing bait when Axos tries to use a world's greed against it.



Axonite is, of course, part of Axos. It is an orange crystalline substance. Once activated, it starts to absorb energy and grow. If Axonite is activated before a nutrition cycle, Axos will immediately sense this and will take steps to reclaim the Axonite and de-activate it. Wherever a chunk of Axonite might be, it can transmit absorbed power back to the core. To devour a world's energy most efficiently, Axos need only distribute Axonite around the globe so each piece can signal efficiently with others.

Axonite has more powers than this:

- It is a copying molecule, and it can copy anything it contacts. (Replica people created by Axos are in fact made of Axonite.)
- It not only copies but in fact recreates and restructures any substance.
- This allows it to grow and shrink things. When applied to a creature, Axonite can make it increase in size (and shrink back down again).
- This also allows it to age and de-age things. When applied to a creature, Axonite can make them increase in age (and return them to their original age again).
- It is very difficult to analyse. It resists any simple analysis completely. The Doctor successfully learned some of its secrets by sending its particles through an accelerator and tricking it into analysing itself. While successful, this immediately activated the Axonite.
- Active Axonite can defend itself with energy surges that transform targets into rolling blobs of Axonite (Awareness 1, Coordination 1, Strength 3, Fighting 2; Alien Appearance, Fear Factor 1).

AXON WARFORM

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

SKILLS
Fighting 3, Marksman 4.

TRAITS
Alien
Alien Appearance (Major): The Axon is a disgusting mass of twisting tendrils and bulbous orange flesh.
Fear Factor (2): The hideous Axon Warform is very intimidating, +4 to attempts to scare.
Natural Weapons (Major - Tentacles): Axons can strike with their tentacles causing explosions and sucking life energy (2/4/6 or stun). The tentacles have an extraordinary range of 20m.
Networked: The Axon can be in mental contact with the rest of Axos at any time, regardless of distance.
Shapeshift: The Axon can 're-personalise', adopting its Goldenform shape (see below).
Special – Re-absorption: When the Axon is within Axos, it can simply step into the walls and be entirely re-absorbed, ceasing to exist as an individual unit.
Special – Energy Lance: An Axon Warform can discharge all its stored energy in a bolt of blue lightning. This can be used as a weapon (4/L/L) but is more often used strategically by Axos to overload or overcharge some device. The Axon dissolves after using this power.

TECH LEVEL: 7 STORY POINTS: 8

AXON GOLDENFORM

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

SKILLS
Convince 5, Fighting 3, Knowledge 3, Science 3, Subterfuge 3, Technology 3.

TRAITS
Alien
Alien Appearance (Minor): The Axon is clearly not human, with golden skin and strange unseeing eyes.
Attractive: The Axon Goldenform is designed to be beautiful, even awe-inspiring, to the locals of any planet it visits.
Networked: The Axon can be in mental contact with the rest of Axos at any time, regardless of distance.
Shapeshift: The Axon can "de-personalise", abandoning its Goldenform shape for the more vigorous and dangerous Warform (see above).
Special – Re-absorption: When the Axon is within Axos, it can simply step into the walls and be entirely re-absorbed, ceasing to exist as an individual unit.

TECH LEVEL: 7 STORY POINTS: 8





THE BONELESS



'You are monsters. That is the role you seem determined to play.'

These strange intruders from a two-dimensional reality brought full-bodied death and chaos to a housing estate in Bristol. They remain a deadly and unsettling threat that may one day return.

BACKGROUND

The Boneless are not from this reality. They are native to a universe of only two dimensions. During their incursion into three-dimensional space, specifically a Bristol housing estate in the early 21st century, they encountered Clara Oswald and the Doctor. The Doctor pushed them out of three-dimensional space and back to their home dimension, giving them a warning not to return.

MOTIVES AND AGENDAS

The purpose of the Boneless's intrusion into three-dimensional reality remains unclear. Their behaviour showed them to be investigating the world, trying to communicate with humans, and then examining and dissecting the humans they flattened. The harm they caused could conceivably be unintentional. However, on the basis of some rudimentary communication, the Doctor was convinced that the Boneless understood humanity perfectly well and had malign intentions. The evidence strongly supports the Doctor's view. The Boneless pursued and hunted humans, cutting off their escape routes by flattening door handles and expending substantial energy to get through a barrier cutting off pursuit.

ENCOUNTERING THE BONELESS

Strange Shapes

The Boneless usually appear in our reality as a distortion on a flat surface, like running water but moving with direction and purpose. They are very comfortable negotiating corners on these surfaces, for example moving from a floor to a wall. This shows some cleverness in applying their 2D shapes to our 3D environments. However, although they have shown they can perceive across empty space, they cannot jump from one surface to another. Although they usually appear as a formless distortion, they can also adopt and manipulate the forms of people they have flattened, appearing like a 2D animation of a person against a wall. Presumably they are able to adopt other 2D shapes as they desired.



As their initial incursion progressed, they developed the ability to adopt three-dimensional shape. They used the shapes of people they had flattened as templates, and bulged into being as flickering, warped versions of these people, shambling awkwardly through the unfamiliar 3D world.

- A Boneless must pay 1 Story Point to make the transition from 2D to 3D.

They also showed, in one dramatic display, that they could generate short-term 3D forms; they created a giant hand and used it to drag a victim off. This move was not repeated, suggesting that it takes some focus and perhaps luck to pull off.

- This kind of dramatic use of a 3D form requires a greater expenditure of Story Points, perhaps 3 points to create something large enough to make an attack of this kind.

Communication and Senses

The Doctor was only able to communicate with the Boneless in a rudimentary way, using sound to transmit numbers. He opened a conversation by using numbers from two-dimensional geometry, and the Boneless replied with numbers from the clothes of nearby humans. This indicates that the Boneless are not only able to communicate, but they're able to see and comprehend written text.

The Boneless made no attempt to communicate apart from this response to the Doctor. From their behaviour, the Doctor concluded that the Boneless were able to understand humanity and three-dimensional beings perfectly, but that they were uninterested in communicating further in this way.

USING THE BONELESS

The Boneless are alien in the most profound sense. Their most basic perceptions are likely to be deeply unfamiliar, and their notions of life, culture, and other such fundamentals cannot help but be radically different to anything in the Doctor's normal reality. What they really want and their true capabilities are impossible to know. Nevertheless, their behaviour suggests that they are aggressive towards humanity and they may seek nothing more elaborate than the destruction of beings in the three-dimensional world.

Adventures using the Boneless thrive on embracing unknowability and confusion. Provide few answers, if any, to the fundamental questions. Choose some objectives for the Boneless and have them pursue

SPECIAL TRAIT: USE DIMENSIONAL ENERGY

The Boneless have harnessed dimensional energy and can use it to create some unusual and dramatic effects. These are accompanied by a boiling, sizzling noise.

The Boneless can drain dimensional energy from three-dimensional targets, flattening them:

- The Boneless must be touching the target to use this power.
- When this power is used on an object, it is reduced into a confusing mess of information (like an abstract painting) or a tidy two-dimensional image (like a photograph of the object).
- When used on a living target, the victim dies immediately.

Every time they flatten a 3D object or person they convert the extra dimensions into energy, which they either consume or use. A flattened object or person can also be manipulated by the Boneless in a large number of ways. During the Bristol incursion, the Boneless extracted and mapped out the nervous system of one target, magnified the skin of another, and placed the flattened bodies of many others on walls for later use.

After the Boneless work out how the third dimension works, they can also expend dimensional energy on the 3D world. This power manifests as red lightning:

- They can give themselves extra dimension, taking on three-dimensional form (costs one Story Point).
- They can restore a flattened object to its functional three-dimensional shape. (This may not work if the object has been dismantled as part of being flattened.)

It is unclear just how much the Boneless hunger for dimensional energy. The TARDIS would provide a huge supply, and if the Boneless in Bristol had understood this they might have targeted it directly. Even without being targeted the TARDIS was drained of a lot of energy simply by its proximity to some active, energy-draining Boneless.



them with vigour, but pay no attention to any greater strategy. Complicate any simple explanation with further mysteries or even contradictions.

Boneless adventures might be somewhat frustrating to create for exactly these reasons! The usual process of adventure preparation is to identify what your major characters actually want. This is matched by the way many players engage in adventures, seeking to uncover the answers to every mystery. Both of these methods are completely unhelpful when dealing with the Boneless: you needn't give any thought to what the Boneless wants, and players seeking answers are heading for frustration. Although the adventure might be thematically frustrating, however, it should also be full of exciting action. The deadly powers of the Boneless, and their aggressive hunting behaviour, makes these monsters a good fit for an adventure involving lots of cat-and-mouse, lots of running away and lots of quick, tactical thinking.

BONELESS ADVENTURES

- A series of disappearances at the National Portrait Gallery, and now this: an anomaly in one of the paintings. In Rembrandt's self-portrait – can that really be – a mobile phone? Has someone swapped the painting as a prank? Or has someone changed history? The answer lies not in history but rather right on the surface of the painting. Hiding in plain sight, studying the world around it, is one of the Boneless. It has camouflaged itself as the Rembrandt work, but it was a bit careless in hiding one of the trophies from its last victim. It doesn't matter; soon it will be time to strike. It will be joined by dozens of other Boneless hiding in other paintings. They will step down to the gallery floor and walk out into the world, creating new works of art as they go – all of them two-dimensional...
- The man makes an impression on the world; a tough guy, a gangster, a slab of muscle with a will to power. His skin is marked with a fearsome dragon, the last thing some of his victims ever see. But his behaviour has shifted lately: he has started using his considerable influence to change the shape of a tower currently being built in the centre of the city. Architects are worried that the tower might even unbalance and collapse if his plan is followed, but people keep agreeing to his demands. And rumours fly about the person who didn't, who lost something essential in his spirit the day he said no. They say he looked at the dragon that covered the man's chest, and he said it was an impressive tattoo. But the man replied: this isn't a tattoo. And then it moved.

THE BONELESS



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

The Boneless are warped, shifting entities that can adopt many shapes as they move through the three-dimensional world.

SKILLS

Fighting 2, Marksman 2, Science 4, Subterfuge 3, Survival 3.

TRAITS

Alien

Alien Appearance (Major): The Boneless are two-dimensional beings, and even when manifesting in three dimensions they still look 'wrong'.

Climbing (Major): There is no such thing as 'up' to a Boneless. They can travel smoothly over any surface.

Environmental (Minor): The Boneless are native to a two-dimensional environment and exist comfortably in such conditions.

Immunity: The Boneless cannot be harmed by any physical object; the object would be flattened as soon as it touched them. However, a 3D Boneless does take damage. It is reduced to 2D if it is overcome, and must expend a Story Point to regrow into 3D shape.

Natural Weapon (Major): At a touch, the Boneless can 'flatten' a target, instantly killing them (L/L/L).

Use Dimensional Energy: The Boneless can absorb dimensional energy and expend it as tendrils of orange lightning – see the box out on pg. 15.

TECH LEVEL: Unknown STORY POINTS: 6

CARRIONITES



'The Carrionites disappeared way back at the dawn of the universe. Nobody was sure if they were real or legend.'

The Carrionites are a very old species whose science embraced the power of words and naming, and achieved great influence. However, they were greedy and malicious, and so the Eternals imprisoned them. They circle fretfully, awaiting the crack in their prison that will return them to the world.

BACKGROUND

The Carrionites are among the oldest beings in the universe. Their home was the planet Rexel 4 in the Fourteen Stars of the Rexel Planetary Configuration. While the universe was still at its dawn they somehow earned the anger of the Eternals, who scooped up the entire species and imprisoned them in "deep darkness". There the Carrionites stayed until the barriers one day weakened. William Shakespeare's words had opened the way. His skill with words was astonishing, but it was his grief over the death of his son that charged the words with power and allowed three Carrionites to escape. The trio, Lilith and her two mothers, Mother Doomfinger and Mother Bloodtide, arrived in London and immediately began using Shakespeare to free the rest of the Carrionites. They manipulated the architect of the Globe Theatre into giving the building fourteen sides; 14-sided structures enhance the power of words. This done, they prepared Shakespeare to write a new play which would fully pierce the barriers. Lilith used her powers on Shakespeare directly, pushing him to announce a new play when it suited the Carrionites, then manipulating him to write it with ungodly speed. When the company performed this special play in the Globe Theatre, the gateway began to open.

Unfortunately for the Carrionites, they had attracted the attention of the Doctor and Martha. Shakespeare improvised some word magic of his own to close off the gateway before the Carrionites could escape. Lilith, Mother Doomfinger and Mother Bloodtide were trapped in their own crystal ball, which the Doctor filed away in the TARDIS archives, under "C". The other Carrionites remain trapped in the Eternals' prison.

MOTIVES AND AGENDAS

The Carrionites seek freedom. They have been trapped for countless centuries, and they long to once again utter words of power into the endless



night skies. Once they have freedom, for surely that is only a matter of time, then shall come the glorious celebration of their power, a gleeful rampant ride across planet and vale, and the endless indulgence of every sickening desire while the blood of innocents runs in the gutters. They'll make a new empire of bones and blood and witchcraft, and then they'll want to take the Eternals down a peg or two...

ENCOUNTERING CARRIONITES

Words of Power

'Well, it's just a different sort of science. You lot, you chose mathematics. Given the right string of numbers, the right equation, you can split the atom. Carrionites use words instead.'

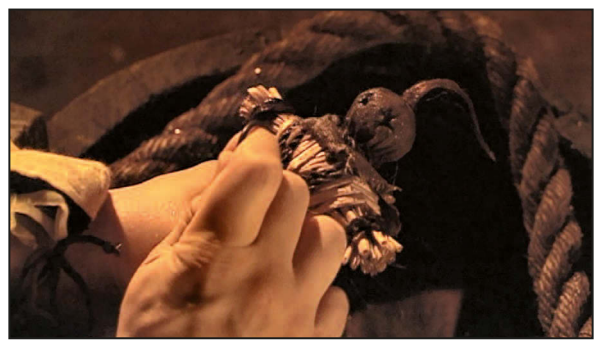
Carrionites use words as tools to adjust the weave of reality. The right words spoken in the right way can rewrite the fundamental code of the universe. This highly advanced science closely echoes Earth mythology about witchcraft.



- Carrionites make rolls for word effects using Presence + Craft, while targets resist with Resolve + Presence. Importantly, *every successful instance of word magic requires the expenditure of a Story Point*. Words of power are not inexhaustible; when spent, they become simply words, limp and ineffective.

Words of power can manifest and be modified in countless ways, but here are some examples:

- **Witches Three:** A circle of three Carrionites is able to work greater magic than one alone. They can chant together, even if separated physically, using their telepathic connection. One Carrionite takes the lead and makes the roll, while the other two contribute a +4 cooperation bonus.
- **Dolls:** Carrionites use dolls as a focus for their powers. To associate the doll with a person they must adorn the doll with something carrying the person's DNA, typically a lock of their hair. Once this sympathetic connection is made the words of power can affect the target even at a distance. Make rolls as normal for these effects.
  - *Kissing* the doll might cause the target to say words or perform brief actions mentally suggested to them by the Carrionite.
  - *Puppeteering* the doll might cause the target to perform the precise actions desired by the Carrionite.
  - *Hitting* the doll might make them fall down.
  - *Dunking* the doll into water might fill their lungs with water and drown them.
  - *Throwing* the doll into a fire might cause them to spontaneously combust.
  - *Stabbing* the doll's heart with a needle might cause them to suffer a heart attack.
  - *Pulling off* the head of the doll might cause them to lose consciousness.
  - ...and so forth.



- **Potions:** A circle of Carrionites can brew potions charged with particular effects. In addition to chanting words of power, they must add special ingredients such as potent herbs or eyes of newt. A potion might be imbibed directly, or its fumes might be enough to affect a target. Potential effects:
  - *Induce suggestible state:* targets become highly suggestible to the Carrionites and will follow their suggestions and allow themselves to be manipulated.
  - *Nightmares:* the target has horrible nightmares of the Carrionites' design.
  - *Tempting visions:* the target has a series of visions presenting an exciting, hopeful future.
  - *Lost Voice:* the target loses the power of speech.
  - *Wits End:* the target loses their wits, babbling and raving, condemned to a life of madness.

- **Naming:** Names have power. They are like the passwords to your computer files, and if yours is known you become vulnerable to fear and stun (roll Resolve + Ingenuity vs. Resolve + Presence, Scared/S/S). If a Carrionite knows the name of its target, it can name them to stun them. Conversely, naming a disguised Carrionite might cause it to flee. However, the power of a name only works once. The power of names is also lessened by the effects of time travel – a target who is out of time gains a +2 to resist the power of names.
- **Fourteen Sides:** Carrionite word magic is enhanced by the power of the stars, specifically the fourteen stars in the Rexel Configuration. The tetradecagon shape is ideal for Carrionite magic, effectively working as an energy converter. Effects are increased by the presence of fourteen totems, or fourteen supplicants, or structures with fourteen aspects. Using a fourteen provides another +2 bonus to any rolls.
- **Cauldron:** As well as being a focus for words of power, and a tool for brewing potions, the cauldron is also used as a focus for scrying on people known to the Carrionites. Treat this as the Clairvoyance trait.

USING CARRIONITES

Escaping Imprisonment

At first it might seem difficult to make much use of the Carrionites seeing as they've been locked away by the Eternals since the dawn of time. However, there's good reason to assume that imprisonment isn't absolute. The resemblance of Carrionite words of power to Earth ideas of magic, and specifically to the mythology around witchcraft, suggests there has been some communication between the Carrionites and Earth. Perhaps an occasional Carrionite has slipped through temporarily before being drawn back into imprisonment, or on dark nights at a crossroads a young woman might hear the whispers of a Carrionite watching from just beyond the veil of night.

Escape is a potent focus for Carrionite adventures but it is possible of course to move away from this. In the far future it can be assumed some or all of the Carrionites have managed to escape imprisonment, and they can be used for any other kind of adventure with room for horrific flesh-eating witches. Even in contemporary settings where the Carrionites are technically imprisoned, a subset could be roaming free who have abandoned all efforts to free their sisters and who seek only their own pleasures and entertainments.

Words as Power

Carrionites make enormous use of words, and their adventures will benefit from some kind of emphasis on the power of words. Great orators like Abraham Lincoln and Winston Churchill, great singers like Billie Holliday and Kate Bush, and great poets like Lord Byron and Maya Angelou, all could inspire adventures featuring Carrionites. By contrast, what kind of strange word power might be found lurking in the morass of online comment sections or the endless chatter of text speak? Who decides what words have power, anyway?

- Whenever a Carrionite is using words to beguile or persuade a potential victim, they may make a Craft test instead.

Sorcery vs. Scepticism

Simply foregrounding Carrionite "magic" could be an interesting provocation for any characters in your game who espouse the virtues of science, rationality and scepticism. Alternatively, you could build these issues right into the adventure by featuring related settings, situations and characters, such as at a sceptic or atheist conference; Harry Houdini in his role as a debunker of fake mediums; a ghost-hunting reality TV show.

The Female Form

All Carrionites are female, and they embody grotesque stereotypes of dangerous or threatening femininity. A Carrionite adventure could be a fascinating opportunity to offer a feminist deconstruction or even reclamation of these stereotypes. Again, this could be a great provocation for any characters in your game who have pronounced views on feminist principles. You could also embrace these ideas as a Gamemaster and build them right into the structure of the adventure, setting the Carrionites loose within a traditionalist, authoritarian power structure intent on enforcing rigid gender roles.

Victim or Victor?

In fact, little is known about the full extent of diversity among the Carrionites, and whether their reputation as vicious and dangerous killers is truly justified across an entire





species. Perhaps the horrors that have been seen are the result of being locked away by the Eternals, rather than the cause? Perhaps the Carrionites were trapped for countless centuries in the telepathic resonance of a patriarchal human society, and their unpleasantness is an expression of this psychic torture?

CARRIONITE ADVENTURES

- The Carrionites came from a planet named Rexel 4, part of a system of closely aligned worlds. What was left behind when they were locked away by the Eternals? Were there other creatures on Rexel 4 to fill the gap they left, or is the whole planet nothing but the largest, spookiest haunted house of all? An expedition of archaeologists pilots their ship to land, looking for the answers to some timeless mysteries. The old Carrionite dangers are not entirely gone, however. Will the archaeologists survive until dawn?
- The Doctor and his friends check into a lovely coastal hotel for a restful break. But when members of the Royal Society for Time Management in Education begin to show up for their annual conference, things rapidly get complicated. For every one of those delegates is a Carrionite, and before long the Doctor will be transformed into a white mouse and desperately fighting for his life...
- The Doctor joins the Eternals as they sail their ships into port on a beautiful planet where a handsome woman bids them welcome. This is a trap: before long every Eternal will have been transformed into a wailing pig-beast, and the woman's Carrionite family will gather for a great feast...

CARRIONITE

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

The native appearance of the Carrionites is grotesque skeletal humanoids with overlong grasping fingers and corvid beaks, wearing tattered rags as they swoop through the air. When three of their number escaped to Earth, they appeared as hideous hags with brutally sharp teeth, although they could disguise themselves in a more appealing form when they chose.



SKILLS
Athletics 1, Convince 3, Craft 4, Fighting 3, Knowledge 3, Medicine 1.

TRAITS
Alien
Alien Appearance (Major): The Carrionite appears as a crow-faced skeletal form.
Fear Factor (2): The grotesque and intimidating Carrionites have +4 when actively trying to scare. They have been known to scare people to death.
Flight: Carrionites can fly swiftly in their native form. When shapeshifted, they are slower and clumsier in the air, although a broomstick or similar focus makes up for this.
Immortal: Imprisoned for millennia, the Carrionites seem to be eternal.
Natural Weapons – Rending Claws: Their sharp fingernails can rip people apart, giving them Strength +2 damage (3/5/7).
Natural Weapons – Touch of the Heart: A Carrionite can stop a human heart simply by touching the chest (4/L/L).
Psychic
Shapeshift: Carrionites can disguise themselves as other kinds of humanoids, hiding their hideous hag-like features behind a façade of beauty and elegance.
Special – Words of Power: Carrionites use a form of science based on manipulating reality through words. It resembles witchcraft in human mythology.
Telepathy: Carrionites can talk to others in their circle simply by concentrating, even if those others are far away.

TECH LEVEL: 10 **STORY POINTS:** 8

TREES OF CHEEM



'I know you lot. You've got massive forests everywhere, roots everywhere, and there's always money in land.'

The Trees of the Forest of Cheem are humanoid plants of great intelligence and culture. There is a special link between the Trees and the planet Earth that gives them particular relevance to humankind.

BACKGROUND

The Trees have (literal) roots on countless planets. Conventional trees (of the not-walking-about variety) exist throughout the universe, and many varieties have been transplanted into the Forest of Cheem, trees from Earth among them. There is incredible genetic diversity among the Trees, perhaps more so than any other species.

The Trees have evolved from these ancestors. They have a humanoid body plan, complete with legs to walk where they please, and they are full members of interstellar society. They developed a culture that reproduced some of the best and worst aspects of the societies they saw around themselves. They copied the power relations of wealthy nobles with lesser employed servants, and the personal relations that saw individuals pair off into reproductive partnerships.

The Doctor met three Trees on the space station Platform One in the year 5.5/Apple/26, 5 billion years after Earth's 21st century). Jabe, a feminine-presenting Tree, was the main guest. She was accompanied by two masculine-presenting escorts in armour. Jabe befriended the Doctor and determined he was a Time Lord survivor of the Time War. She helped him fight against a sabotage attempt and bravely sacrificed herself to save the other guests.

MOTIVES AND AGENDAS

High Finance

The Forest of Cheem has quietly acquired astonishing wealth. They control forests on innumerable worlds, and manage them with cool efficiency to earn substantial dividends. They are even publicly listed on numerous intergalactic stock markets, leveraging investors from all over the universe. The Trees will continue to be welcomed almost everywhere so long as their stock prices remain solid.



The first responsibility of all senior delegates of the Forest of Cheem is, therefore, to maintain that wealth. Elegant diplomacy paired with fierce negotiation has brought them to this point, and they mean to continue in the same vein. Perhaps remarkably, they have few real enemies – although they certainly have countless financial rivals who would eagerly wish financial disaster upon them.

Emotion

The Trees experience typical emotions such as pity, desire, grief and avarice. As such, individual Trees might be motivated to pursue any goal imaginable. For example, there must be Trees who chafe within the structure of Cheem society, and who would seek to reform it through argument or perhaps through force. Other Trees will nurture their own hates, lusts and fears that might drive them to dramatic action.



ENCOUNTERING TREES

The Collective

Any interaction with a Tree will always be coloured by the nature of the greater Forest of Cheem. It is a huge, diverse collective with a strong interest in maintaining a positive public image. Every Tree will instinctively present as a member of an enormous happy forest family. Even the most anarchic Tree will hesitate before showing these tendencies to an outsider.

This makes it hard to really get to know a Tree. In fact, with so many Trees perfectly happy with their place in society, trying to dig beneath the surface is usually a waste of effort. However, anyone who shows an interest in a Tree and wins their trust might be shown their true inclinations.

Biological Technology

The Forest of Cheem uses highly advanced technology, but of a very distinctive kind. Their computers are carefully cultivated hybrid plants performing chemical calculations at astonishing speeds and signalling information with spores and growth pulses. Their machines and vehicles are custom-grown wood, harder than steel or softer than cloth, and often still pulsing with life.

These incredible advances are a source of great pride for the Trees, but they do not easily travel outside of the Forest. They need to be linked into a greater web of life in order to function smoothly. As a result, Trees who are encountered away from their forests will invariably be using the kinds of technology favoured by most other species: metal machines powered by electricity. They accept this technology but have no affinity for it. They are particularly suspicious of the capabilities of "metal minds", computers, which process information in a strange linear manner.

USING THE TREES OF CHEEM

When using the Trees of Cheem, there is one adventure idea to avoid: ecological fables where nasty developers threaten the forest. Yes, they are intelligent trees, but it is more likely they are the developers, cutting down their own forests for profit, knowing that everything will eventually regrow.



Add the Trees to any other adventure to emphasise the enormous diversity of life, and the power of simple respect and empathy in crossing species lines. As the Doctor has demonstrated so many times, you can get along with almost anything if you smile and offer a jelly baby.

TREES OF CHEEM ADVENTURES

- At a party to celebrate the successful launch of a new interstellar trading house, a Tree offers a gift: a cutting from his grandfather. Usually these cuttings grow into beautiful healthy trees of the unintelligent, unmoving variety, but this one is different. By the next morning it has manifested a little face, and is indignantly demanding help: its main body has been kidnapped, and is being held prisoner in a secret jungle hidden inside a comet. Its captors are a group of revolutionary Trees whose plans threaten the galaxy!
- The characters are approached by a Tree named Polla with a request for help. Her family line is afflicted with a terrible virus and is dying off. She has heard of the characters' past adventures, and asks for their help to seek out other types of intelligent plant-life to try and discover a cure. It is a desperate mission, and she knows it will most likely fail, but she hopes to accompany the characters on new adventures seeking out Krynoids, Zolfa-thurans, Androzani Trees, Vervoids, and so on. Yet Polla is in no rush to share her great secret: her line was originally transplanted from Gallifrey, and encoded into her genetic structure is a dreadful Time Lord weapon...
- The Forest of Cheem opens its borders to a delegation of friends and allies. It is a rare honour for the animal-evolved, and the characters are pleased to be invited. The orgiastic Rites of Spring are certainly a surprise, but more surprising still is the spate of murders of the guests. Something is rotten at the heart of Cheem, swarming in the darkness: the Vashta Nerada are here.

TREES OF CHEEM

The great diversity of Trees in the Forest of Cheem means that many have special abilities. These tend to be passed down along family lines, and are usually concealed from outsiders, and even from other Trees. The Tree described below has the Liana as a Special Trait, but many others are possible. Here are some examples:

1. **Armour:** The bark-skin of the Tree is particularly hard (reduce damage by 5 levels)
2. **Alien Senses (Fronds):** a collection of sensitive fronds on the Tree's head sense vibrations in the air, providing a highly-sensitive 360 degree motion sensor.
3. **Fear Factor (1):** The Tree is a huge, scratch-limbed, gnarled beast that gives nightmares to children and unnerves adults.
4. **Hypnosis:** The Tree's flowers can all open at once in a dazzling display that combines with their enchanting scent to hypnotise the target.
5. **Natural Weapon – Thorns:** The Tree can fire a barrage of thorns (2/5/7 levels of damage).
6. **Special – Fruit:** The Tree grows small, bright berries on itself. When consumed by an animal-evolved being, they provide an intense psychic connection with the Tree.

TREE OF CHEEM

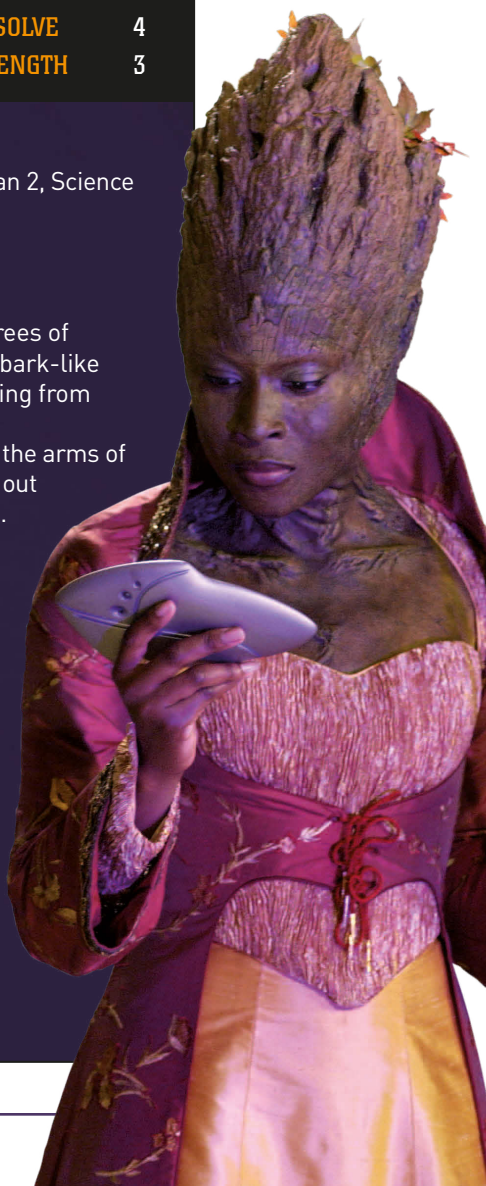
AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS
Fighting 2, Knowledge 4, Marksman 2, Science (Botany 7) 5.

TRAITS
Alien
Alien Appearance (Major): The Trees of Cheem are humanoid trees, with bark-like skin and fronds and flowers growing from their heads.
Special – Liana: Concealed within the arms of the Trees are vines that can strike out like whips to a range of six metres.
Special – Plant: Trees can photosynthesise and create oxygen from carbon dioxide.
Weakness (Major) – Extreme Heat: Trees are vulnerable to heat and they are easily flammable. In an excessively hot environment they will take 4 levels of damage to Strength and Resolve. When both are reduced to zero, the Tree will burst into flames and perish.

TECH LEVEL: 8

STORY POINTS: 3-5





CLOCKWORK ROBOTS



'Rubbish robots from the dawn of time!'

Humans have always found a need for robots, and in the 51st century they perfected a very stylish design using clockwork. While programmed for menial maintenance tasks, the Clockwork Robots are also appealing and distinctive works of art.

BACKGROUND

In the 51st century at least two spaceships were crewed by Clockwork Robots. These were sister ships named after famed women from French history: SS *Madame de Pompadour* and SS *Marie Antoinette*. These two ships acquired their fame not just because of their unusual crews, but also because of their strange fates: both ships disappeared with all hands, and were never heard from again.

The two lost ships eventually crossed paths with the Doctor. The Doctor, Rose and Mickey landed the TARDIS on the SS *Madame de Pompadour*, and found it was badly damaged. The Clockwork Robots had repaired it using organic parts from the crew, and had managed to open time windows into the past to take the brain of Madame de Pompadour to repair the ship's computer. The Doctor disabled the time windows, and with this last attempt to repair the ship a failure, the robots shut down.

The Doctor and Clara, along with the Paternoster Gang, found what remained of the SS *Marie Antoinette* under a restaurant in 19th century London. This ship had travelled through time into Earth's distant past, and the Clockwork Robots had doggedly maintained it for millions of years in the hopes of one day reaching their destination. They too were using organic materials for their repairs and maintenance, and the restaurant was an elaborate front for their hidden operation.

As his friends fought off a large number of battle-ready Clockwork Robots, the Doctor confronted the control node known as the Half-Face Man. The Half-Face Man died, and the other robots stopped functioning.

MOTIVES AND AGENDAS

The primary motive of the Clockwork Robots is the same as any robot: they seek to do whatever they were programmed to do. However, this is not the limit of their capabilities. The Half-Face Man, the control node for the robots from the *SS Marie Antoinette*, acquired some personality and independence of thought after countless upgrades using organic materials. He was able to appreciate beauty, and had become fixated on the idea of a "promised land". Seeking out this paradise became his goal.

ENCOUNTERING CLOCKWORKS

Why Clockwork?

While it might seem a step backwards in design, using clockwork has several advantages. The robots require only the occasional winding up, something other robots can be programmed to do regularly. On a spacecraft, this has the advantage of not draining the ship's power supplies, and in the event of a systems failure the robots can keep working.

Clockwork Robots have no conventional computer systems, so their brains are based more on the clockwork computer theories of Charles Babbage and Ada Lovelace. 51st century technology has refined the system so their clockwork minds can process and store enough data to carry out complex tasks.

Nevertheless, the binary gears that make up their thought processes are extremely linear and pedantic, and they usually carry out their programming in a very literal way. They are still capable of great cleverness, however; for example, the robots attempting to repair the SS *Madame Pompadour* managed to use the ship's quantum drive to open multiple 'time windows' into Earth's past.

Organic Repairs

The clockwork crews of the two lost ships both showed a propensity to think outside the box when it came to repair materials. In both cases, they did not limit themselves to mechanical parts, but also used organic material harvested from living beings. The attempts to repair the entire ship the SS *Madame Pompadour* came to nothing, but the clockwork crew of the SS *Marie Antoinette* were able to use organic components to prolong their own life for literally millions of years.

Time Travel

The two famous clockwork-crewed ships both displayed some capability for time travel. The SS *Madame de Pompadour* could supply materials to create and sustain multiple time windows, while the SS *Marie Antoinette* itself travelled through time.

It is likely the quantum drives in these ships used an unstable or underdeveloped time technology. This allowed the Pompadour robots to rewire the drives to create time windows, but conversely it caused the Antoinette to slip back in time. When people talk about the lost ships, the Clockwork Robots often get the blame, but it might be that the unstable quantum drives were the real reason both ships were lost.

USING CLOCKWORK ROBOTS

Body Horror

Both of the Doctor's encounters with Clockwork Robots have had strong suggestions of body horror, and have portrayed the robots as terrifying and ruthless. If you introduce Clockwork Robots into an adventure, your players will be watching out for the organ harvesting to begin, which gives you ample opportunity to introduce a threat from another direction entirely. You can also embrace the trend, and have the clockworks once again attempting to repair mechanisms with body parts; this creepy formula does come easily to the Clockwork Robots after all.

Clockwork Creations

Either way, the Clockwork Robots are delightfully unusual creations, and will be of high interest to the most jaded traveller through time and space. Encounters with the Clockwork Robots should embrace the motif of clockwork: ticking sounds, winding keys (which can be prominent or concealed), repetitive actions and jerky movements.





- Encourage the players to think of ways to use the clockwork technology against these opponents, spending a Story Point or two along the way to do so. (For example, in the Half-Face Man's restaurant, the Doctor and Clara avoided a battle with a room full of Clockwork Robots by simply returning to their seats, which caused the robots to reverse course and return to their own tables.)

CLOCKWORK ROBOT ADVENTURES

- In the 51st century, the great and good of the Venus colony gather for the wedding of the Viceroy and his two husbands-to-be. Sparing no expense, the ceremony and reception are held in a castle serviced entirely by a retinue of expensive Clockwork Robots marked up in dramatic gold filigree. Soon, however, the deaths begin, and the guests realise they have no way out. The robots are the obvious suspects, but are they really the culprits, and if so, who reprogrammed them? Or is one of the Clockwork Robots something more than he appears? It is up to the characters to discover the truth before everyone is killed....
- A Clockwork Robot that survived the end of Mancini's restaurant was locked away in the Scotland Yard archives. It ended up shifted to a museum and from there it was completely forgotten. Then, one day not long ago, quite unexpectedly, it woke up and stalked out of the dusty shed to freedom. Now the lost robot has decided its mission is to help Scotland Yard revisit unsolved murder mysteries. Unfortunately, the best way it can think of to help is by brutally recreating every single murder in the archive, one by one...

CLOCKWORK ROBOTS

In their base form, Clockwork Robots are simple humanoid forms encased in transparent, toughened plastic. Their gold and brass gears can easily be seen ticking away as they go about their tasks. The constant ticking sound they make is audible, but no louder than a ticking clock.

Specific robots can vary from this baseline depending on their circumstances. The robots of the SS *Marie Antoinette* that were encountered in London had been extensively retooled using organic materials, and their external bodies were made of skin, not plastic. They were unable to teleport. Some were not equipped with scanners or internal weapons.

HOLDING YOUR BREATH

The Clockwork Robots networked to the Half-Face Man wore the skins of humans on their bodies to disguise themselves. However, this also meant humans could walk amongst them undetected. To identify the living, the robots listened for sounds of breathing.



When a character needs to hold their breath, they can make a series of Resolve + Athletics checks. The first check is against a Really Easy difficulty (6). For the second check the difficulty increases to Easy (9), then to Normal (12) for the third, and so forth.

The character makes one check every action round as a matter of course, but they must also make an additional check every time they take an action. (If all they do in a round is stay still and do nothing, they only need to check once.)

Every time the character fails a check, they take damage (1/**2**/3) to Strength and Resolve. When one or both of these are reduced to 0, the character will no longer be able to hold their breath and either passes out or inhales loudly (or both, as Clara did!).

CLOCKWORK ROBOTS



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

SKILLS
Fighting 2, Medicine 1, Science 2, Technology 5, Transport 1.

TRAITS
Boffin: Clockwork Robots are very ingenious in finding new and unlikely ways to solve problems.
By the Book: Clockwork Robots strictly follow their programming, although they can be innovative within these restrictions.
Natural Weapon – Blades: The Clockwork Robots are equipped with sharp tools that do nasty damage when used in a fight. Apply +2 to Strength when determining damage.
Networked: The Clockwork Robots communicate with each other.
Robot
Scan: Short-range scanners for identifying damaged mechanisms, locating parts, and so forth, providing a +2 bonus to Awareness and Technology (or Medicine).
Technically Adept: The robots are very good at fixing things and adapting the technology on the ship.
Teleport: When in danger and needing to escape capture, the robots can teleport to safety. *Restriction:* Limited to very short range (500m).
Weakness: The robots link to a control node, and if this is destroyed then they will all shut down.

TECH LEVEL: 8 STORY POINTS: 3-5

THE HALF-FACE MAN



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

SKILLS
Fighting 2, Medicine 4, Science 4, Technology 5, Transport 2.

TRAITS
Alien Appearance: The Half-Face Man looks like an ordinary person except for the exposed side of his face that reveals the complex array of moving clockwork gears within his head.
Boffin: The Half-Face Man is good at finding unconventional solutions to problems. To humans these methods can seem extremely brutal.
By the Book: The Half-Face Man is limited by his basic programming, which (among other things) prevents self-destructive acts. However, millennia of organic development allows him to violate these protocols by spending a Story Point.
Natural Weapon - Blowtorch: The Half-Face Man can remove one hand like a glove to reveal a blowtorch (3/6/L).
Networked: The Half-Face Man is the control node for the robots from his ship.
Robot
Scan: Short-range scanners for identifying damaged mechanisms, locating parts, and so forth, providing a +2 bonus to Awareness and Technology (or Medicine).
Technically Adept

TECH LEVEL: 8 STORY POINTS: 5



CYBERMEN

'Our brains are just like yours, except that certain weaknesses have been removed.'

Once they were like us. Now they want us to become like them. They are the cold metal mirrors of the human race, and like any reflection, they will always be with us.

Unusually, the Cybermen have two parallel histories. In the Doctor's universe, the Cybermen originated on a lost planet in Earth's solar system: Mondas. In the parallel universe of "Pete's World", the Cybermen originated on Earth, and later crossed over to the Doctor's universe. The two branches of Cybermen, now united, endlessly seek to upgrade humanity.

ENCOUNTERING CYBERMEN

Physiology and Conversion

A Cyberman is a human brain and nervous system wired into a powerful robotic body. Emotions are suppressed and mental conditioning forces loyalty to the Cyber-race. There are a variety of methods for conversion: extracting the brain and plugging it into a custom-grown nervous system threaded through a Cybersuit, or encasing a human's whole body in armour then stripping excess flesh away. Conversion might happen in special chambers, on automatic surgical tables, by swarming Cybermites, or in a number of other ways. All methods deliver the same ultimate result.

Survival, Power and Conquest

Cybermen are driven first to ensure their continued survival, and second to convert all others to the Cyber-cause. The Cybermen have instigated huge interstellar wars, but they have spent longer skulking through the shadows of the universe, weakened by their failure.

When encountered, Cybermen are usually actively pursuing one (or more) of these simple goals:

- Eliminate a threat to their survival.
- Secure a new source of power and strength.
- Conquer a human community and convert them all into Cybermen.

Cybermen have pursued other goals, but because of their obsessive focus on survival, the overwhelming majority of their activities fit these categories.

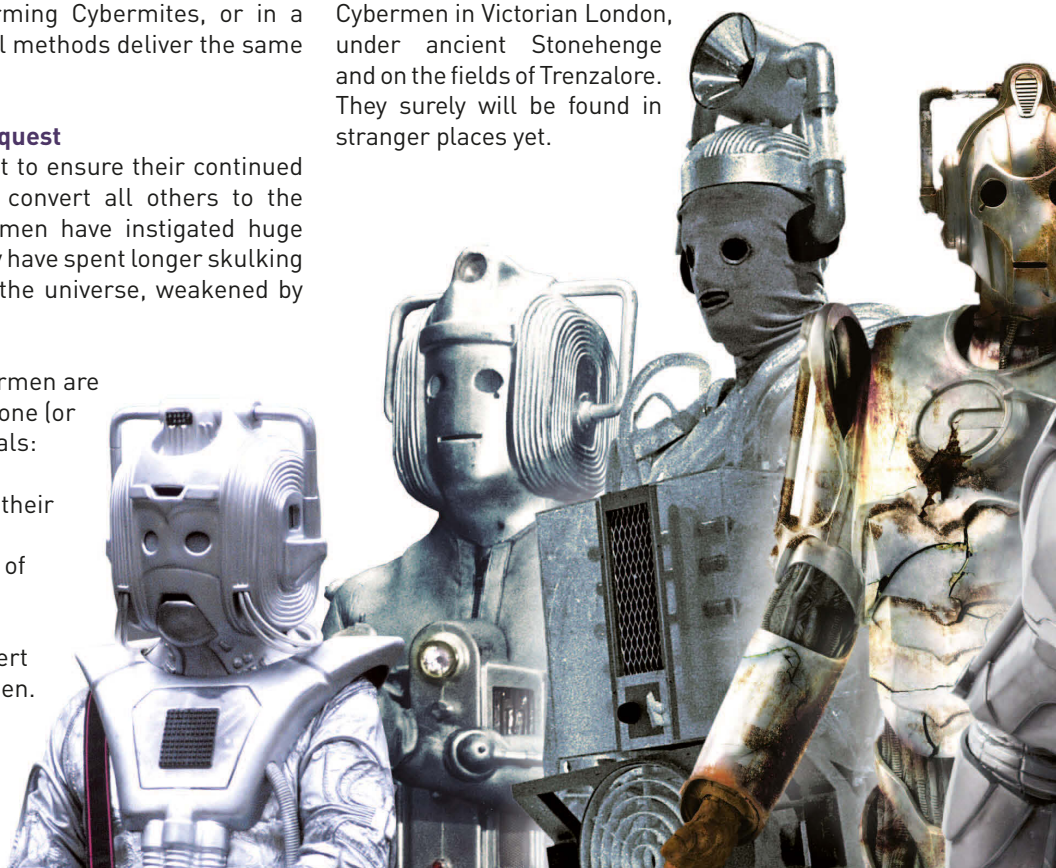
The focus on survival also affects their approach to conquest. Cybermen are mighty soldiers and can dominate a battlefield, but the survival anxiety of Mondas Cybermen and, to an extent, Cybus Cybermen leads them to favour stealth over direct confrontation. Even with a battle fleet waiting off-planet, they will be cautious, sneaking through sewers and tunnels and working through intermediaries rather than showing their hand.

If the secret beachhead is discovered and stopped, then they can easily cut their losses and retreat to develop a different plan. It is only in the Cyberiad era that this general approach changes permanently, and the Cybermen become forthright soldiers storming battlefields in great numbers.

Across Time and Space

Cyber history peaks in the 21st century, and again in the 25th century. However, since their discovery of time travel and their engagement with other time-active species, they can be encountered almost anywhere.

The Doctor has encountered Cybermen in Victorian London, under ancient Stonehenge and on the fields of Trenzalore. They surely will be found in stranger places yet.



USING CYBERMEN

Cybermen are a fractured mirror image of humanity. They look horrific and different, but beneath the surface they are the same (and they never miss an opportunity to remind humans of this discomfiting fact). They show what humanity could be if it embraced a pure, mechanistic bureaucracy where all human feeling could be coldly entered in the 'costs' column of a spreadsheet. This fundamental offer – surrendering emotion for strength – haunts every encounter with the Cybermen. There is, therefore, a lot of potential in zooming in on this offer. Are there characters in your adventure who might accept?

The people of Mondas changed because their world was unstable and they faced total destruction, and furthermore, their transformation was slow and insidious, piece by piece until the loss of emotion seemed like one more step along the path. On Pete's World, Lumic made the same choice abruptly because of a personal belief in the weakness of the mortal shell and the fundamental unimportance of emotion. Who else might make such a choice?

Characters who desire physical power might be tempted by the Cybermen, particularly if they believe they will not lose their identity: injured soldiers, paralysed accident victims, the very old. Yet all of these would surely recoil from sacrificing their emotions and mental freedom. These characters could feature in adventures as potential allies of the Cybermen, or as allies of the Doctor who betray him. When they learn the truth of the deal they will have second thoughts, perhaps leading to a heroic attempt to redeem themselves – unless it is already too late.

A character like this who negotiates to keep their identity could be a useful asset to the Cybermen, much like the Cyber-enhanced Tobias Vaughn, who enabled an early Cyberman invasion of Earth (see ***The Invasion*** in **The Second Doctor Sourcebook**).

It is characters who desire freedom from their emotions who will be most drawn to the sinister offer of the Cybermen. The emotionally abused, the grieving and bereft, the heartbroken. A damaged innocent could be manipulated by the Cybermen, unaware that their actions might bring about an apocalypse for all humanity. An angrier soul might actively aid a Cybermen invasion, cruelly intending to remove emotion from everyone else as well. Either way, this character should not be used lightly; such heavy character themes will need space to be taken seriously, and might not suit all gaming groups.

An adventure where a human helps the Cybermen in full knowledge of what they mean to do, seeking the reward of freedom from emotional pain, could lead to incredibly potent dramatic scenes. What can the players do when faced with such a character? What is the 'right' response?





This depth of potential is there for the occasional deep dive, but the bread and butter of Cybermen adventures is having them stomp into a situation and cause some obvious trouble. They are great go-to villains in your adventures, and you can pull them out almost anywhere and anywhen. Their motivations are straightforward and the player characters will always have obvious reason to fight back against them.

INSTANT CYBERMEN ADVENTURE

1D6	AN INTERESTING TIME AND PLACE:
1	The ancient city of Great Zimbabwe just before its fall.
2	A new space station orbiting Venus.
3	The Forbidden City at its height.
4	Houston, Texas, with a huge medical research centre as well as Mission Control.
5	A whaling ship off New England in the 1800s.
6	A dystopian arcology full of jacked-in hackers and mirrored glasses.

1D6	THE CYBERMEN STOMP IN! THEY ARE TRYING TO:
1-2	Convert everyone.
3-4	Destroy something they are afraid of.
5-6	Seize something that will make them more powerful.

Away you go!

CYBERMEN ADVENTURES

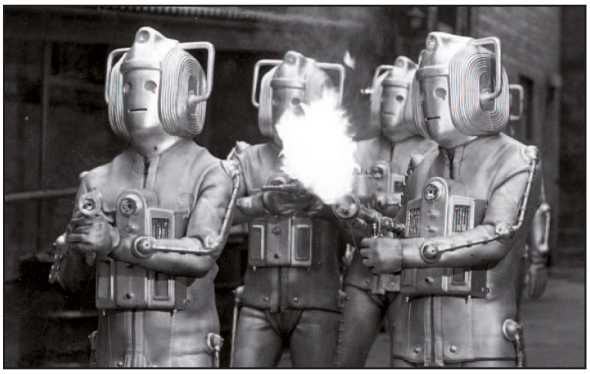
- The family is desperate. It's been nearly a year since Kate joined the weird new-age group and went to live on their compound. No one has heard from her since. Rumours say the group and its charismatic leader are excited about an approaching comet, and they send messages to it, and believe they get replies; well, Kate's family are worried that things could go very bad indeed when the comet arrives. Despite their fears, no one is helping: the police, the government, the church; no one can give them a way to bring back Kate. So they are very lucky that the characters hear their cry for help. In fact, everyone's very lucky, because arriving with that comet is a force of Cybermen, and the leader of this new-age group has no idea who he is really dealing with and what the offer of enlightenment will lead to in the end...
- One Cybermat. How much trouble could one Cybermat be? Answer: a heck of a lot. In the wreckage of a battle in the Cyberwars, the TARDIS picks up rogue Artron energy. It turns out one Cybermat has fallen through time, and has landed in a high-security prison. There, troubled inmates spend time in anger management groups or in solitary confinement, while the prison bureaucracy resists any attempt to extend empathy and emotion to the prisoners. Now a Cybermat is roaming through the corridors and slipping into the cells. It befriends the inmates simply by giving them company when they need it. Then it shows what it can offer by protecting inmates from abusive guards. And then it guides the inmates to build special equipment in the workshop, so the conversion process can begin...
- Medieval times. A town is protected by an order of knights who came out of nowhere one night to overthrow the cruel Baron. The knights keep to themselves, but they are loved by all for their honour and chivalry. When peasants and townsfolk see a knight riding by on horseback, they call out their thanks and throw flowers, while laughing children chase after them. For the ordinary folk, life has never been so good. Which is profoundly vexing for the characters, because these "knights" are Cybermen, and who ever heard of Cybermen upholding honour and chivalry and making life easy for humankind? No, there must be something here they want... but what could it be? Meanwhile, the cruel Baron plots to regain his seat, and he wants the characters' help. Helping despots is not their usual style, but these are Cybermen, and maybe desperate times call for desperate measures?

THE CYBERMEN OF MONDAS

BACKGROUND

The Cybermen came from the planet Mondas, once a twin planet to Earth. Millennia ago, Mondas drifted away from the Earth, out of the solar system, and out of the known universe entirely. As the journey continued, Mondas lost the heat and light from the Sun. Trapped in this harsh new climate, the people of Mondas embraced technology to improve their bodies. Over time they replaced more and more of their bodies until they were entirely encased in a metal shell. Their souls were also transformed. By the time Mondas returned to the solar system, the Cybermen were intent on draining Earth of its power and converting every human to be like them.

However Mondas took too much power, and the planet exploded. The Cybermen had lost their home. Over the next few centuries, the Cybermen attempted several times to conquer Earth. Despite their failure they grew into a great and terrifying threat. There were a series of Cyber Wars, in which Earth and its allies battled the Cybermen across space, finally defeating them by exploiting their vulnerability to gold. The Cybermen dropped out of history, although they were not destroyed. A few lonely ships of Cybermen stalked through space, while hidden tombs secured entire sleeping armies. One small group even discovered time travel, but their attempts to change the past failed. The Mondasian Cybermen looked to have reached a dead end in their development, until they encountered their counterparts from another reality...



MONDASIAN ENCOUNTERS

Encounters with the Cybermen from Mondas typically involve:

- Some Cybermen, typically in small, skulking groups of ten or twenty.
- A Cyberleader, one per squad.
- Perhaps some Cybermats, versatile spies and utility servants for the Cybermen.
- If the encounter is a co-ordinated invasion, some kind of Cybercontroller or Cyberplanner lurking behind the scenes and coordinating efforts.

Cybermen

A Mondasian Cyberman is a looming threat with a cold voice. Mondasian Cybermen:

- Hide in crates or under sheets.
- Appear suddenly around corners.
- Punch through walls and grab people by the shoulder.
- Blunder into deathtraps and explode.

Cyber Leader

Cyber Leaders are squad commanders. They have dark-coloured helmet guards or helmets. Cyberleaders:

- Capture the Doctor and explain the plan to him.
- Make a fist and say "Excellent!" when they are winning.
- Get strangely emotional for supposedly emotionless beings.

Cybermats

Cybermats are small cyborgs that resemble squat metallic insects. Cybermats:

- Crawl through vents and tunnels to infiltrate a base under siege.
- Assassinate isolated targets.
- Hide under tables and watch, reporting back the whole time.

CYBERMAN (MONDAS)

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

SKILLS

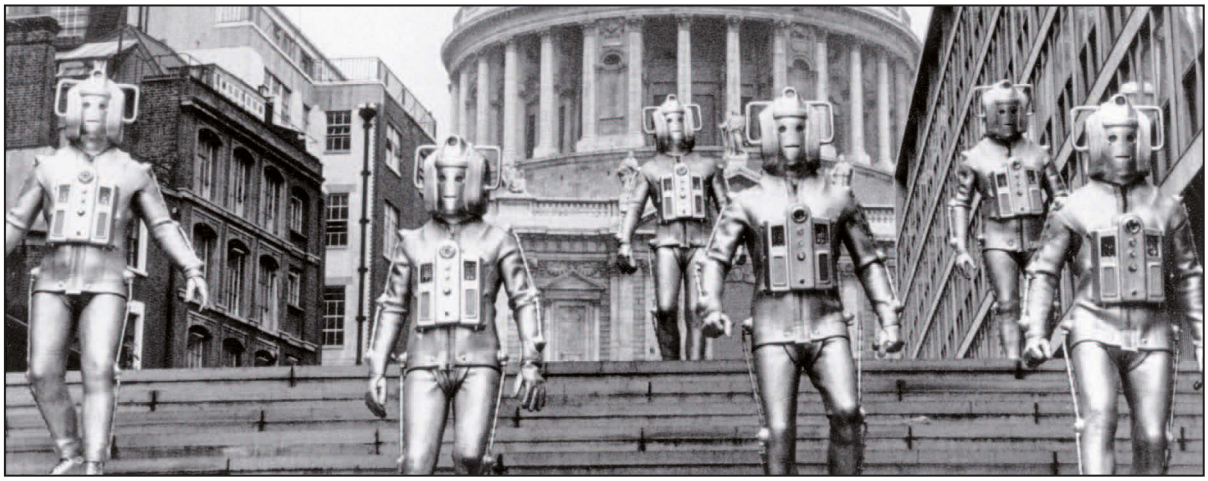
Convince 2, Fighting 3, Marksman 3, Medicine 2, Science 2, Technology 4, Knowledge 1, Transport 1.

TRAITS

Armour (Minor): Heavy metal armour reduces damage by 5.
Cyborg
Environmental
Fear Factor (3): Cybermen gain +6 on rolls to actively scare someone.
Networked: Cybermen are usually connected by wireless technology to each other and to their Cyber Leader or Cyber Controller.
Slow: Due to their heavy bodies, Cybermen are slow and stomping. Their Speed during chases is reduced to 1.
Technically Adept: +2 to rolls to use complex devices.
Weakness (Major) - Chemicals: Earlier Mondas Cybermen designs have chest units that are particularly vulnerable to clogging or dissolving with chemical mixtures.
Weakness (Major) – Gold: Gold particles are lethal to Mondas Cybermen. Exposure to gold dust should be treated as if the Cyberman is drowning or suffocating in vacuum. Exposure to gold is normally lethal.

EQUIPMENT: Particle Blaster (4/L/L)

TECH LEVEL: 6 **STORY POINTS:** 3-6



CYBER LEADER (MONDAS)

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

SKILLS
Convince 3, Fighting 3, Knowledge 3, Marksman 3, Medicine 1, Science 1, Subterfuge 2, Technology 4, Transport 2.

TRAITS
Armour (Minor): Heavy metal armour reduces damage by 5, but reduces Coordination to 2.
Cyborg
Environmental
Fear Factor (3): The fearsome Cyberleader gains +6 on rolls to actively scare someone.
Networked: Cyberleaders are always in remote contact with their Cyber-Controller and the Cybermen in their squad.
Slow: The Cyberleader is heavy and slow. Speed during chases is 1.
Technically Adept: +2 to rolls to use complex devices.
Weakness (Major) – Gold: Gold particles are lethal to Mondas Cybermen. Exposure to gold dust should be treated as if the Cyberman is drowning or suffocating in vacuum. Exposure to gold is normally lethal.

EQUIPMENT: Particle Blaster (4/L/L)

TECH LEVEL: 6 **STORY POINTS:** 8

CYBERMAT (MONDAS)

AWARENESS	4	PRESENCE	1
COORDINATION	4	RESOLVE	5
INGENUITY	2	STRENGTH	3

SKILLS
Athletics 5, Fighting 2, Marksman 4, Subterfuge 5, Survival 2, Technology 3.

TRAITS
Alien Appearance: Cybermats look like large metallic bugs.
Alien Senses: Cybermats can see infrared and ultraviolet, and home in on human brainwaves.
Armour (Minor): The Cybermats' metallic armour reduces damage by 5, but this does not count against an electric charge.
Climbing: The Cybermat can climb even smooth surfaces without difficulty.
Cyborg: While it looks like a small robot, a Cybermat is partially organic.
Jumping: A Cybermat's advanced hydraulics enable it to leap 5-6 feet in the air, perfect for landing on a humanoid's back or shoulder.
Natural Weapon – Bite: Cybermat bites (1/3/4) can have additional effects such as corroding circuits, stunning (S/S/S) or poisoning (4/L/L) humans, or infecting humans with a disease.
Natural Weapon – Electric Discharge: Cybermats have the ability to discharge electricity at close range, delivering either Stun (S/S/S) or Lethal (4/L/L) damage.
Weakness (Major): Cybermats have the same major weaknesses as their masters.

TECH LEVEL: 6 **STORY POINTS:** 1-2

CYBUS CYBERMEN

BACKGROUND

In the parallel dimension dubbed "Pete's World" by the Doctor, a parallel species of Cybermen was developed by technologist John Lumic and his company, Cybus Industries. Lumic was obsessed with upgrading his failing body, and this led him to create a variety of Cybermen who were, if anything, even more focused on forced cyber-conversion. They crossed dimensions to invade Earth, but they were pitted against the Daleks in the "Battle of Canary Wharf" and were hurled into the void between dimensions. Many of these Cybermen later escaped into the past or future, where they resumed their original plans of conquest. Some made contact with Mondasian Cybermen, and they combined into a new unified variety of Cyberman.

CYBUS ENCOUNTERS

Encounters with Cybus Cybermen typically involve:

- Many Cybermen, typically in large squads numbering in the dozens or hundreds, working with perfect co-ordination.
- Designated Cyber Leaders for each squad who can be replaced at any time.
- One Cyber Leader who coordinates overall strategy as Cyber Controller (use normal Cyber Leader statistics but add 2 to Ingenuity).
- Any number of mind-controlled human Cyber-slaves.

Cybermen

A Cybus Cyberman is a relentless force that usually appears in a group. Cybus Cybermen:

- Stomp in perfect synchronicity with other Cybermen.
- Make errors of judgement if isolated.
- Say "Delete!" before they destroy someone.

Cyber Leader

Cyber Leaders are field commanders, easily identified by the black 'handlebars' on their head. Cyber Leaders:

- Coldly and without hesitation sacrifice Cybermen to achieve an objective.
- Refuse to negotiate with enemies unless the situation is truly desperate.
- Are automatically replaced if they are destroyed.

Cyber-slaves

Cyber-slaves are unconverted humans who have been mind-controlled to serve the Cybermen, using technologies like Earpods. Cyber-slaves:

- Stare numbly into space as they follow instructions.
- Use their normal skills to serve the Cybermen.
- Turn thuggishly violent if so commanded.





CYBERMEN

CYBERMAN (CYBUS)



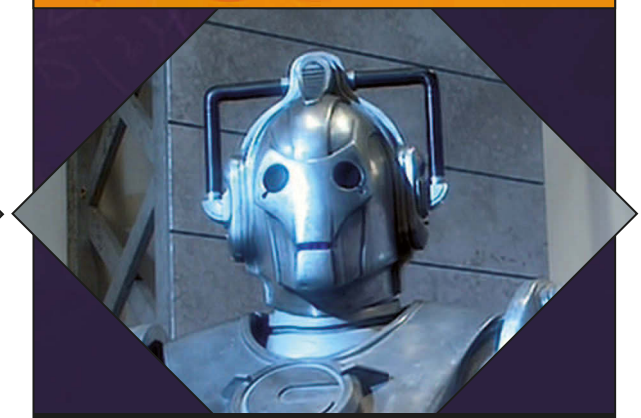
AWARENESS	2	PRESENCE	3
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	7

SKILLS
Convince 2, Fighting 3, Marksman 2, Medicine 1, Science 1, Technology 4.

TRAITS
Armour (Major): Heavy metal armour reduces damage by 10, but reduces Coordination to 2.
Cyborg
Fear Factor (3): Cybermen are scary and gain +6 on rolls to actively scare someone.
Natural Weapon (Electric Grip): A Cybus Cyberman can discharge electricity through its glove, increasing the damage of its crushing grip by +2.
Natural Weapon (Particle Beam): Cybus Cybermen have arm-mounted particle beams (4/L/L).
Networked: Cybermen are usually connected by wireless technology to each other and to their Cyber Leader or Cyber Controller.
Slow: Due to their heavy bodies, Cybermen are slow. Speed during chases is reduced to 1.
Technically Adept: +2 to rolls to use complex devices.
Weakness (Minor) – Magnetism: Strong magnetic forces can paralyse, knock out the emotion inhibitor or even kill a Cyberman. The Cyberman should make a Resolve + Strength roll (difficulty 18) when exposed to strong magnetic force. A Bad Result shuts down the Emotion Inhibitor, driving the Cyberman crazy, whereas a Disastrous Result is fatal.

TECH LEVEL: 6 STORY POINTS: 3-6

CYBER LEADER (CYBUS)



AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	5
INGENUITY	6	STRENGTH	9

SKILLS
Convince 3, Fighting 3, Marksman 2, Medicine 1, Science 3, Technology 4.

TRAITS
Armour (Major): Heavy metal armour reduces damage by 10, but reduces Coordination to 2.
Cyborg
Fear Factor (3): Cyberleaders are very intimidating and gain +6 on rolls to actively scare.
Natural Weapon (Electric Grip): The Cyber Leader can discharge electricity through its glove, increasing the damage of its crushing grip by +2.
Natural Weapon (Particle Beam): See left.
Networked: Cyber Leaders are always wirelessly connected to the Cybermen in their squad and to their Cyber Controller.
Slow: Due to their heavy metal bodies, Cyber Leaders are slow stompers. Their Speed during chases is reduced to 1.
Technically Adept: +2 to rolls to use complex devices.
Weakness (Minor - Magnetism): Strong magnetic forces can paralyse, knock out the emotion inhibitor and even kill a Cyber Leader. The Cyber Leader should make a Resolve + Strength roll (difficulty 18) when exposed to strong magnetic force. A Bad Result shuts down the Emotion Inhibitor, driving the Cyber Leader crazy, whereas a Disastrous Result is fatal.

TECH LEVEL: 6 STORY POINTS: 7

CYBER-SLAVE



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

(or the same as the enslaved character)

SKILLS
(As the enslaved character.)

TRAITS
Dependency – Control Mechanism: Any slaves who are directly controlled by devices such as Earpods are very vulnerable. If the device is forcibly removed or overloaded, the slave will usually die.
Enslaved
Networked: Cyber-slaves are usually in wireless contact with their Cybermen masters.

STORY POINTS: 0

3W CYBERMEN

'Upload the mind, upgrade the body. Cybermen from cyberspace. Now why has no one ever thought of that before?'

BACKGROUND

In the early 21st century, Earth was threatened by a unique Cybermen variant. The Time Lady Missy developed them from the Mondas/Cybus blend, applying numerous upgrades using her sophisticated grasp of science and technology. The method of creation made these Cybermen quite unique, despite the similar appearance to other models.

Missy captured the minds of an enormous number of people at the moment of their death, storing them in a Data Slice from the Gallifreyan Matrix known as the Nethersphere. She persuaded them they were in the afterlife, but would continue to suffer unless they deleted their own emotions. Once they had been tricked into modifying their psyche, they were re-downloaded into their dead bodies, which had been upgraded into Cybermen.

The Cybermen followed Missy's instructions without hesitation. She exercised control using a special bracelet, which she gave to the Doctor, who in turn gave it to Danny Pink, a Cyberman who had retained his sense of identity. Danny ordered the Cybermen to self-destruct in the sky to eliminate the threat.



Cybermen

A 3W Cyberman is a powerful soldier in an enormous army. 3W Cybermen:

- Take a while to fully activate after they are converted.
- Have full access to the standard memory records of the Cyber-race.
- Know how to follow orders faithfully.

Cyber-Pollen

The first set of 3W Cybermen were loaded with Cyber-Pollen, which spread into the atmosphere when they self-destructed. The Cyber-Pollen came down in the rain. Wherever the pollen-rich water crept into contact with a dead body, it initiated a conversion sequence. Many (but not all!) dead bodies were fully converted into Cybermen, and their minds were downloaded from the Nethersphere.



CYBERMAN (3W)

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

SKILLS
Convince 2, Fighting 3, Marksman 2, Medicine 1, Science 1, Technology 4.

TRAITS
Armour (Major): Heavy metal armour reduces damage by 10, but reduces Coordination to 2.
Cyborg
Enslaved: 3W Cybermen are completely subservient to whoever holds the control bracelet.
Fear Factor (2): Cybermen are scary and gain +4 on rolls to actively scare someone.
Fear Factor (3)
Flight (Major): 3W Cybermen have rockets in their boots that allow them to fly at the same speed as a commercial airliner.
Natural Weapon - Electric Grip: Damage (4/9/13) in close combat.
Natural Weapon – Particle Beam: 3W Cybermen have arm-mounted particle beams (4/L/L).
Networked: 3W Cybermen are connected by wireless technology to a collective hive mind.
Slow: Speed during chases is reduced to 1.
Special - Quicksilver: A Cyberman can move in short bursts of lightning speed, quicker than the human eye can follow. Each burst of speed costs 1 Story Point and gives the Cyberman a speed of 20 for one round.
Weakness (Minor) - Magnetism.

TECH LEVEL: 6 **STORY POINTS:** 3

THE CYBERIAD

BACKGROUND

After long centuries where Cyberman technology was relatively static, they achieved a series of breakthroughs to become the Cyberiad, a unified network of cyber-minds. They renewed their wars and human society was forced into a paranoid retreat, knowing that any weakness discovered by even a single Cyberman would be immediately exploited by the whole Cyberiad, and any effective weapon would be quickly made redundant. A single Cyberman's presence became sufficient reason to sacrifice many innocent lives. Humanity won the Cyberwars only by completely destroying an entire galaxy. Now humanity lives in fear of the Cyberiad's return.

CYBERIAD ENCOUNTERS

Encounters with Cybermen from the Cyberiad era will typically involve:

- Cybermen, either as isolated scouts or in overwhelming armies.
- Cybermites, swarming in the shadows alongside the Cybermen.
- A local Cyber-Planner linked into the wider network of Cyber-Planners.

Cybermen

A Cyberiad Cyberman is a devastating foe either singly or, more commonly, as part of a huge formation of identical Cybermen. Cyberiad Cybermen:

- Sacrifice themselves so the Cyberiad can understand a danger and upgrade accordingly.
- When in formation, use their massive numbers to overwhelm defenders.
- When alone, use smart tactical thinking to outmanoeuvre opponents.

Cybermites

Cybermites are tiny metallic silverfish that swarm in groups. Cybermites:

- Sneakily reprogram enemy devices.
- Scout out enemy defences and report back.
- Swarm isolated enemies and convert them directly.



Cyber-Planner

Cyber-Planners are the most sinister development of the Cyberiad. The conversion process keeps some sheen of identity to allow creative thinking. Children are especially desirable for this role. Cyber-Planners:

- Have conversations, even banter, with the enemy, showing the remnants of their pre-conversion personality.

- Use devious bluffs, double-bluffs and even triple-bluffs to outwit their opponents.
- Rarely make mistakes of any kind.

CYBERMITES

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

SKILLS
Athletics 2, Medicine 2, Science 1, Subterfuge 3 Technology 4.

TRAITS
Networked (Major): Cybermites are in constant connection with the Cyberiad.
Robot
Size - Tiny
Special – Convert: A swarm of Cybermites can overrun a target and swiftly convert them into a Cyberiad asset (roll Coordination + Technology, resisted by the target's Resolve + Ingenuity). With enough time, they can convert them into a full Cyberman.
Technically Adept

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

CYBER-PLANNER

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

SKILLS
Convince 4, Fighting 3, Knowledge 5, Marksman 3, Medicine 3, Science 4, Technology 5.

TRAITS
Alien Appearance (Minor): The Cyber-Planner is covered with metallic circuitry.
Cyborg
Networked (Major): Unlimited, constant connectivity with the Cyberiad.
Technically Adept: +2 to rolls to use complex devices.

TECH LEVEL: 7 **STORY POINTS:** 10

CYBERMAN (CYBERIAD)

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

SKILLS
Athletics 3, Convince 2, Fighting 3, Marksman 2, Medicine 2, Science 1, Technology 4.

TRAITS
Alien Senses: Cybermen can see in light ranges well outside normal vision.
Armour (Major): Heavy metal armour reduces damage by 10.
Cyborg
Fear Factor (3): Cybermen are pretty scary and gain +6 on rolls to actively scare someone.
Natural Weapon – Electric Grip: The Cyberman can discharge electricity through its glove, increasing the damage of its crushing grip by +2.
Natural Weapon – Particle Beam: The Cyberman has an arm-mounted particle beam (4/L/L).
Networked (Major): Unlimited, constant connectivity with the Cyberiad. Upgrades are shared automatically with every other Cyberman in the Cyberiad.
Slow: Cyberiad Cybermen are still typically slow. Their Speed during chases is reduced to 2, although they can perform bursts of speed.
Special – Detachment: A Cyberman can detach body parts to perform specific functions independent of the rest of the body.
Special – Quicksilver: A Cyberman can move in short bursts of lightning speed, quicker than the human eye can follow. Each burst of speed costs 1 Story Point and gives the Cyberman a Speed of 20 for one round.
Special – Upgrade: Any Cyberman damaged by a particular weapon or threat can spend a full round upgrading itself, at which point it gains an immunity to that threat.
Technically Adept: +2 to rolls to use complex devices.

TECH LEVEL: 7 **STORY POINTS:** 3-4





DALEKS



'Today the Kaled race is ended, consumed in a fire of war. But from its ashes will rise a new race: the supreme creature, the ultimate conqueror of the universe, the Dalek.'

Devoid of all emotion other than hate, the Daleks mercilessly exterminate every other race in the universe, judging them inferior. Capable of time travel, the Daleks eventually rivalled the Time Lords in power, leading to the Last Great Time War and the near-total destruction of the universe.

BACKGROUND

On the planet Skaro, the humanoid Kaleds and Thals waged a planet-wide, thousand year war that eventually went nuclear. The conflict continued even after the conclusion became obvious: near-total annihilation of all planetary life.

Recognising genetic degradation to be the ultimate fate of the Kaled race, Davros, their chief scientist, accelerated the mutation process while deliberately manipulating DNA to reject weaknesses such as fear and mercy. Then, he placed his creations in life-supporting war machines to finish the war and survive as a new race: the Daleks.

Davros' programming worked too well. The Daleks considered themselves the superior lifeform not just on Skaro but throughout the universe, and even the Kaleds were not spared.

At first, the Daleks waged their genocidal war through conventional hyperdrive technology. Hungry for new military advantages and fed by the conquest of a thousand worlds, Dalek scientists began unravelling the secrets of time travel. While the Doctor could not stop them, he repeatedly delayed advancements.

The Doctor and the Daleks

Foreseeing a time when Daleks would threaten even them, the Time Lords sought out the Doctor to destroy them before their creation. While the Doctor originally accepted the task, he could not bring himself to complete it, a choice he has deeply regretted since the Time War. Besides disrupting their experiments in time-travel, the Doctor has destroyed numerous other potential advances that could have handed the Daleks mastery over the universe:

- On Spiridon, the Daleks attempted to master the natural ability of the indigenous race to render themselves invisible.

- After engineering a devastating galactic plague, the Daleks attempted to monopolise the one known cure, a compound called parrinium, found on Exxilon.
- In the year 4000, the Daleks formed an alliance with other races bent on destroying the Earth Empire and dividing the universe among themselves. The ultimate method of destruction was to be a Time Destructor, a device that slowed down, sped up and reversed time.
- In 1988, the Daleks attempted to recover a stellar manipulator near Coal Hill School in London, where the Doctor had hid it 25 years earlier. Known as the Hand of Omega, the device was created by the Time Lords to transform stars into supernovas and singularities, which could then provide power for TARDISes. The Daleks sought an efficient power source for their own time machines. In the end, the device turned Skaro's sun supernova, destroying the Dalek homeworld.
- Around the year 200,000, during the Fourth Earth Empire, the Daleks took over Satellite Five. It was here the Doctor first learned that the Dalek Emperor had survived the Time War. Rose Tyler was only able to stop the Daleks by absorbing the energies that powered the TARDIS, allowing her to annihilate them.

The Doctor has handed the Daleks so many defeats and destroyed so many of their kind he is known to them as the Oncoming Storm, and he is one of very few beings in the universe that invokes something akin to fear in Daleks: an emotion they should not even posses. The most severely affected are imprisoned within the Dalek Asylum, a prison world dedicated to Daleks which have gone insane.

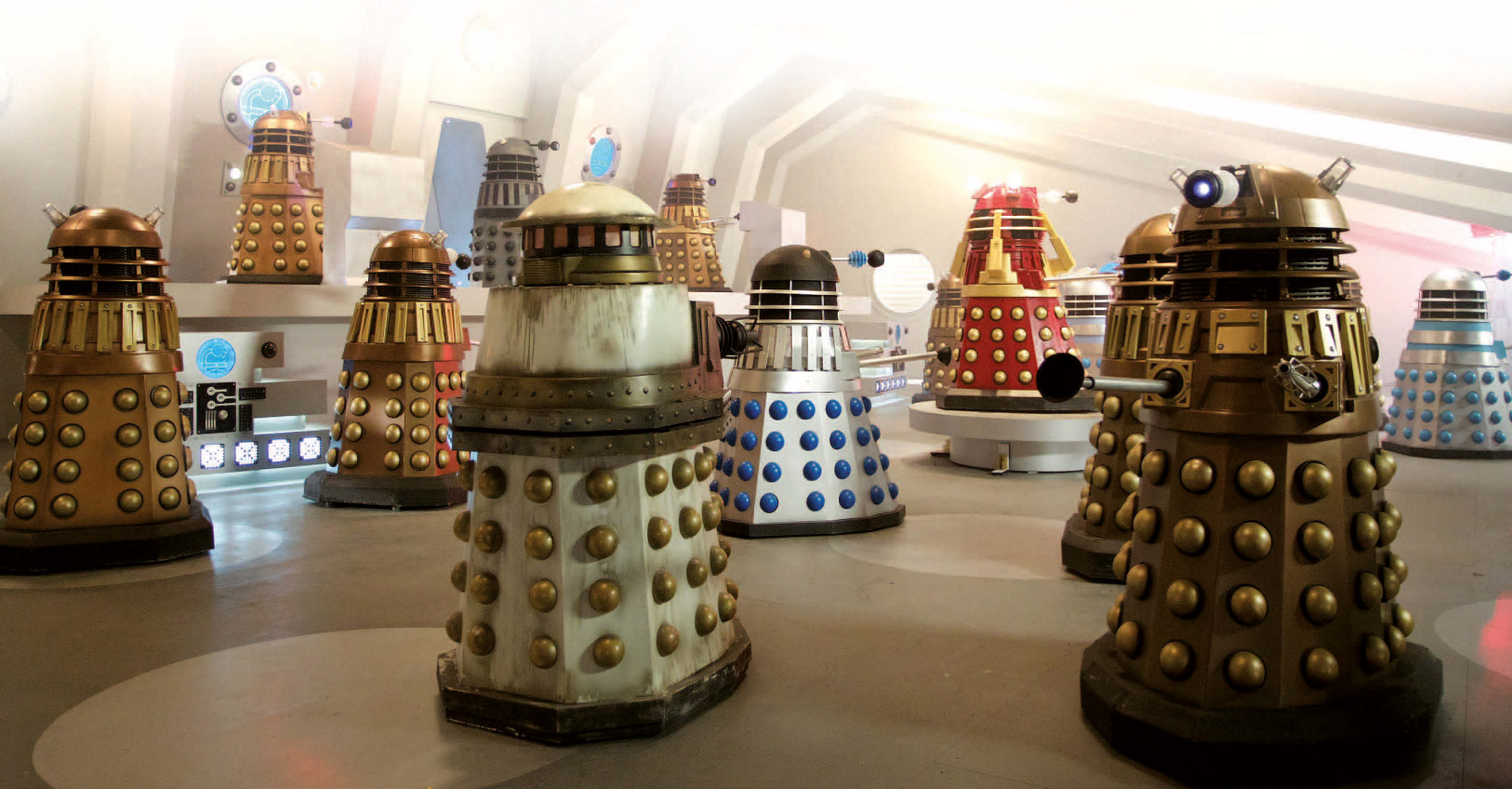
Since the Time War, the Doctor has also developed an unlikely emotion: utter hatred of the Daleks and an active desire to rid the universe of them. His position is extreme enough that the Daleks have repeatedly mocked him as being Dalek-like in his pursuit of their destruction.

MOTIVES AND AGENDAS

Simply ruling the universe is not sufficient. The Daleks' ultimate motivation is purging inferior races until nothing survives except pure Daleks. They show no mercy and make no exceptions. The hold no value in culture and assimilate nothing beyond what contributes to military superiority.

Daleks' view of other races goes well beyond superiority and inferiority; they utterly hate lesser lifeforms. They exterminate non-Daleks the way other people exterminate vermin. Insanity only heightens this hatred, which is why the insane are imprisoned rather than destroyed as deficient: they epitomise the ultimate in hatred.

Beyond their primary goal of subjugation and destruction, the secondary goal is preservation of





their species. They do not hesitate in destroying themselves when it furthers the Dalek race. Without fear of death, the Daleks invade with unrelenting force. Only in the face of total defeat do Daleks retreat, conserving resources until they can replenish numbers and continue the fight.

Part of species preservation is ensuring the Dalek line remains pure. Periodically, divisions develop within the Dalek collective, and civil war erupts between factions all believing themselves superior both genetically and ideologically.

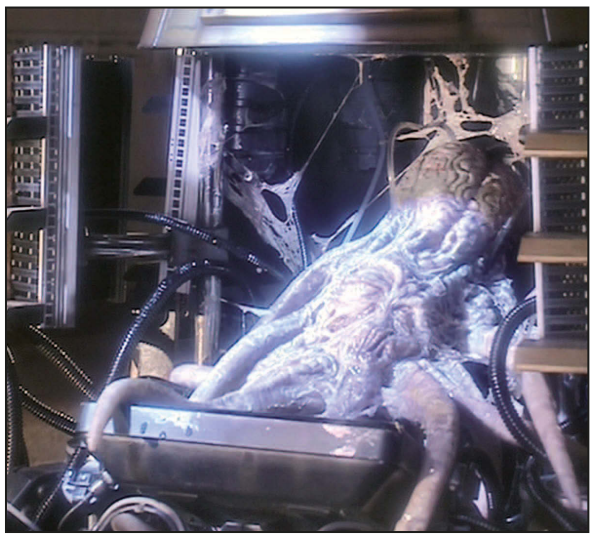
Dalek culture is utterly egalitarian. Every Dalek is of equal importance and capability. To think otherwise would be accepting less-perfect specimens within the master race.

There is, however, a strict military hierarchy, for while the Daleks are all of one purpose, they are not a hive mind. Coordinated efforts require leadership and subordinates. These ranks are entirely functional and give no implication of superiority or inferiority.

ENCOUNTERING DALEKS

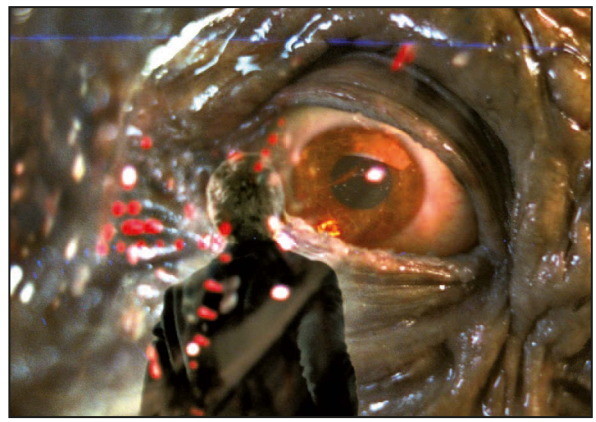
Dalek Biology

The Dalek mutant is a horror in its own right, a one-eyed, tentacled monstrosity. Its existence is integrated into its travel machine, the two fused through fluid and electrical conduits that allows the creature to operate the metal shell as an extension of itself. Nevertheless, it is possible, although painful, for the Dalek creature to detach itself and move on its own. However, they can only survive outside the life-support machines for an hour, so they abandon them only in dire circumstances.



The severe mutations suffered by the Daleks left them unable to biologically reproduce. Instead, they are grown in vats. They are not clones; rather, in their quest for perfection, Dalek scientists combine multiple strands of DNA for each new Dalek.

Every aspect of a Dalek's existence is devoted to warfare. Dalek scientists do more than ensure genetic purity lacking the capacity for emotion; they also mechanically indoctrinate the incubating creature. Once a mature Dalek is placed within its travel machine, the onboard computer system continues to influence its perspective. This is, however, a secondary influence. The Doctor's attempt at reprogramming the computer merely resulted in a Dalek that hated other Daleks rather than embracing any positive emotion.



At various times, Daleks have found themselves without proper material to reproduce themselves. In these circumstances, Daleks have repeatedly attempted to convert recently deceased humans into Daleks by separating the head and submitting it to genetic, biological and mechanical manipulation. The process is immensely inefficient; to properly erase all sense of individuality and emotion requires thousands of failed transformations for every one success.

Since the Time War, which was originally thought to have destroyed all Daleks, the biological Dalek creatures have gone through multiple profound changes, at various times coming from human, Kaled, and pure Dalek stock:

- One Dalek fell through a crack in time, declared himself the God-emperor and created new Daleks from human DNA. These were all destroyed by Rose Tyler.
- The Cult of Skaro survived the Time War in the void ship, which also contained the Genesis Ark. While the Ark preserved several thousand

Daleks, they were all eventually sucked back into the Void. Eventually, all but Dalek Caan perished.
- Dalek Caan freed Davros from the time-lock of the Time War and forcibly created new Daleks from Davros' DNA. Most were destroyed along with the Reality Bomb.
- Most recently, a contingent of Daleks seized the Progenitor, a device containing original Dalek DNA, and used it to create the New Paradigm Daleks.

Dalek Construction

The Dalek travel machine provides necessary life support for the Dalek Mutant inside. Beyond that, every facet of the shell's design is influenced by military need.

Most models are fitted with a manipulator arm and an energy weapon that kills with a single shot. In energy-disrupting environments, the weapon can be swapped out for a solid projectile version. Heavy weapon Daleks forgo the manipulator arm entirely and are armed with a large central cannon capable of massive, explosive damage to physical structures.

The manipulator arm most commonly ends in a round, malleable rubber interface. This led to Dalek controls being primarily circular. However, it can also manipulate a variety of foreign control panels. It has a variety of other uses as well, everything from suffocating a lifeform to absorbing brainwaves from intelligent victims to downloading data.

Besides being constructed of highly resistant Dalekanium, Daleks are also protected by a forcefield. Daleks can survive everything from water submersion to the vacuum of space. Moreover, the shell is self-repairing, although it takes tremendous energy to manipulate the Dalekanium.

Despite all this, there are weapons that can damage a Dalek, particularly when fire is concentrated. The most vulnerable point is the eye stalk, so opponents often find it easier to blind a Dalek than to destroy it.

The life-support machinery operates on a variety of levels. When unneeded, the Mutant can fall into sleep, conserving resources, yet can be instantly awakened by its shell. When the shell is badly damaged, power becomes dedicated to the Mutant's survival, and, in the most extreme cases, it can be placed into suspended animation.

Besides reinforcing Dalek programming, the onboard computer processes massive amounts of data to almost immediately calculate the correct course of action. It includes pertinent records of successes, defeats, enemies, tactics, psychology of their enemies and so forth.

Early Dalek travel machines had significant limitations. They routed power through the floors of their first cities and spaceships, which the casings then absorbed. This vastly limited their mobility, as did their wheel-based locomotion. Later Daleks carried their own power supplies and possessed anti-gravity platforms which allowed them to easily traverse difficult terrain and change elevation.

Invasion Procedures

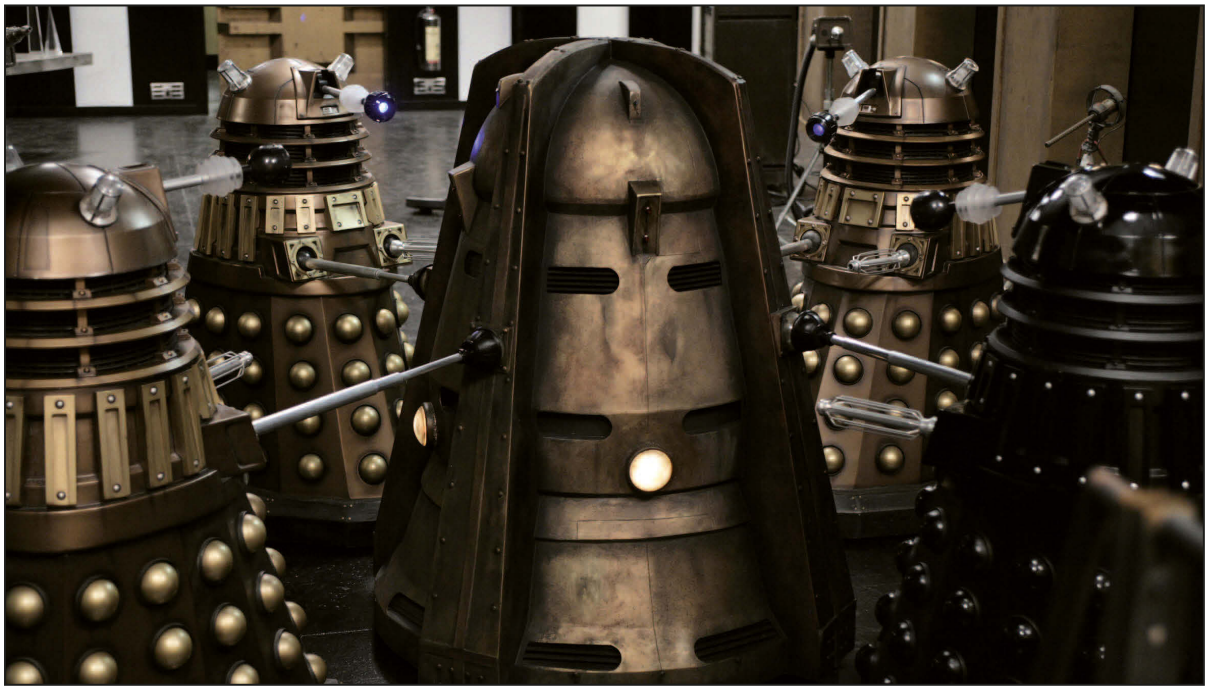
Thousands of years of conquest has established an effective system of invasion:

- **Invasion:** Daleks target worlds rich in resources or possessing significant levels of technology. Large populations are a bonus, since they provide plentiful slave labour and rarely offer significant resistance. Their invasions are quick and brutal. First, they annihilate spacefleets so they cannot retake the planet. Next, orbital bombardment destroys all planetary defences, clearing the way for landing and obliteration of all remaining sources of resistance.



- **Extermination:** Once the planet is under control, they exterminate large numbers of the population to induce further terror, as well as create a manageable number of prisoners.
- **Enslavement and Exploitation:** Survivors are forced into labouring for the Daleks, collecting resources and working in factories. The Daleks employ a variety of direct controls on certain slaves to use them to police other, unmodified prisoners.





- **Expansion:** The planet is transformed into a new staging area for further Dalek exploration and invasion.
- **Abandonment:** Eventually, a planet loses its value either because it has been drained of resources or because the location no longer has strategic importance. If the resources are available, the planet is destroyed. Otherwise, the Daleks simply abandon it, leaving survivors to struggle on a burnt out, toxic world.

Dalek Technology

Daleks are one of the most technologically sophisticated races in the universe, and they are constantly developing new advances to assist in their subjugation of the universe. A sample of their creations include:

- **Dalekanium:** The metal shells of Daleks are built from Dalekanium, a superstrong, lightweight alloy. The material can also be refined into explosives strong enough to puncture a TARDIS' outer interface.
- **Mind Control Helmet:** Daleks enslave large numbers of people on conquered worlds. Rather than dedicating resources to keeping these populations in line, they take control of some of the prisoners and use them to police the rest. A helmet-like device renders wearers, sometimes described as Robomen, completely open to Dalek orders. The process is so mentally invasive, however, they eventually go insane and commit suicide.
- **Dalek Puppets:** Daleks use clouds of nanogenes to invade tissue and build mechanical structures within biological hosts, including an eye-stalk in the middle of the forehead and weaponry in the arms. When used on the dead, the results are zombie-like. When used on the living, the host's memories are made available to the Daleks, who let the puppet operate as normal until the appropriate moment to reveal their true natures. Dalek puppets are much more reliable than Robomen, although they still sometimes resist their conditioning. See pg. 48 for more about Dalek Puppets.
- **Sonic Hypnosis:** Collaborating with the Master, the Daleks strained ties between the Earth and Draconian Empires by attacking each side with mercenaries while employing a device that made survivors believe they were being confronted by the enemy they feared the most.
- **Human Duplicates:** Daleks can create physical duplicates of humans under their control. They are used for infiltration and assassination. However, the duplicates tend to develop shadows of their originals' personalities, which lead them to resist.
- **Time Destructor:** Powered by the extremely rare element taranium, the time destructor warped time and space, causing time to slow down, speed up and reverse.
- **Void Ship:** Using technology so advanced the Doctor thought it impossible, a void ship travels in the spaces between universes, making it utterly undetectable. The Cult of Skaro escaped

annihilation at the end of the Time War by sheltering within one. The vessel is thought to be unique.

- **Time Corridors:** The Daleks' first success in time travel came in the form of time corridors. Each corridor connects two specific points in time and space. This inefficient process requires tremendous amounts of energy.
- **Time Machines:** With stolen Gallifreyan technology, the Daleks eventually created machines similar to TARDISes, including dimensional transcendence, which allows the inside to be larger than the outside.
- **Reality Bomb:** When exposed to the time rift within the Medusa Cascade, the Reality Bomb would have disrupted electrical fields at an atomic level, tearing atoms apart not just throughout this universe but through all universes. The only survivors would be Daleks loyal to Davros.
- **Magnetron:** This monstrous device can move entire planets through both time and space. There are, however, very limited reasons why the Daleks would want to do such a thing.

Daleks and Humanity

While the Daleks see their ultra-rational approach as the superior tactic, some acknowledge that it fails in certain circumstances. As such, they wish to identify what qualities would further perfect the species.

Daleks and humanity have warred numerous times: the first full-scale invasion of Earth happened in 2164, and they crossed paths repeatedly through all four Earth Empires. Most recently, the Cult of Skaro seized a Gallifreyan prison vessel they termed the Genesis Ark and released thousands of Daleks onto early 21st century Earth. And still Earth has prevailed, while the post-Time War Daleks remained on the brink of extinction.

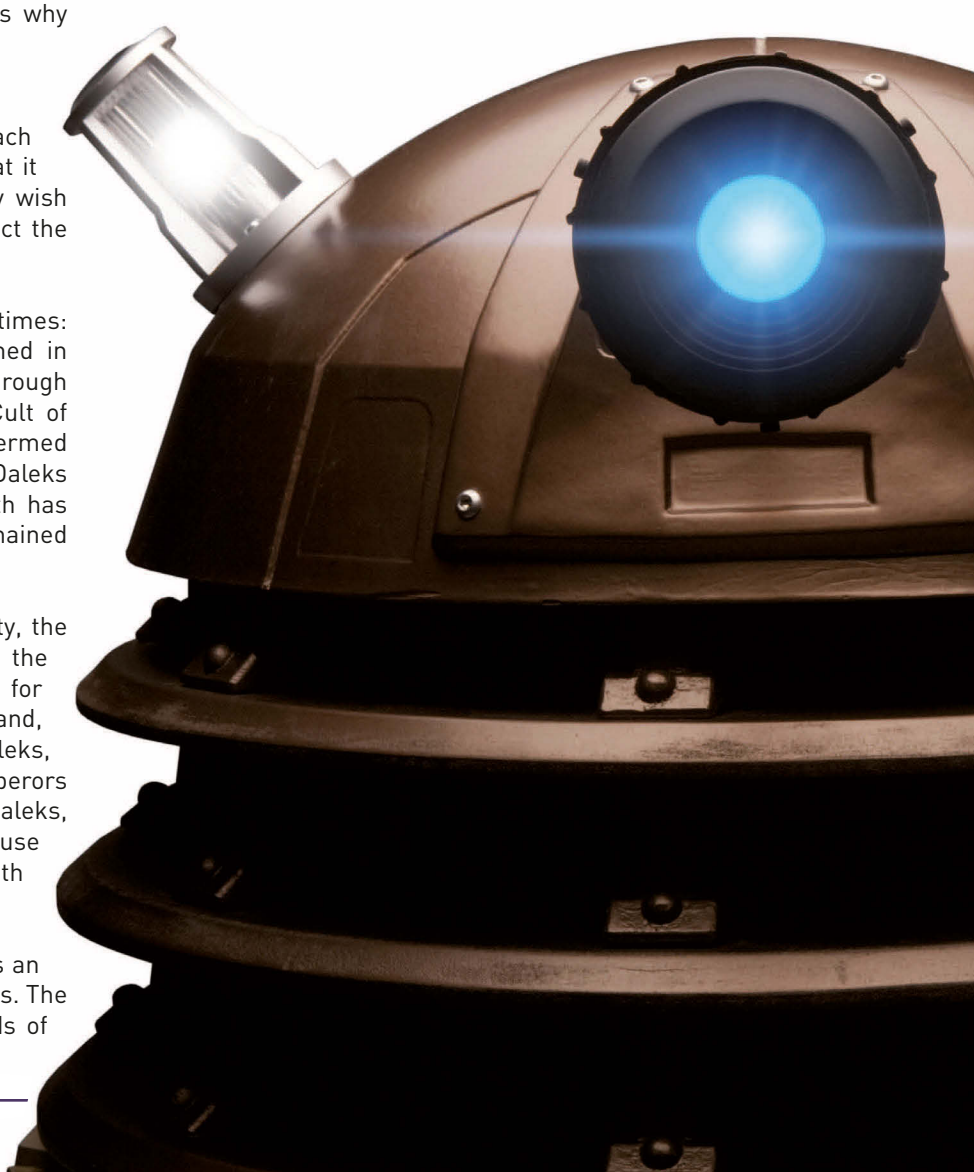
With so many defeats at the hand of humanity, the Daleks have repeatedly attempted to discern the advantage humans possess and engineer it for themselves. Imagination, unpredictability and, above all, individuality are all anathema to Daleks, yet serve humanity well. One of the Dalek Emperors attempted to inject the 'human factor' into Daleks, but they immediately rebelled. Attempts to use human tissue to create new Daleks has met with very limited success.

Another Emperor created the Cult of Skaro as an experiment, going so far as to give them names. The Cult then attempted to re-engineer the minds of humans so they were Dalek in mind but human in body. The most radical member of the Cult, Dalek Sec, took the experiment a step further and biologically fused himself with a human. The resulting emotional and mental changes caused the other Cult members to exterminate him.

The most recent iteration of the Daleks, the New Paradigm Daleks, seem to have made great strides in restoring the Dalek Empire, operating within a parliamentary system headed by a Dalek Prime Minister rather than an Emperor. Whether this hints at a new sense of individuality remains to be seen.

USING DALEKS

Ruling a universe purged of all inferior lifeforms is the ultimate motivating force behind all Daleks. They have approached that goal in numerous, sometimes complex ways, but their motivations always return to that single cold fact. You should be particularly mindful when using Daleks in adventures.





They are immensely powerful, destructive beings with no reason to keep the characters alive unless they are of some use. One cannot reason with them the way one might with many other potential villains, and they are incredibly difficult to destroy. The Doctor rarely confronted the Daleks head on, and your characters should avoid doing the same.

If the characters are going to personally encounter Daleks, the Gamemaster should always have contingency plans in place: what might be used to kill a Dalek, methods of escape, NPCs who can come to the rescue, and so on. In the best circumstances, the players will recognise these resources and employ them themselves. However, if they don't, the Gamemaster needs a secondary plan to save the party from extermination.

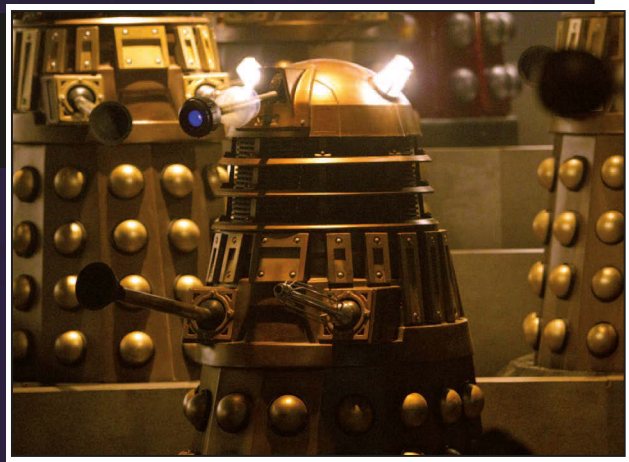
On the plus side, there are few corners of time and space that have not been touched by the Daleks. There are plenty of opportunities to get characters intertwined with Dalek activities without them going directly against a Dalek. In this regard the Daleks might be used as a force of nature or a background element, their schemes painting a wider tableau against which the characters' adventures take place.

DALEK ADVENTURES

- Xara was once a popular travel destination due to its natural splendours. Then the Time War came, and the Daleks easily overran the sparsely inhabited and non-militarised planet. Now, the planet is a bizarre mix of resort structures, Dalek bunkers and local flora attempting to re-establish

DALEKS

AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	7*



SKILLS

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

TRAITS

Alien
Alien Appearance
Armour (Major): The Dalekanium casing reduces damage by 10. This does reduce the Dalek's Coordination to 2 (already included in their Attributes).
Cyborg
Environmental: Daleks are able to survive in the vacuum of space, or underwater.
Fear Factor (4): No one who has faced a Dalek can consider them anything less than terrifying, getting a +8 to rolls when actively scaring someone.
Flight (Major): Daleks are able to fly. When hovering their Speed is effectively 1, when in open skies or space they have a Speed of 6.
Forcefield (Major): Bullets appear to stop in the air before 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 Success, and so on).
Natural Weapon – Exterminator: The legendary Dalek weapon usually kills with a single shot (4/L/L).
Scan: The Dalek 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.
Vortex: As a last, desperate measure, some of the higher-ranking Daleks can activate an 'Emergency Temporal Shift', literally throwing themselves into the Vortex to escape. There is no control over where they will emerge, and this usually exhausts most of their energy supplies, leaving them on emergency reserves.

TECH LEVEL: 9 STORY POINTS: 5-8

itself after the Daleks' abrupt departure. Several survey teams have recently arrived on Xara but as the survey members begin turning on one another, perhaps the Daleks left something else behind as well?.

- The characters arrive in the middle of a war between the Daleks and one of the future human empires. The characters might primarily interact with non-Daleks while the threat of imminent invasion or destruction is always near. Complications might include dealing with human duplicates sent by the Daleks to infiltrate the other side, retrieval of Dalek technology from a supposedly abandoned outpost or rescuing survivors from a ship dead in space, all but destroyed by the Daleks.
- Throughout their history, Daleks have invented an arsenal of deadly devices. Characters can encounter the newest device currently in production and need to find a way of destroying it (the most direct approach) or subverting its creation (leading slave rebellions, stealing rare but necessary components, and so on). Considering the Daleks have built everything from Robomen to Reality Bombs, the Gamemaster has a full playing field as to what the Daleks currently have in store for the universe.

DALEK MUTANTS



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

The Dalek Mutant has different Attributes when removed from its casing. Movement outside of the armour is incredibly limited (Speed 1) and they do not usually survive for long. If the mutant is exposed at any time, damage inflicted to the Dalek may bypass the armour.

SKILLS
As per a Dalek.

TRAITS
Alien
Alien Appearance
Climbing (Minor)
Dependency - Dalek Travel Machine
Fear Factor (4)
Immunity (Radiation)
Natural Weapons (Minor) – Tentacles (2/5/7)
Technically Adept
Alien Appearance (Major)
Slow (Minor)

STORY POINTS: 2-5

SUPREME DALEK

As a Dalek, with the following exceptions:

Awareness 4, Ingenuity 5, Presence 6, Resolve 5
Skills: Convince 5
Traits: Voice of Authority
Story Points: 10

STRATEGIST DALEK

As a Dalek, with the following exceptions:

Awareness 4, Ingenuity 5

ETERNAL DALEK

As a Dalek, with the following exceptions:

Knowledge 4, Survival 5.
Traits: Indomitable

SCIENTIST DALEK

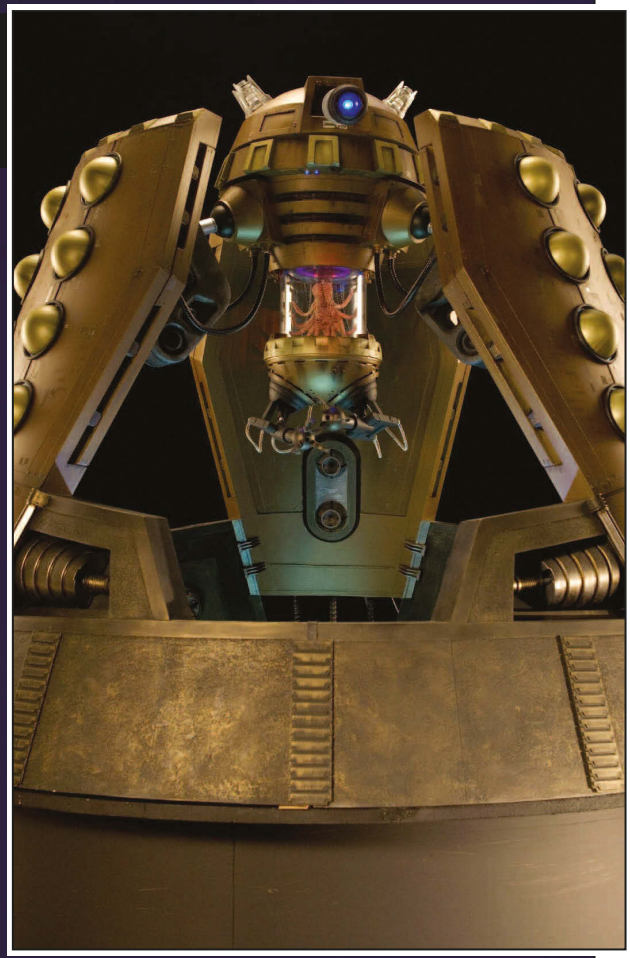
As a Dalek, with the following exceptions:

Skills: Science 9, Technology 9.
Traits: Boffin



THE DALEK EMPEROR

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 .

The Dalek Emperor is the central processing core of the Dalek Empire. Biologically, he is no different than any other Dalek, and when one dies another is chosen from the ranks to fill the role.

Its outer casing is both massive and immobile, and additional nutrients allow the mutant to grow to a much greater size, possessing a larger brain and everything that goes with that. It is theoretically a repository of all knowledge of the Dalek race.

Most recently, a single Dalek survivor of the Time War rebuilt an army of 500,000 new Daleks and declared himself Emperor. This time, however, it also declared itself the Dalek god, programming the new Daleks to worship rather than simply obey. This radically departed from the traditional role of the Dalek Emperor.

SKILLS

Convince 4, Knowledge 10, Medicine 5, Science 8, Subterfuge 5, Technology 8, Survival 4, Transport 3.

TRAITS

Alien
Alien Appearance
Armour (Major Trait): The Dalekanium casing reduces damage by 15.
Cyborg
Environmental: The Dalek Emperor is able to survive in the vacuum of space or underwater.
Fear Factor (5): In spite of being unarmed, the Dalek Emperor 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 Dalek Emperor, 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 Dalek Emperor 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 Dalek Emperor can interface with computers and with living beings, and absorb data in great quantities.
Slow (Major)
Technically Adept: The Dalek Emperor is brilliant at using and adapting technology.
Vortex

TECH LEVEL: 9 STORY POINTS: 6-9

DAVROS

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

Late into the Kaled-Thal war, the Kaleds, not unlike the Daleks, were devoting all their resources to annihilating their enemies. To this end, they formed the Scientific Elite Corps, of which the Special Scientific Division was commanded by Davros. A nuclear explosion had nearly killed Davros: it blew off his left arm and most of his lower body, horrifically burned him, corrupted his DNA, and robbed him of sight, sound and the ability to speak. His fellow scientists placed him in a mobile life-support machine that also replaced his missing senses. It was that machine which inspired the Dalek casing design.

Late into Davros' research, the Kaleds became concerned about the ethics of his mutation experiments. Davros' response was to provide the Thals with the chemical formula for a solvent to destroy the Kaled's protective dome, thus eliminating any resistance to his studies. His creations turned upon him the moment they concluded that all non-Daleks, including the Kaled Davros, to be inferior. Since then, however, various factions have returned to him on multiple occasions, hoping he can solve problems they cannot. Eventually, Davros engineered a new strain of Daleks completely loyal to him. Civil war broke out between the two factions; the main Dalek fleet, loyal to the Emperor Dalek, labelled themselves Imperial Daleks, while Davros's force became known as Renegades.

By the time of the Time War, the two sides had reconciled to create a united front against the Time Lords. Davros was thought to have perished in the war, but he eventually escaped the time-lock, building a new empire of Daleks from his own DNA. He then built the Reality Bomb and although he appeared to have been destroyed with his creation, he returned to torment the Doctor once more, luring him back to Skaro itself.

SKILLS

Convince 1, Craft 6, Fighting 1, Knowledge 6, Medicine 8, Science 8, Subterfuge 4, Survival 2, Technology 8, Transport 2.

TRAITS

Boffin: First and foremost, Davros is a scientist.
Cyborg: Most of Darvos' body has been replaced with machine parts and augmentations.
Dependency (Major): Davros needs to remain connected to his chair's life support system to survive. He is almost completely immobile without it and it keeps his damaged body alive. Without the chair, he will have to make regular Resolve and Strength rolls, with increasing Difficulties (starting at 12) to survive.
Fear Factor (1): Davros' reputation makes him an intimidating presence, +2 on rolls to actively terrorise.
Gadget: The life support chair also houses the Scan and Transmit Traits.
Indomitable: Davros' will is extremely strong.
Immortal (Major): Davros' life support chair can keep him alive almost indefinably.
Natural Weapons – Energy Beam: Davros can fire a lethal beam of energy from his remaining hand L (4/L/L).
Obsession (Major): Davros is obsessed with the complete and total domination of the universe.
Scan: The same interface Daleks are equipped with is fitted into Davros' chair, allowing him to connect to computers and even with living beings to absorb data in great quantities.
Technically Adept: The creator of the Daleks is a master technician.

TECH LEVEL: 9

STORY POINTS: 10-12





DALEK PUPPETS



'Do you remember who you were before they emptied you out and turned you into their puppet?'

The most recent and sophisticated attempt by the Daleks to create humanoid infiltrators are known as Dalek Puppets. Starting out as humans or other aliens, Puppets are subjected to nanogenes that subvert and replace organic tissue. The result is a being that believes it has autonomy when, in fact, it is under the Daleks' complete control.

BACKGROUND

The Doctor's first encounter with a puppet was a woman named Darla, who begged him to help free her daughter from a Dalek slave camp. While she sincerely believed this to be her purpose, she was, in fact, being used to lure the Doctor into a trap. At the appropriate moment, the programming fully took over and she stunned the Doctor, delivered him to her masters. The Doctor then encountered large numbers of puppets in the Dalek Asylum, which was permeated by a nanocloud that converted any intruders into puppets.

The Doctor also encountered Dalek Puppets at Trenzalore, when he discovered an old friend, Tasha Lem, the Mother Superious of the Papal Mainframe, had been transformed into a Puppet alongside her various allies – including several Silents. However, Tasha Lem was able to overcome her conditioning long enough to allow the Doctor's escape and to rally others against the Daleks. Most recently, Davros is known to have employed Dalek Puppets to watch the Doctor during his sabbatical in Essex, AD 1138, and procure the TARDIS upon his capture.

MOTIVES AND AGENDAS

A Dalek Puppet can act completely autonomously if the Daleks wish it, never realising the deadly secret within. The Daleks can also implant specific goals and let the Puppet carry out its orders under its own volition, completely unaware that its free will has been subverted.

However, the Daleks cannot completely eliminate individuality from all of their Puppets. Scraps of memory and personality fuel some puppets to resist Dalek conditioning. These Puppets, aware of the true horror of what they have become, are always highly antagonistic toward the Daleks, although they generally only have the ability to resist in small ways and for very short amounts of time.

Dalek Puppets known to have been compromised are immediately disposed of if control cannot be regained. Those without further purpose are also eliminated.

ENCOUNTERING DALEK PUPPETS

Dalek Puppet Biology

Dalek Puppets are created through infestations of nanogenes. Over the course of several hours, these tiny invaders convert organic matter to metal and rewrite neural pathways. The result is a controllable human (or humanoid) with an implanted Dalek eye-stalk hidden in their forehead and a variety of potential weapons in their hands.

The conversion process works equally as well on both living and dead matter. The longer a body has been dead, however, the more zombie-like the Puppet becomes. These creatures have no value as infiltrators, but they can perform tasks such as hunting down targets or guarding secret entrances.

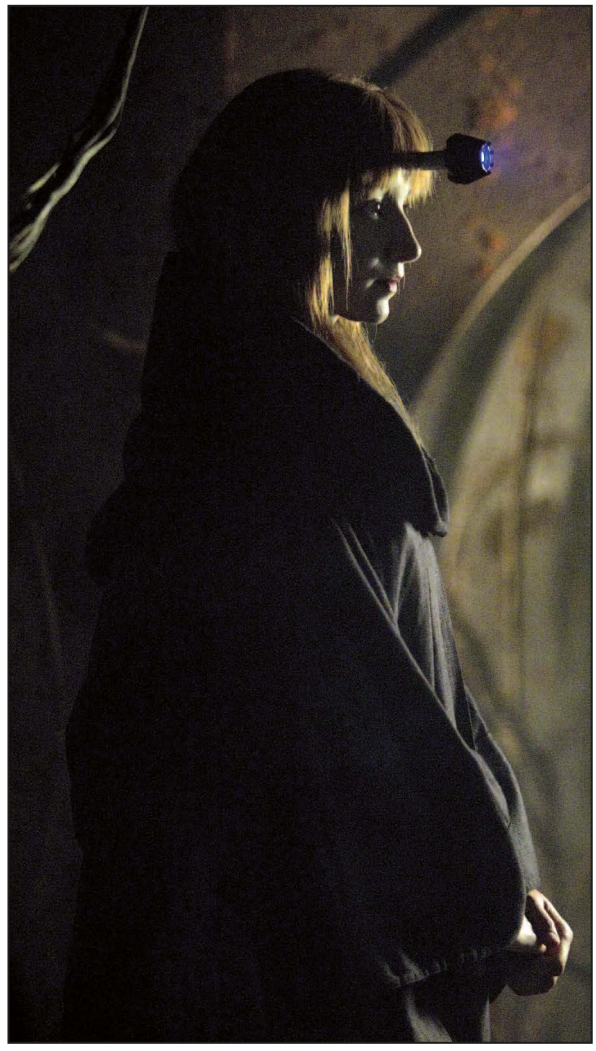
The conversion process has many similarities with the process used to convert humans into Daleks. At first, the subject loses the ability to feel the kinder emotions such as faith and empathy. By the time the process is complete, the only thing left will be hate, leaving the puppet contemptuous of any non-Dalek life-form. They do not, however, generally act upon this rage, for that would ruin the disguise.

Thankfully, the Daleks only have the capacity to covert small numbers of people at any one time. They cannot, for example, simply bombard a planet with a nanocloud and convert the entire populace. The Dalek Asylum, which is completely enveloped in a nanocloud, is an exception. Even there, however, only small numbers of intruders were converted at any one time, as sentient creatures generally had no reason or wish to visit such a nightmarish place.

Dalek Nanocloud

The air of the Dalek Asylum is suffused with micromachines, robots the size of molecules. This Nanocloud automatically processed any organic matter – living or dead – into a Dalek Puppet, rewriting a body at a genetic level without them even noticing. Physical changes – eyestalks, gunsticks, would come in time, but the process would start by changing the victim's feelings, their memories. They would begin to forget recent conversations and events, repeating the same thing over and over or not remembering how they had got where they were.

Conversion by the Nanocloud is treated as an extended mental conflict, in a similar way to possession (see Being Possessed in the **Doctor Who Roleplaying Game Core Rulebook**). At dramatically appropriate intervals determined by the Gamemaster – once a scene, perhaps, or every round, the character must make a Resolve + Ingenuity rolls opposed by the Nanocloud's Resolve + Convince (as a Dalek). Each time they fail, they suffer mental damage as normal, losing a piece of themselves each time. Once their Resolve is reduced to 0, they will begin to notice the side effects of conversion – their perception will be altered, they will start to act against their companions or they will pass out. Once three stats are reduced to 0, the conversion is irreversible; they have been physically converted into a Dalek Puppet and will be utterly in thrall to the Daleks. That's usually the point at which an eyestalk bursts from their forehead and they begin to shout "exterminate", but their new masters might have subtler uses for them... for now.





Sometimes, just occasionally, an especially strongwilled individual might be able to regain Resolve after conversion is complete, restoring their personality through sheer willpower alone. Such an outcome requires the expenditure of Story Points; but surely, if they had any Story Points left, they wouldn't be in quite this predicament in the first place now, would they?

USING DALEK PUPPETS

The puppets are among the most horrifying things ever constructed by the Daleks. The victims are essentially dead, but they don't realise it. One can interact with a Puppet extensively and never notice its true nature. Even worse, trusted friends can fall victim to the process yet continue to behave normally. Puppets reveal their true natures at dramatic moments, allowing the eye-stalk to burst through their foreheads. Often, it is at the perfect moment to spring a trap. In other cases, it is triggered once witnesses start suspecting deception. The reveal is never casual, as the Puppet's main purpose is to remain unknown. If the mission can be accomplished without them showing their true nature, they will always remain disguised.

Dalek Puppets are only involved in scenarios that involve the Daleks in some way. That does not mean the Daleks will necessarily become visible, as they can greatly manipulate a situation entirely through their Puppets. To find a Dalek Puppet, however, guarantees some facet of current events has attracted the attention of the Daleks.

DALEK PUPPET ADVENTURES

- In the far future, at an interstellar peace forum where countless alien and human factions are represented, the ambassador from New Earth suddenly sprouts a Dalek eyestalk from his forehead. But he's not here to exterminate – he says here on behalf of a group of Dalek Puppets who have broken their programming and want to be recognised as an independent faction in their own right. Is he telling the truth, or is he still playing the Daleks' long game?
- After breaking free of the Dalek programming, what happened to Tasha Lem next? Did she remain free of the Daleks' influence, or did she fall back under their control? Can she truly remain Mother Superious of the Church of the Silence, even with a Dalek eyestalk sticking out of her head? The Daleks have a greater plan for the Church – and Trenzalore was only just the beginning.

DALEK PUPPETS

Originally humans who were captured by the Daleks, they have been hollowed out by nanogenes and transformed into Puppets. Dalek Puppets are near-perfect infiltrators, often oblivious to the hideous changes that had been wrought inside them, able to spy or get close to a target. When activated, an eyestalk bursts from their foreheads and a gunstick emerges from their hands, at which point any autonomy is suppressed and they fall under the complete control of their Dalek masters.

DALEK PUPPET

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

SKILLS

Athletics 3, Fighting 3, Marksman 3, Subterfuge 5, Survival 3, Technology 2, Transport 2.

TRAITS

Alien Appearance: In its undisguised form, with an eyestalk protruding from its forehead, a Dalek Puppet does rather stand out in the crowd.
Cyborg: Dalek Puppets were once humans, until the Daleks' nanogenes converted them into something... else.
Enslaved: The Daleks have complete control over their Puppets, granting them autonomy only when it suits their plans.
Fear Factor (1): The insidious threat of a Dalek Puppet — and by extension, its masters — is often terrifying, granting them +4 to rolls when actively scaring or intimidating someone.
Indomitable
Natural Weapons (Major) — Exterminator: Dalek Puppets have gunsticks in their hands, which they can use to kill (4/L/L) or stun.
Networked: All Dalek Puppets are connected to their Dalek masters, who can see through their eyestalks.
Shapeshift (Minor): Dalek Puppets make the perfect infiltrators, almost indistinguishable from a normal human except for slightly cold skin and the tendency for electrical items to flicker on and off in their presence.

TECH LEVEL: 9 STORY POINTS: 1-4

DRACONIANS



'An emperor who does not rule deposes himself.'

Draconians are a reptilian humanoid race whose empires often crossed paths with those of Earth. Hailing from a harsh, resource-starved world, they depend on rigid codes of conduct to keep their society in order.

BACKGROUND

The arid world of Draconia forged a race as harsh as its environment. Early Draconians organised into tribes led by warlords who struggled to defend their own territories, expand borders and acquire necessities. This culture centred on combat, the discipline to effectively wage it and the glory success won.

The constant struggle left their culture stunted, unable to invest in less necessary aspects of civilisation. Peace would not only free up resources, but also allow the Draconians to benefit from larger cooperative efforts. One warlord envisioned such a future and set to work bringing the multitude of forces under one banner. Some of the warlords he won over with promises of high positions; the rest his coalition brutally conquered. Legend states that, midway through the consolidation process, the new noble class spontaneously declared him their first emperor.

The Doctor first encountered the Draconians during the reign of the 15th Emperor, when Draconia was on the verge of collapse due to a decimating plague. For his assistance, the emperor named him a noble of Draconia, one of very few non-Draconians to ever gain the honour.

The Draconian and Earth Empires, both highly expansionist powers, first encountered each other in the 25th century. Based on opposite sides of the galaxy, both sides saw great value in promises of neutrality. When representatives approached a neutral planet, however, a neutron storm knocked out communications, foreign behaviour was mistaken for hostile action and Earth forces destroyed the Draconian's diplomatic vessel.

It took three days for the error to be recognised and a truce be called, but half a billion people had already





lost their lives to the conflict. While officially neutral toward one another after the ceasefire, a great amount of hostility remained for decades between the two powers.

That enmity was exploited by the Master and the Daleks in 2540. They sent mercenaries into the frontier territory between the two empires to disable and destroy both Draconian and Earth ships. Then they used sonic hypnosis to convince surviving Draconians they had been attacked by humans and vice versa.

The ploy was eventually discovered, and the two sides forged a formal alliance during the Second Dalek War to fight the common enemy. Unfortunately, the Third Dalek War strained their resources past breaking point. While the empire did not succumb to the Daleks, it descended into a state of stagnation, unable to reclaim its former glory.

MOTIVES AND AGENDAS

The Draconian Empire strives to defend and expand its borders. While Draconians are aggressive, however, they are by no means devoted to conquest; they are a sophisticated society with complex relationships with the worlds within and surrounding their empire.

While Draconians interact with other cultures, and they appreciate the sharing of knowledge, they also exercise a degree of cultural isolation. They credit long-standing traditions with the success of their empire, so they see assimilation as a danger to security. They also take great pride in the success brought about by their culture and see little reason to significantly alter it.

In diplomacy, Draconians are utterly practical in their disposition. While they have more respect for cultures similar to their own – hierarchical, highly disciplined, militaristic and highly educated – they will ultimately work with whoever best serves the empire. This has led, for example, to the Draconians aligning themselves with Daleks, Cybermen and other traditional enemies to force the Doctor into the Pandorica when it was thought the Doctor would cause the end of the universe. Conversely, they have also entered defensive pacts with a multitude of worlds to combat those same enemies.

ENCOUNTERING DRACONIANS

The Draconian Emperor rules as a near-deified figure. Only the highest ranking men are allowed to speak in his presence; all others blessed to have audience with him are to remain silent. Foreigners rarely see him at all; the emperor acts diplomatically through subordinates.



Practically speaking, the empire is ruled through an expansive hierarchy of imperial agents. Theoretically, they carry out the emperor's will at all times. As such, any incompetence, misjudgement or treachery is swiftly punished, and a series of spies are in place to make sure such missteps are quickly made known to the emperor.

Imperial Draconian culture is every bit as disciplined as in pre-imperial times, a necessity to keep order within a long-standing military culture forged out of a collection of formerly independent warlords. Complex codes of conduct reinforce a strong social hierarchy defined by gender, age, family position, social status and occupation. Younger persons defer to elders, women defer to men, and interactions between people of different statuses can be heavily ritualised. Failure to perform the proper interactions can be taken as an insult, which is one of the reasons foreigners have a difficult time connecting with Draconians and their culture.

All Draconians are held to high expectation, regardless of social position. Those who fail in their tasks are demoted to ever-lower positions meriting less respect and more limitation on their lives. Crime, including disrespect of superiors, is met with harsh retribution.

Draconians particularly value military service, and all noble males are expected to perform military duties. But honour is also bestowed upon other notable individuals. Draconian culture celebrates exceptional intellectuals, artists, writers, and so forth.

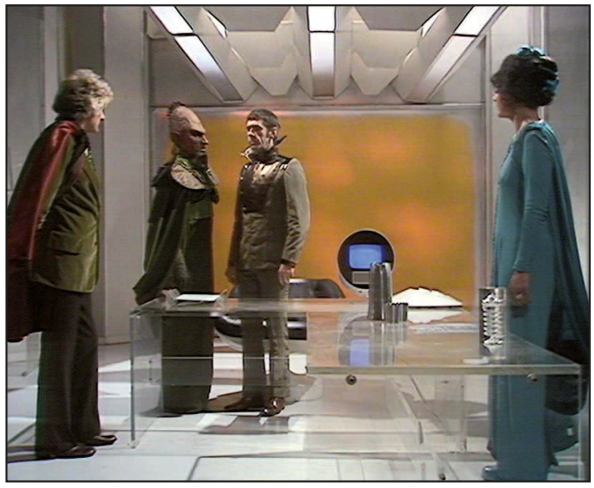
Draconians are also strongly family-oriented. Many generations may live under the same roof, with the eldest male being both in charge of and held responsible for the family. Significant disgrace of one family member can shame the entire house, so the head-of-household is quick to correct potential errors.

While women socially defer to men, they have the ability to succeed highly in their own. Many participate in both scientific and cultural occupations. Military service is the hardest field for women to enter: while a woman may prove herself capable, it is difficult to convince male soldiers to defer to a female commander. What female commanders do exist are harsh, to the point, and brutal in their discipline.

Draconians frown on both men and women showing weakness. Emotional outbursts are best kept private, and Draconians look unfavourably on outsiders who appear overly emotional, weak, or easy to manipulate.

USING DRACONIANS

It's important not to think of Draconians as 'monsters.' They may be harsh, but they are certainly not evil, or at least no more evil than humans. They are one of thousands of races that have reached out to the stars to expand and thrive, and that expansion includes conquest. They do not simply conquer every world they come across; their relationship with the galaxy is a mix of diplomacy and military threat.



Don't be afraid to involve characters who are not military-oriented. There are plenty of adventures that



can involve ordinary Draconians being in the wrong place at the wrong time (again, just like humans). They might also be incidental characters: a merchant at an interstellar market or one of many intellectuals studying at a respected library, for example.

If the characters are encountering the military, be careful not to turn the Draconians into stereotypes. They can be bullies, but they also understand diplomacy, and they respect those they see as strong mentally, culturally or militarily. While being overly headstrong might offend a Draconian attempting to work with the characters, it may also be just what the situation calls for if they are perceived to be weak. Diplomacy works between parties who see one another as equals or, at least, something close to such.

DRACONIAN ADVENTURES

- A Draconian expeditionary force crash lands on a technologically advanced world where their fearsome physical appearance and strange customs inspires paranoia among the population. Now, the proud Draconians are forced to adopt local practices in spite of their own traditions if they have any hope of surviving the encounter and gaining the assistance needed to leave planet.
- A single Draconian is encountered far outside of Draconian space, questing for a lost artefact to regain his family's honour. The item might be in any number of difficult to access places: a museum, the collection of a powerful figure, lost in a crate stolen by pirates. Or, perhaps, the mythical item doesn't actually exist, despite the stories.
- The Draconian Empire is known for its military prowess, and its support has determined many wars. On the eve of a great interstellar war, a coalition of races attempts to appeal to the Draconian Empire for their support. The assassination of the Draconian representative, however, has destroyed any chance of a treaty unless the responsible parties are both found and held accountable in the eyes of Draconian justice.
- Future historians know the first encounter between Draconians and humans to have been combative and bloody. But when the Doctor and companions stumble upon that moment of first contact, they find the two sides tensely holding diplomatic negotiations. What could be causing time to go astray and, worse, is sparking a conflict the only way to get history back on track?

DRACONIANS

Draconians bear high-crested foreheads and hard scales which come in a variety of green, brown and black shades. This appearance, which some humans describe as demonic, helps encourage their fearsome reputation. Well suited to the scorching climate of Draconia, Draconians are left susceptible to cold. As such, colder worlds are far less desirable and are more likely to be passed by or ruled through proxy.

DRACONIANS



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

SKILLS
Athletics 2, Convince 2, Fighting 3, Knowledge 2, Marksman 3, Science 2, Subterfuge 1, Survival 1, Technology 3, Transport 3.

TRAITS
Alien
Alien Appearance
Code of Conduct (Major) – Uphold Draconian Traditions: While the Draconians have a military history, they have strict rules about etiquette and enforcement, which they enforce mercilessly.

EQUIPMENT: Ray Gun (4/L/L)

TECH LEVEL: 6 **STORY POINTS:** 2-4

THE GREAT INTELLIGENCE

'Perhaps the best way to describe it is a sort of formless, shapeless thing floating about in space like a cloud of mist, only with a mind and will.'

The Great Intelligence is a powerful being of mental energy. Over several centuries it has used living and artificial servants in several attempts to enter and conquer the physical world.

BACKGROUND

The Great Intelligence was a disembodied mind existing outside regular space and time. It made several attempts to gain physical form on Earth, failing on each occasion thanks to the Doctor. It existed outside the normal dimensions of human perception, and as a result is hard to describe. It isn't even clear whether the Intelligence was one entity or many, and perhaps not even the Intelligence itself knows for sure.

Some things are certain, however, and they combine into a tentative history. In the mid-19th century, psychic alien snow fell to Earth and imprinted on the insecurities and dark thoughts of a boy named Walter Simeon. When the adult Simeon helped the snow in an invasion attempt, he perished, but the Intelligence had by this time achieved an independent existence.

This was connected in some way to another psychic force that was, at that very moment, in psychic possession of a Tibetan Lama, a hold it would maintain until 1930. Together, these tendrils of self-awareness would combine and launch an elaborate invasion of London in the middle of the 20th century, and then another in the early 21st century. In each case, the Doctor thwarted the invasions, and the Intelligence finally abandoned its other plans and instead sought to destroy the Doctor, expecting to die in the process.





It entered the Doctor's timeline and attempted to sabotage key moments from his history, but the Doctor's friend Clara followed and countered each of its malevolent interventions. Whether the Intelligence was indeed destroyed is uncertain.

MOTIVES AND AGENDAS

Of all the significant foes of the Doctor, the Great Intelligence is certainly the least understood. Every single encounter between the Doctor and the Great Intelligence has given a different impression of this monstrous being. While there are recurring features, there are also many apparent contradictions. It is not at all obvious that the force that appeared on a Tibetan mountaintop is the same entity that cornered the Doctor on Trenzalore, for example.

What does the Intelligence want? What is it capable of doing, and what is beyond its means? What are its vulnerabilities and its strengths? The answers to these questions appear to change regularly. However – and this is an important point – this doesn't mean the Intelligence is inconsistent or self-contradictory. There is a proverb about blind men arguing over an elephant, each of them having touched a different part of the animal and taken away very different ideas about it. An encounter with the Intelligence is much like this; you only meet one aspect of this huge, complex being each time it is encountered.

ENCOUNTERING THE GREAT INTELLIGENCE

Time, Space and the Intelligence

As part of its otherworldly nature, the Great Intelligence is not strictly tied to linear time. It can even reach into the Time Vortex.

- After being thwarted by the Doctor in Tibet, it began observing him. It was able to keep watching as he moved through time and space, witnessing the Doctor's encounters with the Ice Warriors and the dictator Salamander, before deciding to lay a trap for the Doctor.
- For the trap, the Intelligence was able to extrude some of its sinister web into the Time Vortex where it caught the TARDIS and tried to pull it into the London Underground.
- The Intelligence seized mental control of Padmasambhava in the 1600s, although its origin seems to have been in the 1800s.
- The Intelligence attempted final revenge on the Doctor in the late 1800s, although this encounter occurred after the London Underground encounter in the mid-1900s and the London Wi-Fi encounter in the early 2000s.



- As part of its final revenge, the Intelligence distributed copies of itself throughout the Doctor's life.

In all encounters with the Great Intelligence, time is not a limiting factor. It can be aware of the future and the past, and it can extend its influence right into the Time Vortex itself. This means the Great Intelligence cannot easily be defeated using "timey wimey" methods - it knows how that game is played.

The Great Plan and the Guiding Powers

For any who try to understand the Great Intelligence, many mysteries remain. For example, when the Intelligence was conspiring with Padmasambhava and Songsten in Tibet, they discussed whether to bring the Doctor in on their plans, and whether he would be sympathetic or not. What, exactly, was the Great Plan? Was it just giving physical form to the Intelligence, which Padmasambhava described as an "experiment"? What could follow on from that? When the Intelligence referred to "the powers that guide us", what did it mean? Was this just misinformation to keep Padmasambhava and Songsten happy, or was the Intelligence genuinely guided by some other force? Could there be a whole other level of secret power beyond the Intelligence itself? These and many other questions remain entirely unanswered.

USING THE GREAT INTELLIGENCE

Make your own Intelligence

The ever-changing nature of the Great Intelligence provides an enormous opportunity to come up with your own unique interpretation. In fact, you almost have to! Mix and match whatever you like from the past and add in whatever else you want. Here are some starters:

The Great Intelligence is causing trouble...

1D6	WHERE?
1	In London, in the past.
2	In London, now.
3	Somewhere else on Earth.
4	On a space station or ship in Earth's solar system.
5	On a distant alien planet.
6	Outside of normal time and space.

For this adventure, the primary goal of the Great Intelligence is...

1D6	WHAT?
1	To enter the physical world.
2	To conquer the earth and replace humanity with its servants.
3	To eat human minds for sustenance, and keep the larder stocked.
4	To trap a genius and steal their memories and knowledge.
5	To take revenge upon a persistent enemy.
6	To destroy the physical world entirely.

The Great Intelligence has a primary servant who directs their efforts.

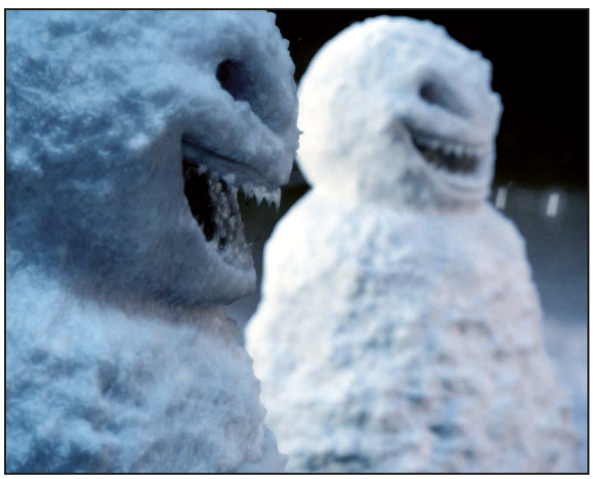
1D6	THIS PERSON...
1	Was taken by the Intelligence when they were a child.
2	Was killed by the Intelligence, and their body is now a vessel.
3	Offered to help the Intelligence, not knowing it was evil, and was controlled.
4	Willingly gave their mind up to the Intelligence, for the power or the experience.
5	Is being blackmailed by the Intelligence in a very mundane way.
6	Was forced by other people into becoming a host for the Intelligence.





The Intelligence also has a force of non-human servants who take care of business.

1D6	THESE SERVANTS ARE/HAVE...
1	Disguised so people don't notice them (**Face in the Crowd** trait).
2	Metal robots (**Robot** trait, perhaps also **Armour**).
3	Able to move instantly wherever the Intelligence has a signal (**Teleport** trait).
4	Special senses (**Scan** or **Alien Senses** traits).
5	Equipped with a special weapon (something like the Web Gun – see pg. 60).
6	Sharp fangs or fearsome claws (**Natural Weapon** trait).



Also, this old favourite is back again...

1D6	WHAT'S FAMILIAR?
1	Great swirls of web/fog/fungus/ snow/hideous blinding light.
2	Beeping, moving control spheres.
3	Transparent pyramid structures.
4	Figurines and maps to direct the animated servants.
5	Interference in the wi-fi (or network, or psychic resonance field, or...).
6	Walter Simeon's face.

But some things are different...

1D6	WHAT'S DIFFERENT?
1	Servants of the Intelligence can recruit new helpers simply by whispering secret knowledge in their ear (**Infection** trait).
2	The Intelligence can use any pyramid at all as a focus for control - Egypt's great pyramids, of course, but also any small prism sitting prettily on a shelf in someone's home.
3	Every host of the Intelligence soon goes insane from the strain, so it is always looking for another.
4	The Intelligence has no primary host, and instead hops rapidly from person to person so you never know where it is hiding.
5	The Intelligence creates a spy in the group trying to stop it by reaching back in time to the spy's childhood and implanting a secret layer of mind control.
6	Control spheres can fly through the air, extending trepanation spikes and slamming themselves into the heads of an unlucky victim, directly seizing control of the victim's body.



And some things are new...

1D6	WHAT'S NEW?
1	The Intelligence succeeds in manifesting in physical form, doing so as a perfect human physical specimen, and proceeds to build a life and power base in the mortal world without revealing its otherworldly origins until the right moment.
2	The Intelligence controls animals just as well as humans, and uses them throughout its plan as servants, soldiers and spies.
3	The Intelligence fills the alleys and dark corners with whispers, and if you listen closely the whispers lead you to puzzles that the Intelligence hopes you'll unlock.
4	The Intelligence is inside the Internet and can manipulate what appears on your screens.
5	The Intelligence can eat memories, and it can lure people into its lair then eat their memory of the encounter, getting a meal and covering its tracks at the same time.
6	Other creatures from outside follow the Intelligence into this reality, shapeless protoplasmic congeries with myriads of temporary eyes, crushing and slithering as they engulf all before them...

Adventure Settings

The Doctor most often encountered the Great Intelligence on mid-1800s to early-2100s Earth, with a particular focus on London, but adventures with the Intelligence can be set anywhere, at any time. Stepping out of these time periods will give you the chance to explore different aspects of the Intelligence, as well as making it easier to surprise the players when you reveal what they are up against.

There is also a special adventure setting that is uniquely possible with the Great Intelligence: adventures within the Doctor's own history. Pick one of the Doctor's old adventures (**The Doctor Sourcebook** series covers each adventure in detail) and decide how the Great Intelligence attempts to change the story so the Doctor loses; your adventure might even have the characters working with a shard of Clara to stop the Intelligence. There's great potential for fun as the characters creep around the margins of the Doctor's old adventures, trying to set history back on the right path without making things worse!

GREAT INTELLIGENCE ADVENTURES

- The Great Intelligence prepares another invasion. The Yetis are built, their control spheres are beeping and their figurines are sitting ready on a map of the target city. But the Intelligence identifies something lacking in its strategic ability. It needs a special mind, someone who is particularly skilled at deploying figurines around on a battle-map. And so the Intelligence finds its way to a small, friendly wargaming convention where a budding general will find themselves unknowingly directing the Intelligence's newest attempt to conquer the world...
- In a sleek research hospital, new technology is wresting people back from the very brink of death. Or even beyond the brink: many of them report strange near-death experiences, the shining light ahead and the sense of welcome and comfort. And yet there's something odd about these people. They have come back changed. Because lurking in that hazy realm between death and life is the Great Intelligence, and it is making each one of these people an unwilling, unwitting slave...
- Fog descends over London again, a thick and stubborn mire that refuses to clear. It disrupts cellphone signals, slows down traffic and makes London an extremely unpleasant place to be. But there are real dangers lurking in the fog: strange Whispermen and sleekly redesigned Yeti. Down in the Underground, trains start arriving at stations with no passengers aboard – and no drivers either. The missing people have disappeared into the Intelligence's foggy dream-realm, where their nightmares will power a new attempt to turn London into the Great Intelligence's new home...





GADGETS AND EQUIPMENT

Power Pyramid

The Great Intelligence's plans in Tibet and the London Underground both made use of specially constructed pyramids to drive communication, share power and open gateways. There were two such pyramids in Tibet: one in a high mountain cave that produced huge waves of fungus material as a physical body for the Intelligence, and another in the secret monastery control room that processed all of the Intelligence's communications. When the monastery pyramid was destroyed, its partner on the mountain also shattered, breaking the Intelligence's connection with Earth. The pyramids later found in London were still useful communications relays and power centres, but destroying them had no significant effect on the Intelligence.

Web Gun

This gun was used by the Mark 2 Yetis in the London Underground. It shoots a mass of web that can quickly engulf a target. The webs are lethal to humans (4/L/L), and are very strong. A solid coating of web can absorb an enormous explosive blast, for example. The web was not the same substance as the fungus that also infested the Underground, but the two materials are likely to be closely related.

Control Sphere (Major Gadget)

Many of the Intelligence's artificial servants are controlled through metallic spheres capable of independent movement. These feel very light but in fact contain a dense network of circuitry. The spheres can roll along the ground, and even up walls, under their own power. They usually beep as they move,

THE GREAT INTELLIGENCE

AWARENESS	3	PRESENCE	4
COORDINATION	N/A	RESOLVE	5
INGENUITY	7	STRENGTH	N/A

The Great Intelligence has great mental powers and is able to hypnotise people in its presence. It usually works through one specific target who becomes its host. The Intelligence can keep a useful host alive well beyond their natural lifespan. Unfortunately, such a long-lived victim tends to die from the strain and exhaustion once the Great Intelligence leaves them.

SKILLS

Convince 4, Craft 3, Knowledge 4, Science 4, Subterfuge 5, Technology 6.

TRAITS

Alien

Boffin: The Great Intelligence is adept at creating items impossible to conceive of using the current technology of the period. It is capable of creating Gadgets.

Fear Factor (2): People are uncomfortable when in the presence of the Great Intelligence and it gets +4 on rolls to make someone stay away.

Hypnosis (Special): The Great Intelligence is so adept at hypnotising others that it effectively possesses them as well as its initial victim. It can use lesser forms of the Hypnosis trait as well.

Immortal (Major): The Great Intelligence is an extra-dimensional creature of pure mental energy. It doesn't age nor does it seem able to be killed, although the Doctor claims that he could have drained it.

Photographic Memory: As a being of psychic energy the Great Intelligence may instantly recall anything it has experienced.

Psychic: The Great Intelligence gains a +4 bonus to see into the minds of others and when resisting mind reading or psychic possession.

Psychic Training: The Great Intelligence is adept at thwarting psychic attacks against it and gains a +2 modifier on Resolve rolls when trying to resist psychic attack or deception.

Technically Adept: The Great Intelligence gets a +2 on Technology rolls to adapt local technology for its own use.

Telekinesis: The Great Intelligence has the power to move things with its mind. It has a Strength equal to its Resolve.

Telepathy: The Great Intelligence can speak into the minds of others. The voice manifested is usually that of its host, even if it is 'speaking' through another hypnotised victim.

Time Traveller (All): The Great Intelligence can adapt and manipulate local technology for its own ends.

TECH LEVEL: 8 **STORY POINTS:** 12

seeking out a deactivated Artificial Servant with their sensors so they can get to work. If the sphere is interfered with, it can actually use magnetic forces to drive itself towards its target, potentially crushing anyone foolish enough to get in its way.

Traits: Scan, Transmit.
Story Points: 2

ARTIFICIAL SERVANTS

The Great Intelligence often uses artificial servants to further its plans. Sometimes it makes robotic servants like the Yetis, other times it creates servants of more esoteric materials, like the Whisper Men. Sometimes it needs a secret laboratory or workshop in which to construct these servants, other times it finds more direct methods. Usually servants are both physically capable and terrifying, so they scare off investigators as well as perform the (literal) heavy lifting in the Intelligence's plans.

ARTIFICIAL SERVANT

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

SKILLS
Athletics 3, Fighting 3.

TRAITS
Alien Appearance: The Great Intelligence is uninterested in making servants that can pass as human.
Alien Senses: The Servant can see in the dark, or has some other heightened sense.
Enslaved: Artificial Servants can't act on their own. When not given orders, they stand still.
Networked: The Servant is under constant direction from the Great Intelligence or one of its agents.
Robot: Even if the Servant is not made of metal and wires, it is still essentially a robot.
Special: The servant will have one or more special capabilities that suit the work required of it (see the table on pg. 58).
Weakness: Servants of the Great Intelligence almost always have some weakness unique to the form they have taken.

TECH LEVEL: 8 **STORY POINTS:** 0-2

YETIS

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

SKILLS
Athletics 4, Fighting 4, Marksman 3.

TRAITS
Alien Appearance: Yetis are designed to look like large shaggy humanoids with glowing eyes.
Alien Senses: Yetis can see in the dark.
Armour (Major): The Yeti has an armoured body beneath its fur that can stop bullets. It offers 8 points of protection but reduces Coordination by 1 (already factored in to the stats above).
Enslaved: The Yetis are under the control of the Great Intelligence and can't act on their own. When not given orders, a Yeti simply stands still.
Fear Factor (3): Yetis are very scary and gain a +6 to rolls to actively scare someone.
Natural Weapon – Claws: A Yeti has sharp claws (4/8/12).
Robot

EQUIPMENT: Web gun (4/L/L).

TECH LEVEL: 8 **STORY POINTS:** 3-4







THE WHISPER MEN

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

SKILLS
Athletics 3, Fighting 3.

TRAITS
Alien Appearance: The Whisper Men have white faces, featureless save for black, fanged maws.
Alien Senses
Enslaved: The Whisper Men exist solely to serve the Great Intelligence.
Fear Factor (2)
Immunity: Attacks aimed at the Whisper Men often pass harmlessly through them, making them resilient to physical attack.
Networked: The Whisper Men are linked to the Great Intelligence, who can see, hear and talk through them – it can even manifest through them too.
Robot
Special – Ethereal: The Whisper Men are somewhat spectral in nature, able to pass through solid walls as though they were thin air. This ability also allows them to pass through other creatures too. The Whisper Men's attacks ignore both Armour and the Tough trait.
Teleport: The Whisper Men can simply appear near their victims.

TECH LEVEL: 8 **STORY POINTS:** 2-4

JAGRAFESS



'For almost a hundred years, mankind has been shaped and guided, his knowledge and ambition strictly controlled by its broadcast news, edited by my superior, your master, and humanity's guiding light, the mighty Jagrafess of the Holy Hadrojassic Maxarodenfoe. I call him Max.'

Max the Jagrafess was a huge slug-like creature who lurked in the background while a network of agents pursued its sinister goals. There may be other Jagrafesses out there...

BACKGROUND

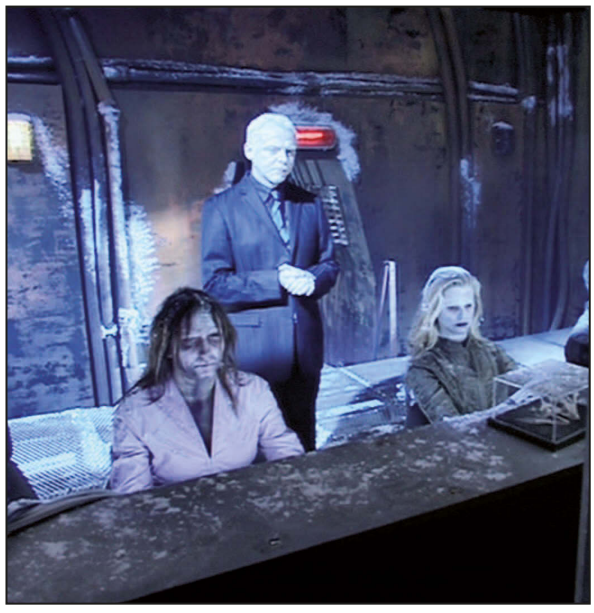
They are huge, they live for approximately three thousand years, and they have very fast metabolisms – apart from this, very little is known about the Jagrafess species. In fact, they might not even be a species at all. The Jagrafess of Satellite Five could be unique; a creature that emerged from a laboratory or from a strange mutation. It is sensible to assume there is a Jagrafess species, but future encounters might surprise the Doctor with a different perspective.

The Jagrafess encountered by the Doctor held the lengthy title "the mighty Jagrafess of the Holy Hadrojassic Maxarodenfoe", but his assistant called him Max. Max was installed on Satellite Five at the instigation of the Daleks. They directed Max to take control of the Earth Empire's communications systems to stall the development of humanity. Max funded a takeover with investment from a consortium of interstellar banks, and ran the Earth Empire as a profitable venture in order to keep these investors happy. If the banks did know that Max was following Dalek orders, it didn't dissuade them from offering funding and sending a delegate to manage their investment. Max was killed by rebels.

MOTIVES AND AGENDAS

A Jagrafess has the full range of motives and agendas available to any intelligent species: they seek power, wealth, security, entertainment and other conventional goals. The Jagrafess of Satellite Five was associated with a holy organisation, so some religious or faith motivation is also possible, although this may not much resemble the faith familiar to most time travellers.That said, the nature of the Jagrafess is that it needs many helpers in order to do anything beyond simple survival.

As a result, a Jagrafess will always have a strong motivation to establish a network of servants or slaves to do its bidding. It may use intimidation or technology or any number of other techniques for this purpose, but if it doesn't have beings who can serve it, it will be incredibly vulnerable.





As a consequence, Jagrafesses are callous to 'lesser' species and think nothing of enslaving or murdering them. This implies a second motivation, which is to stay undetected until the Jagrafess has amassed enough power that it no longer feels threatened. The first order of business for any Jagrafess is to stay out of sight and acquire some servants. Only after this is done can other goals be pursued.

ENCOUNTERING A JAGRAFESS

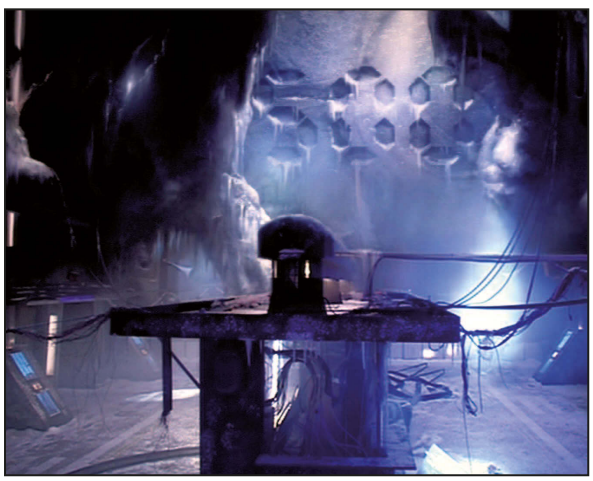
Shell

The Jagrafess is a little like a hermit crab in that it tries to protect its body by lodging it securely within a larger structure. For example, the Jagrafess on Satellite Five had inserted itself into the upper works of the satellite so most of its bulk was concealed from view. Each Jagrafess must find its own safe space. Some suggestions:

- A factory chimney.
- A shipping container.
- A shell from a giant moon snail.
- The hull of a nuclear submarine.
- The hidden tomb of the last Pharaoh.
- A giant mechanical spider.

Managing Temperature

A Jagrafess needs to stay cool. Its giant bloated form constantly vents the huge amount of heat generated from its extremely rapid metabolism. In chilly environments, this creates no problems, but if the Jagrafess is positioned in a closed system like a satellite or finds its way into a warm environment, there will be trouble. If the Jagrafess cannot remove enough heat to stay cool, it will perish horribly by expanding and exploding. Powerful air conditioning systems are often a giveaway that a Jagrafess is present.



Servants

The only way a Jagrafess can thrive is with trustworthy servants. As a mature creature, it is simply too large and immobile to meet its own needs. The kinds of servants it assembles can vary dramatically, but they must be able to maintain the Jagrafess' environment, keep it fed and perform tasks in the wider world at the Jagrafess' direction. The Jagrafess likes its servants to be completely subservient and under its direct control, but it sometimes has one or two functionaries who retain their sensibilities and must be verbally instructed by the Jagrafess.



1D6	THE SERVANTS ARE…	WHO ARE CONTROLLED BY…
1	Dead people	Implanted control chips
2	Bio-engineered sub-humanoids	Pheromones
3	Ice automatons	Harmonic frequencies
4	Doomsday cult members	Indoctrination
5	Reprogrammed Yeti robots	Reprogrammed control spheres
6	Professional wrestlers	Hypnotism



USING THE JAGRAFESS

Max, the Jagrafess on Satellite Five, was the sinister master of an interstellar communications empire. Max (with his trusted editor diligently serving his interests) manipulated the news to frame reality in a way that allowed an entire human Empire to stall and fail. This is a perfect example of how to use a Jagrafess: as a sinister power lurking in the background, directing layers of servants to shape a community (or a society, or an entire civilisation) into whatever it likes, completely heedless of who is harmed along the way.

For a satisfying Jagrafess adventure, decide what selfish manipulation the Jagrafess is pushing, then let the Doctor and friends discover it.

Potential manipulations include:

- Causing disasters, then taking control of the affected places under the guise of helping them.
- Pushing planets into war to weaken both sides and allow a third party to take over.
- Popularising a dangerously unhealthy body image simply to improve sales of a dietary supplement.
- Promoting patriotic militarism and creating battle schools where children are trained to become warriors, in order to use these highly-trained soldiers as mercenaries.
- Preventing a society from perceiving the true gravity of a threat to their survival, in order to profit from them or prepare them for invasion.

JAGRAFESS ADVENTURES

- The village church has a new vicar! He seems to be a very nice man indeed, although he is a bit odd. His sermons are unusual but everyone is learning a great deal from his unorthodox views. Strangest of all is his refusal to allow the steeple bells to ring! It's Christmas next week, imagine Christmas with no bells. He says the bell tower is damaged but rumours hint at something much more troubling: that a beast is lurking in the steeple, watching as the village changes into something new...
- A new fast food franchise moves in, and everyone is overjoyed! Who can resist the great taste of PopBurgers? No one! But there is something sinister in this operation, as dozens of PopBurger restaurants take over entire neighbourhoods in a single afternoon, stealing the custom of other food joints with their smiling promise of good times and unforgettable flavours. The food is all prepared in a new factory out by the river, which has recently come under new management: a Jagrafess, working swiftly to dominate the food supply chain of an entire civilisation.

SPECIAL TRAIT: SWALLOW WHOLE

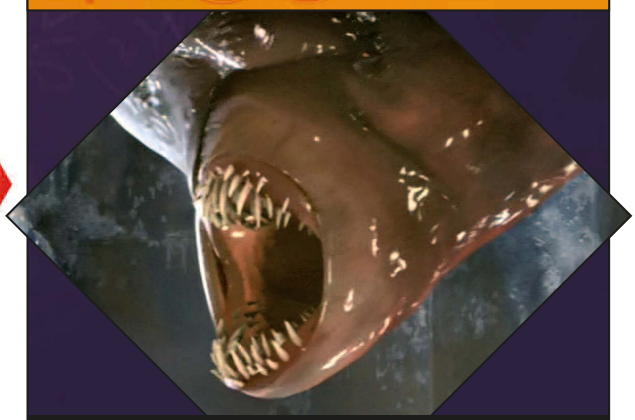
A Jagrafess's maw is on the end of a fleshy protuberance emerging from the bulky flesh of its body. It can extend this protuberance surprisingly far to snap up prey with its sharp teeth. If a Jagrafess achieves a Fantastic success on a bite attack, it can elect to simply swallow the target whole instead of doing damage.

The victim is swallowed up by the Jagrafess and disappears into the creature's stomach. Once in there, toxic chemicals start their work and the character is instantly stunned. The character will take 4 levels of damage each turn. The Jagrafess can attune its chemical mixture as it sees fit; if it just wants a victim to perish, then it will wear down their Strength and Coordination; if it wants to use a victim as a zombified servant, it will wear down their Resolve and Presence. It can spit out the victim when the chemicals have finished their work.



- A Jagrafess steals a TARDIS and claims it for itself. Its enormous body can expand without restraint through endless corridors while it establishes new operations from the console room, lurking above the time rotor and directing its servants to operate the controls. This Jagrafess is an avaricious collector, and with all of time and space at its command it immediately sets about building a collection of the rarest and most valuable weapons in all of history. It's a collection that will eventually draw a lot of interest from those who need unusual weapons for very special acts of violence...

JAGRAFESS



AWARENESS	8	PRESENCE	4
COORDINATION	2	RESOLVE	6
INGENUITY	6	STRENGTH	10

A Jagrafess is an immense slug-like creature with a big mouth of long sharp teeth, and slimy skin. A Jagrafess is very long-lived, perhaps as long as three thousand years.

SKILLS
Convince 2, Knowledge 8, Technology 5.

TRAITS
Alien
Alien Appearance (Major): A Jagrafess is a bloated, fleshy bulk with a fanged maw.
Fear Factor (4): The size of a Jagrafess is terrifying. It gains a +8 to actively scare.
Networked: The Jagrafess is linked to its servants and its wider information network.
Size - Huge
Slow (Major): A Jagrafess can barely move.
Special – Swallow Whole: A Jagrafess can snap up its victims in one bite.
Weakness (Major) – Heat: If a Jagrafess is prevented from venting away heat from its fast metabolism, it will rapidly expand and explode (damage 5/10/15 to all within 10m radius).

TECH LEVEL: 7 **STORY POINTS:** 6



JAGRAFESS SLAVE

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

SKILLS
Fighting 2, Technology 3.

TRAITS
Enslaved: They will do whatever the Jagrafess desires, no matter what.
Fear Factor (1): While looking alive, the frosted skin and lack of body language is enough to unnerve anyone. It gains +2 to actively scare someone.
Networked: Whether by computer chip or psychic resonator, the slave is directly under the influence of the Jagrafess.

STORY POINTS: 0-1

KRYNOID



'On planets where the Krynoid gets established, the vegetation eats the animals.'

Krynoids are horrific carnivorous plants that fall from space on to unsuspecting planets, then turn all vegetation against the planet's animal life. Krynoids infect and consume animal hosts as they grow into their final, enormous form. Although Krynoids are unintelligent and instinctive for most stages of their life cycle, in their grown form they become fully intelligent and capable of communication. Despite this higher level of intelligence, their goals remain the same: devour and destroy all animal life.

BACKGROUND

The origin planet of the Krynoids is unknown. They spread through some unknown means: perhaps a volcanic eruption hurled their pods into space and they simply drifted out from there, like tiny vegetable asteroids. They are now distributed widely through multiple galaxies, and can be encountered more or less anywhere in time and space.

The Doctor encountered a pod pair of Krynoids on Earth. They were discovered in Antarctica in the late 20th century after lying dormant under the ice for tens of thousands of years. One of the Krynoids advanced to Hybrid stage before it was killed in an explosion, while the other was on the verge of reproducing when it was destroyed by an air strike.

MOTIVES AND AGENDAS

Krynoids are savagely committed to the goal of snuffing out all animal life; the inevitable result of their horrific life cycle. However, Krynoids are capable of greater nuance and depth. They are intelligent beings who cross galaxies, and their perspective on life and existence is unique.

Adult Krynoids are capable of communication with those around them through ordinary speech. Often a Krynoid will use this power simply to demand cooperation and intimidate or isolate potential threats. However, a more complex form of engagement is also possible in the right circumstances, as happened when plant-lover Harrison Chase sought communion with the Krynoid he had brought to England.

The true extent of Krynoid personality remains to be seen. Whatever else lurks in the Krynoid soul, they have earned their reputation as merciless killers of animal-kind.



ENCOUNTERING KRYNOIDS

Krynoid Life Cycle

The Krynoid presents very different challenges at each stage of its life cycle.

Stage 1: Embryo Pair

Krynoids originate as football-sized embryo pods. There are two pods within a single larger shell, one 'male' and one 'female', which fertilise each other before hatching. Even before the pods open, the Krynoids within are ready to reproduce. They need only grow to sufficient size.



Stage 2: Growing Pod

After the protective shell splits (or is consumed by atmospheric entry), the two pods continue to grow, provided conditions are temperate. It can hibernate for many thousands of years waiting for the right weather, but a blast of ultraviolet light can jumpstart growth.

When a pod is ready to hatch, it becomes sensitive to its surroundings. If an animal comes close, it opens and the Hatchling attempts to infect the animal. If no animal approaches, the pod eventually opens anyway and the Hatchling strikes out in search of hosts.

- A pod has the Aura trait. People who spend time with the pod will sense that it is alive, and they will be drawn to it and fascinated with it. This helps the pod keep potential hosts nearby.

Stage 3: Hatchling

The Hatchling emerges from its pod fully animate and aware. It takes the form of a long coiled tendril extending from a slender core. It seizes the exposed flesh of any animal it finds, infecting the animal as a host. This is the most vulnerable stage of the Krynoid life cycle, so it tries to spend as little time as possible as a Hatchling: ideally, the pod opens and the Hatchling immediately infects a nearby animal. However a Hatchling Krynoid will sometimes be forced to hunt for a host, creeping through shadows and searching for a victim.

Stage 4: Infected Animal

The Hatchling Krynoid injects its whole body into its target, and floods the victim with aggressive bacteria that immediately force a transformation. Usually, the victim's system swiftly succumbs, and in moments they are covered with green growths. The Krynoid infection devours their body, using it as a source of protein. (An infected victim will be very hungry for high-protein food.)

- As soon as a victim is infected by a Hatchling, the victim should make a Resolve + Strength roll opposed by the Hatchling's Resolve + Strength. This roll should be repeated every hour. Every failed roll hastens the transformation. On the third failed roll, the victim becomes a Krynoid Hybrid (Stage 5) and no further resistance is possible.

While infected, the victim is physically exhausted but fully aware of their horrific predicament. They can think and communicate normally, but they are often overwhelmed by terror and disgust.



- If it is possible to halt or even cure this infection, the method remains unknown. The Doctor speculated that amputating the point of infection might slow the transformation. Attempts to moderate or slow the infection using medical science are Very Difficult (Difficulty 24), while finding a cure is Nearly Impossible (Difficulty 30). Once the victim progresses to the Hybrid stage, they are beyond help.

Stage 5: Hybrid

Eventually the infected victim transforms into a bloated, vegetative parody of its original shape,

adorned with horrific tendrils. No trace of the victim remains; they are consumed both body and mind. The Hybrid will seek out a quiet refuge in which to hide and grow, but it will also leave hiding to kill any isolated animals it detects. It cannot eat in this stage, so it does not kill for food, but simply because it is driven to destroy all animal life.



Stage 6: Emergent Krynoid
A few hours after entering the Hybrid stage, the Krynoid becomes a large, bulbous mass of hardy vegetable tissue, complete with several horrific tendrils that it can use to manipulate objects. It can move with surprising speed on a set of short, stumpy legs. It produces a slick, stuttering purr that vibrates through its whole body. This is a 'pure' Krynoid shape, and all Krynoids develop into this form regardless of their host.

In this stage, the Krynoid is developing its intelligence, but it is still largely a creature of instinct, drawn to noise and tumult. The Krynoid can eat meat at this stage, and victims will be torn into small pieces and devoured if the Krynoid is left alone with them.

Stage 7: Adolescent Krynoid
After only a few hours the Krynoid grows to about the size of a truck, and then a house. At this stage it finally becomes intelligent and strategic. It gains the ability to talk, and moves swiftly when it chooses, easily stepping over most obstacles. It no longer wants to simply kill all animals, but is able and willing to negotiate with them in order to secure its long-term survival.

Stage 8: Mature Krynoid
The Krynoid continues to grow, and will eventually reach the size of a small hill or a very large building. It loses its ability to move, choosing a spot and staying there, extending dozens of enormous tentacles which writhe and smash at any targets within reach. At this point the Krynoid prepares to reproduce, producing thousands of embryo seeds and dispersing them into the atmosphere. It is still intelligent and capable of communication, but usually has little to talk about.

Animated Plantlife
'Somehow the Krynoid can channel its power to other plants. All the vegetation on this planet is about to turn hostile.'

As a Krynoid matures, plants nearby begin to stir, swinging branches and lashing vines, and expanding in bursts of hideous growth. Although they cannot share the Krynoid's carnivorous appetite, they attack all animal life. In time, the entire world succumbs to this plant revolution.

- Animated plants are best considered as an environmental hazard. They have an effective Coordination of 2, while Strength varies by size. They also have Brawling 1.

Moving through animated plantlife provokes attacks such as:

- Tree branch stab: Strength 4 + Fighting 1, damage 2/4/6.





- Long grass entangle: Coordination 2 + Brawling 1, damage 1/3/4 to Coordination.
- Vine strangle: Strength 2 + Brawling 1, damage 1/2/3, must make a contested Strength check to escape the choking vine.

In any overgrown environment, these attacks gain a cooperation bonus of +2 (or even +4).

USING KRYNOIDS

Most Krynoid encounters have a similar structure: the Krynoid is discovered, the risk it poses is identified, and a frantic race against time begins to blow it to pieces before it breeds. Despite the immensity of the threat, an encounter with a Krynoid can be one-dimensional. Its goal is simply to grow, and it doesn't need anything much to accomplish that. Aggressive, animated plant life in an area is unnerving but after one or two set-pieces this will begin to feel repetitive.

A Krynoid adventure works best with complications. For example:

- Another force protects the Krynoid as it grows. (A small group of terrorists, hoping to use the Krynoid to destroy their enemies; a bioweapons agency that wants to observe the complete Krynoid life-cycle, whatever the cost.)
- The Krynoid hides in an area that is difficult or dangerous to enter. (A verdant city caught up in civil war; a biodome locked down in quarantine.)
- The Krynoid cannot simply be blown to pieces. (It settles on a nuclear warship in the harbour of a heavily-populated city; its original host wore a precious crystal that must be recovered intact from the layers of plant mass.)

Although the race to blow it up is an excellent structure for a Krynoid adventure, that only scratches the surface of what is possible. Krynoids, after all, are intelligent beings, with drives, needs and interests of their own. They are willing and able to interact and negotiate with humans and other intelligent animals. Using Krynoids as active characters with distinct goals creates many new encounter possibilities.

- **Patron:** the Krynoid asks for help!
- **Information source:** the Krynoid knows something crucial but must be persuaded or tricked into sharing it.
- **Rival:** the Krynoid pursues the same rare minerals needed for TARDIS repairs!
- **Guru:** the Krynoid offers an inspirational message about the one-ness of all living things and the transience of mortal life.

Krynoids are fundamentally horrific, and Krynoid adventures offer gruesome body horror and awful



swift death. Devise adventures with a streak of black humour, and look for ways to include the imagery of infection and transformation of all kinds.



KRYNOID ADVENTURES

- On the planet Reflon, citizens tune in every week to see desperate, unarmed prisoners try to win their freedom by surviving a deadly gauntlet of elite corporate soldiers. It is the end of the season and four new prisoners have entered the jungle. The producers have some surprises in store for them, but none know the additional surprise lurking out there: a pair of Krynoid pods. Can the characters convince the producers of the danger? If not, they will have to sneak into the deadly jungle themselves, before the Krynoid infection takes root...
- In the Amazon jungle, rapacious industry is tearing down the rainforest and driving isolated tribes out of their ancestral lands. Tempers flare as activists try to stop the machines from doing any more damage. However, when a cliff is dynamited to expose ancient Krynoid pods, tribespeople, activists and corporate officers will be forced to work together to survive...
- Two Krynoids emerge from a pod pair. One quickly grows to adulthood. The other infects someone but, instead of forcing a bodily transformation, it uses their voice to offer its help. It will assist in destroying the first Krynoid in return for passage off-world. There is just one catch: it needs a human host. Anyone can volunteer...
- The characters land in a strange, self-contained building where a set of children spend their entire lives. They wake in the morning, take lessons from a computer teacher, exercise in the gymnasium, play in the evening, then sleep. They are forbidden to step outside until they graduate. When the characters finally manage to open the doors, they discover the building is on a planet entirely subjugated by Krynoids, and the children are to be hosts for the next Krynoid generation...

KRYNOIDS

An individual Krynoid germinates by consuming an animal, initially mutating into a plant-based Hybrid that roughly resembles the victim. Within hours it grows into a more bloated form that simply looks like a human-sized dome-topped cylinder with tendrils sprouting all over it. It continues to grow until, after several more hours, it becomes the size of a large house. The Doctor noted that it will eventually grow to be the size of St Paul's Cathedral before multiplying itself by producing new seeds. In its larger forms the Krynoid is capable of speech.

KRYNOID HATCHLING



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

SKILLS
Athletics 2, Fighting 3, Survival 2.

TRAITS
Alien
Alien Appearance: Krynoid Hatchlings appear as long plant tendrils.
Alien Senses: Hatchlings sense their environment through a mixture of vibration (including sound) and temperature.
Infection: If the Hatchling strikes a human or animal target, it burrows under the skin and infects their whole body with Krynoid bacteria. See pg. 68 for more about the infection.
Weakness (Major) – Weedkiller: Chemical treatments that are toxic to plants, like defoliant or powerful weedkillers, will inflict 4 levels of damage on a Krynoid Hatchling.

STORY POINTS: 7



KRYNOID



KRYNOID HYBRID

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

SKILLS
Athletics 2, Fighting 3, Survival 4.

TRAITS
Alien
Alien Appearance: Krynoid Hybrids appear as bloated, plant-like animals.
Armour (Major): A Hybrid's thick, hard outer layer reduces damage by 10.
Fear Factor (1): A Hybrid's size and aggression give a +2 bonus to inspire fear.
Immunity (Major): Krynoid Hybrids are immune to lasers, bullets, and similar small arms.
Weakness (Major) – Weedkiller: Chemical treatments that are toxic to plants, like defoliant or powerful weedkillers, will inflict 4 levels of damage on a Krynoid Hybrid.

STORY POINTS: 8

KRYNOID (EMERGENT)

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

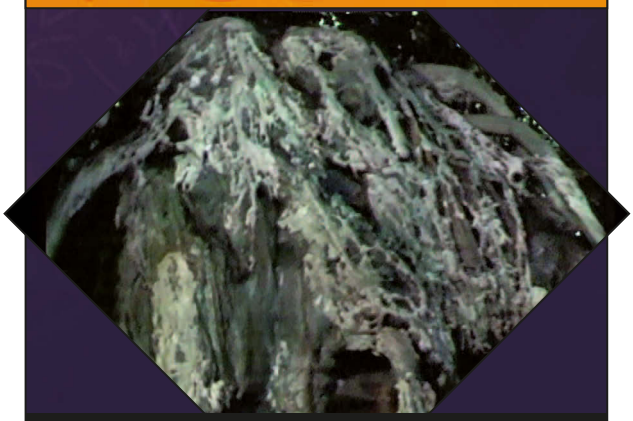
SKILLS
Athletics 4, Fighting 4, Survival 5.

TRAITS
Alien
Alien Appearance: Krynoids appear as hulking, mobile plants.
Armour (Major): A Krynoid's thick, hard outer layer reduces damage by 10.
Fear Factor (1): A Krynoid's size and aggression give a +2 bonus to inspire fear.
Immunity (Major): Krynoids are immune to lasers, bullets, and similar small arms.
Natural Weapons (Minor): Krynoids have long tendrils that do Strength +2 damage. If a tendril is chopped off (damage 2), the Krynoid itself is unharmed.
Weakness (Major) – Weedkiller: Chemical treatments that are toxic to plants, like defoliant or powerful weedkillers, will inflict 4 levels of damage on a Krynoid.

STORY POINTS: 9



KRYNOID (ADOLESCENT)



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

SKILLS
Athletics 4, Fighting 4, Knowledge 2, Survival 5.

TRAITS
Additional Limbs: The Krynoid grows more tendrils and can use more of them at once. Its first additional action in a round receives no penalty.
Alien
Alien Appearance: Krynoids appear as hulking, mobile plants.
Alien Senses: Huge Krynoids can sense sound and motion through any living plants nearby. Even a humble pot plant can serve as the eyes and ears of a Krynoid.
Armour (Major): A Krynoid's thick, hard outer layer reduces damage by 10.
Fear Factor (2): +4 bonus to inspire fear.
Immunity (Major): Krynoids are immune to lasers, bullets, and similar small arms.
Natural Weapons – Tendrils: Krynoids have long tendrils that do Strength +2 damage. If a tendril is chopped off (damage 4), the Krynoid itself is unharmed.
Size – Huge (Minor). Strength is 8. Speed is 2. Easier to hit (+2 bonus) and spot (+4 bonus).
Weakness (Minor) – Weedkiller: The Krynoid is still vulnerable to toxic chemicals. Such a substance will force a -2 penalty to all actions.

STORY POINTS: 10

KRYNOID (MATURE)



AWARENESS	5	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	10

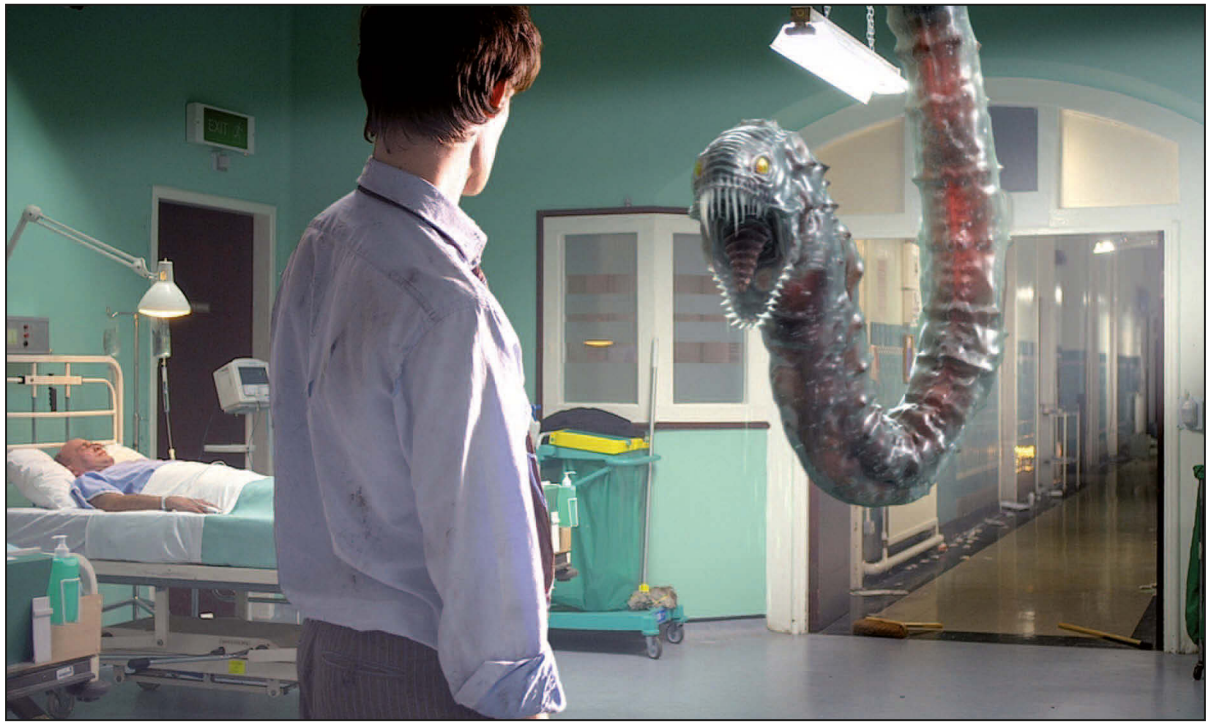
SKILLS
Athletics 4, Fighting 4, Knowledge 2, Survival 5.

TRAITS
Additional Limbs
Alien
Alien Appearance: Krynoids appear as hulking, mobile plants.
Armour (Major): A Krynoid's thick, hard outer layer reduces damage by 10.
Fear Factor (3): +6 bonus to inspire fear.
Immunity (Major): Krynoids are immune to lasers, bullets, and similar small arms.
Natural Weapons (Minor) – Tendrils: Krynoids have long tendrils that do Strength +2 damage. If a tendril is chopped off (damage 8), the Krynoid itself is unharmed.
Networked: Krynoids have telepathic contact with all nearby plantlife, as well as each other.
Size – Huge (Major). Strength is 10. Speed is 0. Easier to hit (+4 bonus) and spot (+8 bonus).
Telekinesis – Plants: The Krynoid can control specific plants and manipulate them to perform specific tasks, such as cutting telephone wires. When a roll is needed, use the Krynoid's Resolve of 5 in place of Coordination, but use the Strength of the plant (usually 2) for any rolls using Strength.
Weakness – Steam (Minor): -2 to rolls when blasted by steam.
Weakness (Minor) – Weedkiller: The Krynoid is still vulnerable to toxic chemicals. Such a substance will force a -2 penalty to all actions.

STORY POINTS: 11



MULTIFORM



'The sun's going out, and you're photographing a man and a dog. Why?'

The Multiform are psychic shape shifters, who base their transformations on people they encounter in the real world, and the images they harvest from those people's dreaming minds.

BACKGROUND

When a rogue Silence chapter led by Madame Kovarian succeeded in destroying the Doctor's TARDIS, the explosion splintered the space-time continuum itself. One such crack was in an Atraxi prison, and provided an opportunity for a dangerous Multiform fugitive known as Prisoner Zero to escape through to our universe. Prisoner Zero emerged in Leadworth and hid itself in Amy Pond's spare room. The Multiform forged psychic links with coma patients in the local hospital, and used figures from their dreams to adopt a range of disguises to evade arrest. The Atraxi followed the Doctor to Leadworth, and with his assistance Prisoner Zero was returned to Atraxi custody.

MOTIVES AND AGENDAS

Although they are intelligent, it seems unlikely that Multiforms would form closely knit communities. Prisoner Zero's behaviour in particular fell somewhere between predator and parasite. Self-preservation is the top priority, and although Multiforms will feed on human flesh, they are also smart enough to spare those targets that would be more useful alive.

Prisoner Zero was an instinctive and remorseless foe, and although it's never sensible to judge an entire race by the actions of one individual, it's hard to imagine Zero was the product of a civilised society. There probably isn't any planet of the Multiforms with a Multiform ambassador and a Multiform museum full of glittering Multiform culture – they're far better adapted to live as lone wolves, blending into alien cities and occasionally eating the citizens... but why else does the Doctor keep travelling, if not to be proven wrong?

ENCOUNTERING MULTIFORMS

Multiform Biology

Au naturel, a Multiform is a big serpent with transparent skin and enormous teeth... but it's rarely, if ever, going to let you see it without its faces on. The Doctor once warned Amy Pond that, "If it knows you've seen it, it will kill you," and although Amy remained steadfastly unmurdered on that occasion,

it made sure to remain disguised for the rest of the adventure, only returning to snake form to attack.

Multiforms are not limited to a single body; Prisoner Zero could disguise itself as a mum with her two daughters, a man and his dog, or even an entire army... but when a Multiform transformed into more than one person, they must form a single cogent mass. For example, if a Multiform was impersonating a man with a dog, it would not be able to unleash the dog; the two bodies disguise a single entity, so the man and the dog would always have to move together. If a Multiform is stressed or transforming in a hurry, it often gets the voices mixed up. It can also bare its serpent-fangs when transformed – even through three mouths at the same time.

The Multiform is interdimensional, and can disintegrate to slip into grates and holes that a creature of its shape and size should have no business entering. It has an incredible lifespan; a single Multiform might live for several millennia, so would think nothing of slumming it in a human house for over a decade.

Psychic Links

A Multiform cannot select the shapes it adopts arbitrarily; it cannot transform into anything it imagines but rather chooses its forms from a menu of dormant minds it has linked with. These links have to be forged over a period of months, but can be created without the host consenting or even noticing.

Once a link is established, the Multiform is afforded unparalleled access to its dreaming victim's thoughts, and if the victim is awake it can induce a coma state to force the dreams it requires. Although a Multiform can push its victim into REM sleep, it cannot control what the victim dreams about.

The bodies it impersonates must be present in the dream; if a dreamer stopped dreaming about his dog, the Multiform would no longer be able to impersonate the dog.

If a dreamer dreamt she was a child, the Multiform would be not be able to portray her as an adult. If the dreamer wasn't present in a dream at all, or dreamt that they were someone else, the Multiform would become who or whatever they were dreaming of.

This is one reason a Multiform might try to kill someone who's already seen them: a dreamer who knows what a Multiform looks like can force it back into its original body, all they would have to do is dream about the snake.





USING MULTIFORMS

Despite being a shapeshifter, a Multiform isn't particularly interested in complex deceptions. Oh, they've got exceptional camouflage skills, but they're superficial and tend to botch important details like matching voices to the wrong mouths. This means they're brilliant at blending into crowds, but they'd never pass as the Doctor's companion for longer than a couple of minutes.

A Multiform is not typically a manipulator, then, but a vicious, psychic predator, and this should be writ large across all encounters. Although both are intelligent creatures, the best way to separate the Multiform from the Zygons is to consider the Multiform in more animalistic terms. Use animal adjectives. A Multiform doesn't eat; it feeds. You're not its victims; you're its prey. "Be or be killed" closes off a lot of the moral ambiguity that you might get from a Zygon adventure, but a hungry Multiform will put your adventurers under a lot more immediate pressure than a Zygon, and put them into more situations that they can't talk their way out of.

To play to the creature's strengths, a standard Multiform adventure should be urgent and fast-paced: the species lends itself well to an awful lot of running.

As Multiforms can harvest more templates the longer they stay in one place, and are well adapted to stay put for months or years at a time, a lot of buildings, past and present, might be infested by Multiforms. A Multiform who has been living in a labyrinth beneath a vast palace for many years, for example, might have established psychic links with a lot of the people living above it just as Prisoner Zero did with Amy Pond, so anyone who appears in the maze might be the hungry Multiform, acting natural just long enough to get the jump on your adventurers. Pacey, scary, with a very immediate threat.

The Multiform appreciates somewhere to run, somewhere to hide and plenty of people to eat and impersonate. A clearing in the forest is rubbish. A bustling metropolis is dinner.

However, note most of all that absolutely none of these are hard and fast rules. The fact is that we know so little about Multiforms that you can make a lot of different choices for them. We've arranged what we know about Multiforms such that they can fill a niche that's distinct from other shapeshifters, but a Multiform's greatest weapon is surprise.

No time traveller can truly say they know exactly what makes a Multiform tick, and that makes them deadly. We've suggested some twistier, turnier adventures below, but the Multiform is a creature that your adventurers think they sort of know, so this is your opportunity to be crafty, and defy their expectations.

MULTIFORM ADVENTURES

- Two Multiforms are living on the same 'patch,' and trying to feed on the same minds. Don't make one a hero and one a villain, but make the Multiforms as distinct as possible. Both villains, but give them personalities, scruples and, more importantly – a sense of equilibrium. Defeating one might give the other an advantage, an opportunity to become the 'apex predator.'
- The Multiform is a parasite, but an intelligent one. Perhaps a Multiform, somewhere – a really, very smart one – is going 'vegetarian,' and only stealing forms it can justify. But who'd volunteer for a Multiform mind-meld? Gemma is depressed, and wants to get away from the world. With her cooperation, a psychic link was established in days, and now the Multiform is running her life for her as she revels in a waking dream, where all her mistakes are rectified. The Multiform insists this is a win-win scenario, but the characters suspect otherwise.
- Dr Carla Reeve is one of the most brilliant minds in the Andromeda galaxy, and understands black holes better than the Time Lords themselves ever did. Five years ago, she became a recluse, and when the characters come a-knocking on the door of her family home he finds her crabby and alone, with venomous fangs. The fate of a human colony depends on Carla's life's work, but the Multiform's been synchronised to her mind pattern for too long – if it is prised off her mind, it will survive just long enough to melt her from within. The only way to release the Multiform is to introduce a new mind, but who would the characters ever choose to sacrifice?

MULTIFORMS

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



Undisguised, Multiforms are wicked, translucent serpents, with terrible fangs and slimy bodies. However, when they tap into a victim's subconscious, they can disguise themselves as whatever they might be dreaming about, so long as they remain asleep. For this reason, Prisoner Zero took most of its images from the patients of the coma ward at Royal Leadworth Hospital: a half-living theatre of dreams on-demand.

SKILLS
Convince 3, Fighting 4, Knowledge 3, Subterfuge 5, Survival 4.

TRAITS
Alien
Alien Appearance: In its natural form, a Multiform looks like a giant, ethereal snake.
Face in the Crowd: Multiforms employ perception filters that lets them blend in.
Fear Factor (2): It gains a +4 bonus when trying to actively scare or intimidate someone.
Flight (Minor): Multiforms can hover in the air.
Natural Weapons – Fangs (4/8/12)
Psychic
Shapeshift (Special): Multiforms can adopt the shape of any person they have established a psychic link with. They are also able to adopt multiple shapes at the same time (although they must remain connected) to confuse pursuers, such as a man with a dog or a woman with her two children. They can also use its psychic connection to adopt the form of anything its target is dreaming or thinking of. It can also use this ability to slip through small gaps and holes.
Telepathic: It can establish a psychic connection with those nearby.
Quick Reflexes

TECH LEVEL: 7 **STORY POINTS:** 7-9

NESTENE CONSCIOUSNESS



'We have been colonising other planets for a thousand million years. Now we have come to colonise Earth.'

The Nestenes are ruthlessly aggressive intelligent aliens. Sometimes called the Nestene Consciousness, they are a group mind who use plastic bodies to manifest in the physical world. They are remorseless invaders, seizing inhabited planets to feed their endless hunger for industrial waste and other food.

BACKGROUND

The Nestenes were born in the Dark Times before this reality existed. Once they discovered how to reach other worlds, their endless march of conquest began. Every time they took a new planet, they converted it into a factory and grew fat on the polluting chemicals created.

In the 20th century, a Nestene reached Earth. Its first invasion was thwarted by the Third Doctor, who severed its telepathic connection before it could migrate into a physical form. It mounted a second invasion soon after but again the Doctor managed to stop it, this time cutting off the signal just before it could manifest in an energy form. These invasions were not their first visit to Earth. Millennia before, they played a central role in the Alliance against the Eleventh Doctor, tricking him with a Roman Legion made of Auton duplicates.

Elsewhere the Time War had destroyed countless Nestene food planets. Surviving Nestenes came together on Earth and prepared another invasion, but the Doctor again intervened, destroying their physical body with a vial of anti-plastic. Yet some fragment may still remain, far out in the depths of space, preparing to begin the cycle again.

MOTIVES AND AGENDAS

The primary motive of the Nestene Consciousness is expansion across the universe. They do adopt other goals when appropriate, and have been known to make alliances when they see some benefit. They worked with the Master during their second invasion of Earth, and formed an alliance with countless other alien species to prevent the Eleventh Doctor from destroying the universe. However, it is usually wise to assume the Nestenes are working alone.

ENCOUNTERING NESTENES

The Nestene Gestalt

Across the entire Nestene empire, every Auton and animated doll and swarm leader hosts one part of a single great consciousness. Complete telepathic

union became impossible across such gulfs, so each far-flung spawn is itself a Nestene Consciousness, independently pursuing the overall goals of the gestalt.

While Nestenes are telepathic energy beings, they prefer to inhabit physical plastic bodies. These can be any shape or size. The Nestene that invaded Earth preferred a tentacled squid-like shape, but other Nestenes might choose different designs. The weakened Nestenes encountered after the Time War were unable to maintain any shape beyond an approximation of a face.

Nestenes use telepathic signals to communicate with their agents. The poor range can be boosted through the same technology that enhances radio signals. Signal amplifiers like satellite dishes and giant circular wheels are very important for any Nestene invasion. If the signal is cut off the entire Nestene invasion will collapse.



How they Invade

Nestenes see every planet as a potential source of food. Smoke, oil, and other pollutants are all particularly appealing. A Nestene invasion of an industrialised planet follows a fairly standard protocol:

1. Send a small beachhead of energy units to land near a plastics factory.
2. Use hypnosis and infiltration to take control of the factory.
3. Begin making Autons and preparing a body for the Nestene.
4. After the full Nestene consciousness makes planetfall (distributed across several dozen energy units), collect the energy units and deliver them to the factory, where the splinters of Nestene Consciousness combine in a new plastic body.
5. Duplicate and replace significant figures in government and defence.
6. Distribute sleeper Autons and animated plastic objects far and wide.
7. When the time is right, send an activation signal to the Autons, objects and duplicates to seize control and wreak mayhem. Take out communication systems and centres of resistance like police stations and army barracks.
8. Land additional forces.
9. Conquer the world.

Each stage of this plan has its challenges. The Nestenes have to carefully manage their work so they do not tip their hand too soon. Getting deadly plastic products into retail might require a series of meetings with product buyers in a department store chain, and there's only so many people you can hypnotise before something goes wrong. And of course, duplicating powerful people is always tricky – in the first Earth invasion, hypnotised agents had to arrange and create an entire fake exhibition at Madame Tussaud's in order to get access to the targets.



There are many ways the plan could go wrong, but the Nestenes are always ready with backup options. In the second Earth invasion, for example, the Nestene had to transfer in directly, and even this plan was hastily reworked to hijack a radio telescope signal after things began to go wrong.

However, the most terrifying risk is that the Nestenes find a way around one important limitation. At present, the Nestenes can only control plastic that has been carefully constructed in their factories. Should they someday perfect a technique for seizing



control of existing plastic, then their invasions will be much more straightforward: all the plastic in the world will suddenly become deadly dangerous.

Technology

Notable features of Nestene technology include:

- *Plastic:* Nestenes have an astonishing command of plastic and can use, shape and even wear it. They change the molecular structure of plastic, somehow energising it and turning it into quasi-organic matter, so that it almost acts like flesh and blood.
- *Warp Shunt:* This technology allows cross-universe travel that breaches the simple laws of space and time. It is a risky and dirty technology however, and its use is often an act of desperation.
- *Total Destruction:* If desired, Auton hand guns can entirely disintegrate their targets, as per the Delete Gadget Trait. Total destruction ensures victims are really dead and not just pretending. More importantly, this provides an easy way to dispose of bodies or other evidence.

USING NESTENES

Like a fair number of the alien threats faced by the Doctor, Nestenes pursue an endless destructive colonisation. What sets them apart from other conquerors like Nimon, Krynoids or Krillitanes? The most significant difference is the Nestene's close association with plastic, which is a product of a developed and industrial society. (There might be worlds out there where plastic occurs 'naturally' or can be manufactured by pre-modern peoples, but plastic usually means natural resources are being exploited and technological advances are accelerating.) Nestene adventures can easily suggest questions about technology, and how it is adopted and shared.

NESTENES

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

When arriving on a new world, a Nestene creates a suitable body out of plastic. The new body will be perfectly adapted for survival and conquest. On Earth-like planets, Nestenes appear to favour huge squid-like shapes, complete with hairy green tentacles.



SKILLS

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

TRAITS

Alien

Alien Appearance (Major): The Nestene's preferred physical form is a huge squid-like creature, but when weakened it appears as simply a churning mass of liquid plastic.

Fear Factor (1): Due to its strangeness and size it has +2 when actively trying to scare.

Hypnosis (Major): It uses hypnotised agents when launching an invasions.

Immunity – All Ballistic Weapons: Guns, bullets and explosives do not harm it, although tentacles and limbs might be wrecked or severed.

Natural Weapons – Tentacles: It can produce tentacles to crush and bash targets, Strength +2 damage (3/7/10).

Psychic: It communicates and controls its minions with a telepathic signal, although it usually needs to amplify the signal for extended range.

Slow (Minor): In its preferred squid-form, the Nestene can move only slowly, Speed 1. In its weakened form, this becomes a Major trait, and the Nestene can barely move at all.

TECH LEVEL: 7 **STORY POINTS:** 8-10

NESTENE ADVENTURES

- Nestenes invade Earth again in the 2010s. They follow the same invasion plan, but many things are different now. Plastic is ubiquitous and there are countless plastic factories to choose from, most of them are headquartered in the global south. Distribution deals are harder to make, but a good one can get your deadly plastic cellphone covers on to shelves all over the world. Plastic weapons are easily smuggled through security systems at airports and government offices, allowing assassinations to proceed smoothly. There are surveillance cameras everywhere, and with those files the Nestenes can duplicate almost anyone, any time. The Nestenes follow the same plan they always do, but the world has made it so much easier for them.
- In the wake of the Time War, the Nestene Consciousness split into multiple competing group minds, each thinking it is alone. When they learn otherwise, a ruthless war begins as each tries to consume the others rather than sink back into the collective morass. As a new colony becomes a battleground between several Nestenes, it is up to the characters to travel to the smoking, churning factories of a forgotten Nestene world and find a secret that just might save everyone.
- The first Nestene invasion was closely monitored by reporters from newspapers and radio, and at the start of the second invasion, an energy unit was on display in a museum. Of all alien visits to 20th century Earth, the Nestenes came closest to public awareness. Some who knew the truth decided on an extreme measure to stay safe: a plastic-free life. When one true believer discovers an energy unit, he decides the safest place to put it is in the middle of his enclave of

AUTONS

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

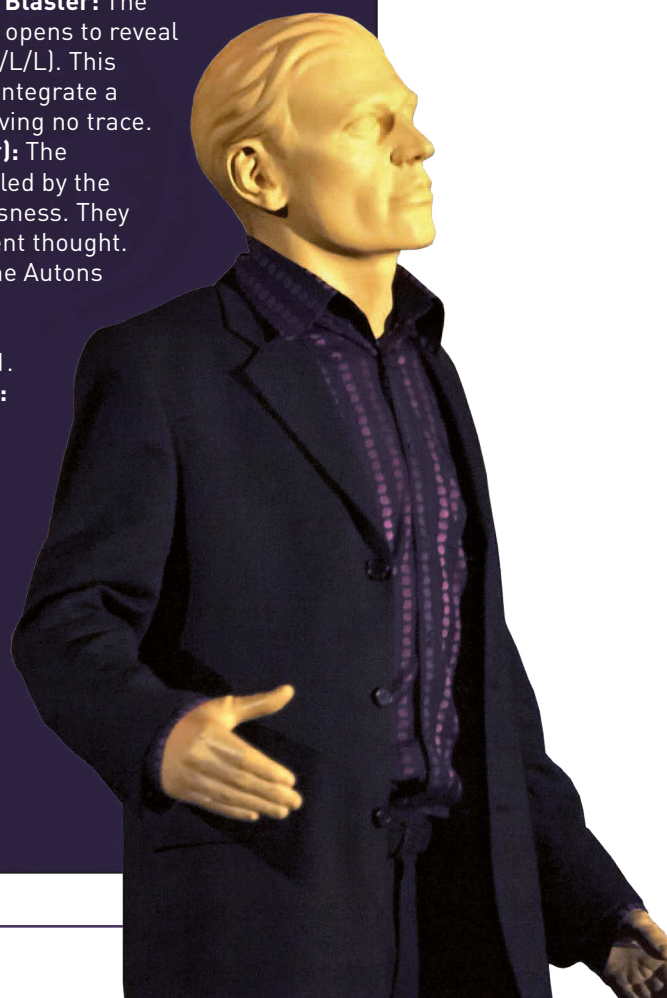
Autons are the deadly foot soldiers of the Nestenes. These animated plastic dummies have deadly weapons concealed in their hands. They are incredibly tough, and bullets seem to have little effect on them. Their only true weakness is their control signal, which can be blocked or cut off or it can move out of range, leaving the Auton frozen and confused.

Autons can be disguised as people, but these disguises are often poor. When they talk, it is in a raspy synthetic voice which destroys any illusion that the Auton is a real person.

SKILLS
Fighting 2, Marksman 2, Subterfuge 1.

TRAITS
Alien
Armour (Minor): Tough plastic protects it: damage is reduced by 5.
Face in the Crowd: When motionless, Autons appear to simply be shop dummies.
Fear Factor (1): Walking shop dummies can be pretty scary, +2 on rolls to actively scare.
Immunity – Bullets: Bullets don't harm an Auton (although a barrage of automatic fire might cause it some problems).
Natural Weapon – Blaster: The Auton's right hand opens to reveal a deadly blaster (4/L/L). This can be used to disintegrate a target entirely, leaving no trace.
Networked (Minor): The Autons are controlled by the Nestene Consciousness. They have no independent thought.
Slow (Minor): Some Autons are slow on their plastic legs. Their effective speed is 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





plastic abstainers. Unfortunately, not everyone in the enclave has been so diligent about abstaining from plastic...

- On a harsh rocky planet, a corporate-owned mining colony stumbles upon something extraordinary: underground rivers of molten plastic. As the miners strike for better conditions and the bosses consider this new discovery, an unexpected ship arrives from headquarters. They are an audit team, six expressionless men and women in dark suits, each of them shiny-faced and coldly interested in the rumours of plastic below...

ANIMATED PLASTIC

Anything made out of plastic can potentially be a tool of the Nestenes. Mundane objects like comfy chairs, telephone cords and wheelie bins can suddenly become deadly assassins. The object must be designed and produced in a factory under Nestene control.

AUTON DUPLICATES

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



While most Autons can be disguised with simple masks, Nestenes can also create sophisticated Duplicates of existing people, right down to brain cells and memory traces. These Duplicates must be custom-built in the factory to exacting specifications. Usually Auton Duplicates have a plastic sheen to their skin and feel fake to the touch, but the most sophisticated duplicates are indistinguishable from life. Duplicates must keep their real subject alive so they can use a psychic connection to access memories and mimic voice and tone. Some Duplicates will even believe they are the original person. If this connection is cut off, the Duplicate's body will revert to the standard blank Auton template.

Nestenes often house a large fragment of their consciousness inside a Duplicate, who becomes the 'leader' of the invasion force. Of course, should anything happen to this Duplicate, the Nestene simply withdraws its consciousness and remains unharmed.

SKILLS

Convince 2, Fighting 2, Knowledge 1, Marksman 2, Subterfuge (Disguise 5) 3.

TRAITS

Alien
Armour (Minor): Tough plastic protects it: damage is reduced by 5.
Dependency (Minor) – Living Imprint: Without the original subject being held by the Nestene, the copy cannot mimic their mannerisms and knowledge. If the subject escapes, the copy reverts to normal Auton intelligence.
Immunity – Bullets: Bullets and other such projectiles don't harm an Auton.
Natural Weapon: The Duplicate can change the shape of its arms and legs into bashing weapons (Strength +2 damage (3/7/10), and also has an Auton Hand Blaster (4/L/L).
Shapeshift (Minor): The Duplicate can assume the same shape as whoever it is imitating, but it has a plastic sheen to its features. Note that some Duplicates have Shapeshift (Major), and their imitations are flawless.
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: 3-5

Mission
The animated object is mostly intended to be a:

1D6	MISSION
1	Spy
2	Assassin
3	Distraction
4	Signal Relay
5	Saboteur
6	Trap



Activation Trigger
The animated object comes to life when:

1D6	ACTIVATION TRIGGER
1	It gets warm (or cold).
2	It hears a particular sound.
3	It receives a radio signal.
4	A button on it is pressed.
5	Its internal countdown clock reaches zero.
6	It is alone in the dark.

Attributes, Skills, Story Points
Animated Plastic objects should have a Strength anywhere between 3 and 6, depending on the specific design. All other attributes will usually be 1 or 2. Most items should have Fighting 3, and if they need any other skill it will be 1 or 2. Animated plastic always has 0 Story Points.

Traits
All Animated Plastic objects have these traits:

Face in the Crowd: The objects appear to be normal plastic items.
Networked: The objects are connected to the Nestene Consciousness.
Weakness: If the signal from the Nestene is blocked or severed, the item becomes inanimate.

Then select a general trait:

1D6	TRAIT
1	**Armour:** Plastic is tough, reduce damage taken by 5.
2	**Climbing:** The object can scale walls easily.
3	**Ensnare:** The object can catch its targets, perhaps using sticky tentacles.
4	**Flight:** The object can produce wings or a rotor and fly.
5	**Scan:** The object can evaluate and analyse whatever is nearby.
6	**Shapeshift:** The object can adjust its appearance as needed.





NESTENE CONSCIOUSNESS

Then select a Natural Weapons trait:

1D6	NATURAL WEAPONS TRAIT
1	Tentacles (Strength +2 damage).
2	Claws or spikes (Strength +2 damage).
3	Bite (Strength +4 damage).
4	Engulf (use Drowning rules).
5	Plastic bullet (ranged, Strength +2 damage).
6	Special weapon (see below).



Special Weapon: The simplest option is a gun identical to the standard Auton hand-weapon (see pg. 81). However, almost anything is possible here. The Master designed animated flowers that could launch a suffocating plastic seal at unsuspecting targets, covering their mouth and nose. This weapon could be immediately lethal, or it could stun targets, or have some other effect entirely.

ENERGY UNITS

Nestenes travel through space using energy units: small, sealed plastic meteors, each carrying a piece of the greater Nestene Consciousness. Only one energy unit is needed to ensure survival, but they usually travel in groups called 'swarms'. Swarms fly in formation, often a very narrow, very long spear, and they can create tunnels through hostile atmospheres to ensure they get where they need to be.

Swarms can number dozens or even hundreds of units, and each one has a leader. Energy units constantly signal to each other, but they are mostly unresponsive to their environment. Swarm leaders, however, can sense and influence their surroundings using hypnosis. Invasions often begin with a swarm leader hypnotising the first person who comes nearby. Swarm leaders also carry essential components of the Nestene Consciousness, and often the Nestene becomes fully conscious only when the leader is reunited with the rest.

Armour: 10
Hit Capacity: 6
Speed in Space: 10
Traits: Transmit



OOD

'They're born with their brains in their hands. A creature like that would have to trust anyone it meets.'

The Ood are a benign and non-violent race who use their telepathy to sing sad and beautiful songs, but whose unique biology leaves them vulnerable to possession by more nefarious psychic beings.

BACKGROUND

In the Horsehead Nebula sits an icy planet called the Ood-Sphere, where tribes of Ood once lived peaceful and simple lives, away from the bustle and throng of intergalactic society. When human pioneers met the Ood, they saw their potential as the ultimate alien butler: intelligent enough to carry out household tasks and submissive enough not to argue. Nonetheless, Ood Operations took further precautions as they controlled the distribution of Ood throughout the three galaxies. They surgically removed their hind-brains and replaced them with translator spheres, whilst building a forcefield to block signals from the Ood's hive mind.

As humanity continued to expand into new frontiers, it did so with Oodkind at its side; when the Walker Expedition built a sanctuary base on Krop Tor, a planet that sat at the event horizon of a black hole, the Ood far outnumbered the crew itself. Such expeditions highlighted some of the weaknesses of the Ood as servants, when advanced telepaths seized control of the livestock and mobilised them as armies.

Despite the Ood's reputation as animals that would sooner wither and die than muster an original thought, some people did believe that the Ood were intelligent creatures and deserved to be respected as a species. A pressure group called Friends of the Ood (FOTO) was formed, whose members slowly infiltrated Ood Operations and subtly weakened the forcefield that blocked communication with the hive mind. When the Ood reconnected their eyes turned red, and they lashed out at their captors.

Meanwhile, FOTO mole Dr Ryder had been conspiring with Ood Sigma, assistant Ood to CEO Klineman Halpen, and spiked the boss's hair tonic with 'Ood







graft.' When exposed to the hive mind, the graft transformed Mr Halpen into an Ood, the forcefield was switched off, and Ood Operations was dissolved, ending 200 years of servitude.

In the century that followed, the Ood started building cities, their civilisation growing at breakneck speeds. It transpired that the sensitive Ood were picking up on fallout from the Time War, and as the Time Lords resolved to break out of the time lock and implement the end of time itself, the Ood found that they could see the timelines bleeding, and learned to project themselves backwards all along the Doctor's personal timeline.

MOTIVES AND AGENDAS

By and large, the Ood are content to live full and happy lives on their own terms. They see, they sing and they love. Unfortunately, they are also the best pawns in the universe, and can be easily manipulated into carrying out someone else's agenda. The Doctor has seen them possessed by a sentient asteroid and an ancient horror.

Ood Sigma noted that "natural Ood must never kill," but lobotomised or possessed Ood were more than capable of aggression. When the Ood's third brain reasserted its link with Ood Operations' still-captive livestock it triggered rage in all affected Ood. Nonetheless, the Ood aspire to kindness and charity, and will only attack when seriously provoked – and as the Ood had been systematically lobotomised and enslaved for two centuries, this lapse in their otherwise exemplary behaviour was probably justifiable.

ENCOUNTERING THE OOD

Ood Biology

The Ood have great bulbous heads with tiny, reptilian eyes and a mass of tentacles that leak like spaghetti from their mouths. Amongst the tentacles is a long nerve, to which their hind-brain is attached. This hind-brain is what allows them to experience emotion, and must be held in their hands. It is attached to a forebrain, contained within their skulls, and both minds interact with the telepathic centre, a giant third brain on the Ood-Sphere that is shared between all of Oodkind.

Ood Telepathy

Ood communicate with one another through a telepathic field. Although humans cannot interact with the field unaided, Ood transmissions can be analysed by 42nd century computers and their intensity measured on the BASIC scale. Normal Ood communication clocks in somewhere around BASIC5, and BASIC30 is the equivalent of a ferocious

mental scream. The BASIC scale peaks at BASIC100, which would usually mean brain-death, but Ood have been known to survive such deafening tides of psychic noise.

Processed Ood

'Processed' Ood are cybernetically augmented with a translator sphere. This electrical kit, of human design, can be weaponised; possessed Ood will use their spheres to create a powerful electric shock that can kill a human in seconds. Only Ood who have been partially lobotomised receive a translator sphere, the device replacing their hind-brain. Lobotomised Ood are always patient and dispassionate, even when communicating at BASIC30 or louder, but are incapable of independent survival. They do not eat or sleep unless instructed, and can't even tell their caretakers when they're feeling sick. For this reason, most humans dismissed the Ood as imbeciles – compare 21st century attitudes to turkeys – and owners of large Ood herds had to monitor the telepathic field to make sure their livestock remained healthy.



USING THE OOD

Subservience is at the heart of any good Ood story; they're low on free-will, and as telepathic psychics they're very susceptible to mind control. The rudiments of the average Ood story, then, is to cast them as puppets, then find a capable puppeteer, taking time to consider the number of Ood in your story. Missy, for example, is a great hypnotist and noted body-snatcher, but could she really possess an army? Does she have that focus?

Keep in mind, too, that if you are specifically building an Ood story rather than a story that features the Ood as footsoldiers, it makes good sense to withhold some details on the intelligence behind the intelligence. If you reveal too much from the start, ("I'm the Beast, these are my Ood, what are you going to do?") there is a danger that the Ood will be reduced to henchmen, which could be the making of a great story, but not necessarily a great Ood story.

What's got into the Ood?

To keep the focus squarely on the Ood, try tying them up in a mystery: what's got into the Ood? Why are they lashing out, who's controlling their behaviour? This gives your characters a clear goal, something to investigate that keeps them moving forwards, and by concealing the villain the Ood get to keep the spotlight.

Who is hiding behind the Ood, what are they trying to achieve? It may not necessarily be any living person: say humans are excavating a mysterious ruin with Ood assistance and the Ood start to go berserk, as if enchanted by an ancient intelligence. They could be receiving the last words of a lost species that died in battle as a form of psychic feedback... or just reacting to a communications pylon! Either would prevent the Ood from becoming too secondary, and although the pylon idea might initially seem glib, there could be a narrative in there about the thoughtless humans who never considered the effect their technology has on more sensitive species. An antidote, perhaps, to the more classic plot of, "Who are the Ood possessed by today?"

Second-Class Citizens

The Ood are systematically treated as second-class citizens; this should be acknowledged and reflected in encounters.



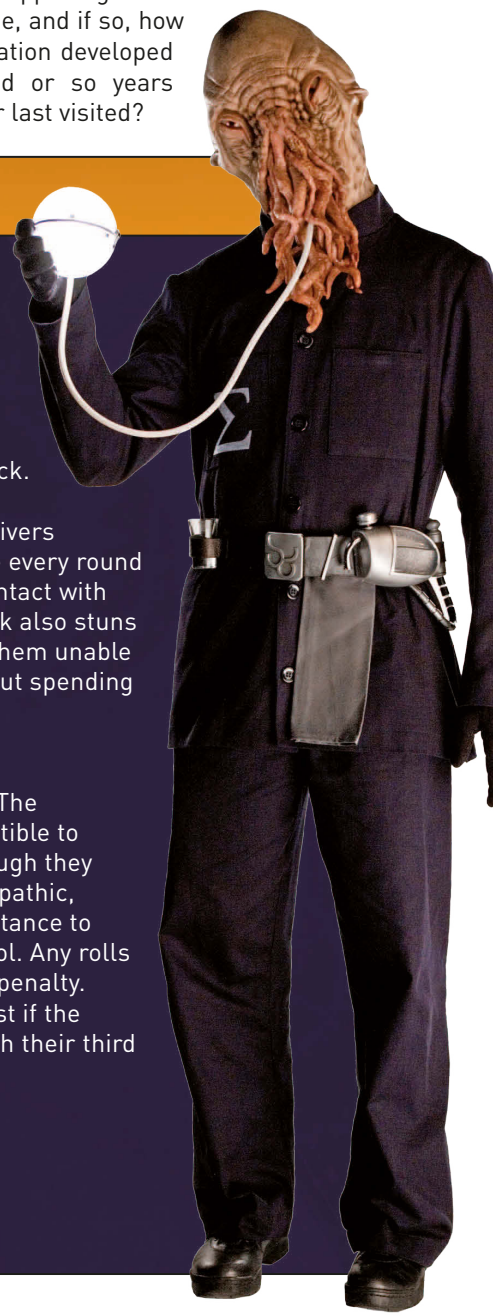
After all, Ood were sold and traded as livestock – objects of convenience, rather than living creatures – for a regrettable period of human history. On one occasion, the Doctor visited their home planet Ood-Sphere as the species' hive mind was beginning to reassert its influence. This resulted, uniquely, in the Ood becoming violent without the influence of a non-Ood puppeteer, and made humanity their number one enemy – literally, the first one! Human-Ood tension is a great avenue to explore if you want to play with the Ood as an independent threat. Note too, that although the Ood are prone to telepathic



domination, it doesn't take evil mind control to coerce them into doing your bidding. Humans used technology to turn them into servants, and any similarly powerful civilisation might control them the same way. The Ood, by their nature, are pliant creatures with very little agency, but there are plenty of ways to encounter the Ood without reducing them to sidekicks.

OOD ADVENTURES

- The universe is chock full of telepaths and Ood brains are sitting ducks, ever prone to possession by any number of nefarious creatures. The door is wide open: which monster would you give a telepathic army to? The Weeping Angels, the Great Intelligence, the Silence, the Cheetah Planet, Sutekh... but! Why must their relationship be parasitic? Benign creatures like the Androzani Trees might be welcomed by the Ood. The characters might think it grim, at first, as Ood bodies start sprouting vines, leaves and roots, but it'd be up to them to determine whether the forest is taking advantage of a naïve host or if this arrangement is genuinely beneficial to both creatures. Add grotesque details, pile them on, and really challenge your players' preconceptions.
- Fallout from the Time War has led Ood evolution to accelerate way beyond what it should be. The Doctor neglected to investigate this, but how has the Ood Sphere changed in his absence? The Ood Elder warned him that "events that were happening are happening now." Is this still the case, and if so, how has their civilisation developed in the thousand or so years since the Doctor last visited?



OOD

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

The Ood are kind, caring creatures, though some would call their appearance 'frightening'. They have bald heads with slightly grey, wrinkled, skin. Coleoid tentacles grow from the bottom of their face. The Ood are unusual in that they have three brains. They have the brain in their body, which controls their basic thoughts and actions. Growing out from the tentacles is the 'Hind Brain', which contains their individual personalities. The third brain is a giant, 15-metre brain that resides in the Ood-Sphere, connecting all the Ood together as one.

SKILLS

Athletics 1, Craft (Singing 5) 3, Fighting 1, Medicine 2, Survival (Arctic 5) 3, Technology 1, Transport 1.

TRAITS

Alien
Alien Appearance
Enslaved: The Ood have long been servile. Even when free they are driven to serve.
Gadget – Translator Orb: Ood that have been enslaved by Ood Operations have a Translator Orb instead of their hind brain. This instantly translates all alien languages.
Natural Weapon – Translator Orb: Although not designed as a weapon, the Translator Orb can deliver a deadly shock. As a close combat weapon, the Orb delivers Strength +2 damage every round that the Orb is in contact with the target. The shock also stuns the victim, making them unable to react or act without spending a Story Point.
Psychic Telepathy
Weakness (Major): The Ood are very susceptible to mental control. Though they are psychic and telepathic, they have little resistance to possession or control. Any rolls to resist suffer a -4 penalty. This Weakness is lost if the Ood is in contact with their third brain.

TECH LEVEL: 6
STORY POINTS: 1-4

RUTANS



'Well, when you've seen one Rutan, you've seen them all.'

Best known as the arch-enemy of the Sontarans, the Rutans scour the universe looking for new advantages as well as defensive positions to aid them in their long war. With a naturally amorphous shape, they can take the form of other lifeforms.

BACKGROUND

The Rutan homeworld, Ruta III, is a small planet circling a weak star. Water entirely covers its dimly lit surface, much of it frozen. Underneath the ice, the jellyfish-like Rutan evolved, with green, luminous bodies several feet across and long, wispy tendrils. The strong electromagnetic field of the planet feeds them, and they can manipulate their own bioelectricity to create powerful shocks.

Nearly as light as air, the Rutan can propel themselves along solid surfaces with the same grace with which they swim. They can move through space too, growing (rather than building) ships out of crystalline minerals. At first, they were explorers, eager to understand everything they could find.

From world to world they travelled, just as interested in uninhabited worlds – the vast majority of available planets – as inhabited ones. At some point, they encountered the Sontarans, and that encounter quickly descended into warfare. Bizarrely, the event is unreachable by time travellers, and the reasons for the conflict are now lost even to the combatants. They fight because they have always fought, with hatred of their enemy reinforced since birth.

They have battled for tens of thousands of years. The once exploratory Rutan now focus only on war, their encounters with other worlds fuelled by the desire for resources and strategic locations. Unlike the Sontarans, Rutan have very limited interest in the technology of other civilisations because of the organic nature of their ships and their natural weapons.

MOTIVES AND AGENDAS

50,000 years of warfare have forged a mindset similar to that of their enemy: all resources must be ultimately dedicated to war. They have no real contempt for other lifeforms, but they consider them expendable. If an uninhabited world suits their purposes, an inhabited one may be passed over; but if an inhabited world is valuable, they will not hesitate to take what they need.

While the Rutans do not have long-distance telepathy, they do operate as a hive mind. They refer to themselves in the plural and consider themselves to be extensions of a larger whole, which in a very real way they are. They reproduce via division. One Rutan splits into two, with each new Rutan having equal claim to being the original. Thus, all Rutans ultimately split from a single original Rutan. This grants them an even more unified mentality than the cloned Sontarans.

ENCOUNTERING RUTANS

Manipulation and Infiltration

Besides being less contemptuous than Sontarans, Rutans are also subtler. Rather than taking worlds by force, the Rutan frequently infiltrate. Sometimes, they completely bring down the target from within. Other times, it's only necessary to manipulate a population into carrying out desired actions, anything from supplying resources to antagonising Sontarans.

Covert operations are possible because of their natural shape-change abilities. Doing so requires intimate, anatomical knowledge of the target, resulting in its death.



Shape-shifting spies are generally envisioned as only taking on disguises for short periods of time, but what if a Rutan held its disguised shape for months or years? Rutans do find it difficult to maintain a form over time, but one with enough willpower or access to electrical energy might be able to do so.



Rutan Invasions

When Rutans do engage in planetary assaults, biological weapons and toxic attacks to which they are immune are commonly used. When ground forces come into play, they sweep across the battlefield, dispersing great arcs of electricity between them. However, they are simply built for extended close-quarter combat: they cannot reproduce at nearly the rate of Sontarans, they do not wield advanced weapons, and they are notably susceptible to heat.



Rutan Ships

Rutan ships resemble giant crystalline starbursts that shine as if on fire. Single person scout ships appear as miniature versions of mother-ships, firing away with dazzling display. The insides of both are complex crystal latticeworks easily traversed by an amorphous Rutan and controlled by their electrical impulses, but making hacking or boarding Rutan vessels nearly impossible.

USING RUTANS

The Rutans' shape-shifting ability is their most prominent trait and will likely be of central importance to an adventure involving them. Remember, they cannot simply mimic anyone they encounter: they have to kill a subject and take the time to study it before being able to duplicate its form. As such, there will never be a case in a Rutan adventure of a character staring down his or her own double.

There are two basic ways of utilising a Rutan shape-changer. The first is a murder mystery, where dissected bodies are repeatedly discovered, but the purpose of the murders is not obvious. In this scenario, it's not clear (at least at first) that the dead have been continuing to do things after time of death, although certainly such a thing must be happening. Otherwise, the Rutan would have no reason to disguise itself in the first place.

The second approach focuses on the strange behaviour of other characters and why they are now acting the way they do. In this scenario, the bodies should be well-hidden, perhaps never found at all.



The Rutans are not merely foils for the Sontarans. The Rutan-Sontaran War is a battle between equals, which is why it has raged for as long as it has. The fact that Rutans are not humanoid can also make it harder to envision them as dynamic characters in their own right, and the hive mind aspect of them further dehumanises them. Remember, they still have their own distinct civilisation.



RUTAN ADVENTURES

- A failure in the TARDIS safety protocols propels the characters into an event no one has ever witnessed: the initial event that triggered the Rutan-Sontaran War. The event is a fixed point in time and space, but what if their presence jeopardises that and threatens to bring about peace instead. Can they become warmongers, for once?
- A world sits in the crossfire between the Rutan and Sontarans. For the citizens, it doesn't really matter which side claims the planet, as it means devastation in either case. Quick thinking on the part of the characters is necessary to save the planet from impending doom – but how can they persuade both sides that the planet is worthless?
- A lone Rutan has survived for years on an inhabited planet, masquerading as one of the indigenous life-forms. Strange fluctuations in the power grid alert the characters to its presence. But is its purpose malevolent, is it trapped or has it simply slipped away from the embrace of the hive mind?

RUTAN

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

A Rutan resembles a human-sized luminescent green ball with several tentacles. It is amphibious and able to scale sheer surfaces walls. The Rutan can absorb energy and release it as a bio-electric shock.

A Rutan can change its shape, but it has to examine a specimen of a particular species before it can shapeshift into similar forms.

SKILLS

Athletics 3, Convince 2, Fighting 4, Marksman 2, Medicine 1, Science 4, Subterfuge 5, Survival 4, Technology 3, Transport 3.

TRAITS

Alien
Alien Appearance
Alien Organs: The character's organs are not where you might expect. All targeted damage is reduced by 2.
Climbing: A Rutan gains a +4 bonus to climbing rolls, and may climb sheer and smooth surfaces.



Environmental (Major): A Rutan suffers no ill effects from any environment.
Fear Factor (1): Grants a +2 bonus to inspire fear.
Shapeshift (Special): A Rutan can shift into several different forms and duplicate other people very well, as long as it has dissected a member of the species.
Natural Weapon – Shock: Rutan can shock anyone it touches, delivering (4/L/L) damage.
Weakness (Major) – Heat: Heat-based weapons do extra 4 levels of damage to a Rutan.

TECH LEVEL: 7 STORY POINTS: 8-10

SATURNYNIANS



'She's got ten thousand children swimming around the canals, waiting for Mum to make them some compatible girlfriends. Urgh. I mean, I've been around a bit, but really that's, that's eugh.'

The Saturnynians are intelligent sea creatures who developed sophisticated technology before fleeing their planet and becoming interstellar refugees. Their desperation (and their feeding habits) can lead them to acts of great wickedness.

BACKGROUND

When the TARDIS was destroyed by the Silence, cracks formed throughout time and space, and the planet Saturnyne was particularly affected. The Saturnynians could see other worlds through the cracks, but also silence and the end of all things. As the cracks widened, the Saturnynians fled. One group, a mother and her many sons, emerged in 16th century Venice. Using Perception Filters to appear human, the "sister of the water" assumed the name Rosanna Calvierri and launched a plan to save her species. Her eldest son joined her, taking the name Francesco, while her ten thousand other sons hid underwater and waited for breeding partners. Calvierri convinced Venice to cut itself off from the outside world, and lured young women to her school where she transformed them into Saturnynians. The Doctor, Amy and Rory foiled her plans, and Calvierri and Francesco both perished. With no breeding partners and no one to care for them, the surviving male Saturnynians eventually died out. Calvierri saw this as the end of the Saturnynian species, but it is possible other survivors may have fled to other worlds...

MOTIVES AND AGENDAS

'I am moved by your concern for your daughter. I believe protecting the future of one's own is a sacred duty.'

Since the fall of Saturnyne, survivors care only about saving their species. Rosanna Calvierri was ruthless about killing humans to save her race, and it is likely other Saturnynians are equally cold-blooded. After all, they already feed on the bodily fluids of lesser creatures.

In times of plenty – long gone now, on Saturnyne, but perhaps achievable some time in the future – there is ample possibility for friendly interaction with Saturnynians. If they are well-hydrated from traditional feeding stocks and generally free from danger, then they are just like any other species:

chasing status, pursuing their own cultural interests, making art, telling jokes, playing politics, and so forth. However, even here one must never forget that Saturnynians have a streak of coldness in them, and the human they invite to dinner is always at risk of becoming the main course.

ENCOUNTERING SATURNYNIANS

Sunlight

As aquatic creatures from a dim planet, Saturnynians are extremely susceptible to the effects of solar radiation and must avoid it as much as possible.

- Simply staying out of direct light, in shadows or indoors, provides complete protection.
- If they must go into the light, they will protect themselves (for example with a raised cloak or a parasol).
- They can move through direct sunlight safely, but it is an unpleasant experience so only the most confident and resolute Saturnynians have the courage to do this.
- Ultraviolet light can cause enough discomfort that it will hold a Saturnynian at bay, but will not actually cause them harm.
- However, concentrated exposure will cause harm: typically 4 levels of damage. A Saturnynian overcome by sunlight damage might explode into black powder.

Bodily Fluids

Saturnynians live on the body fluids of other creatures. They drink the blood of their victims, but also every other drop of liquid in the body, leaving behind a desiccated corpse. Their sophisticated technology allows this liquid to be collected in elegant ways, but most Saturnynians prefer to drink directly from a living creature.

Vampires

Some aspects of the Saturnynians echo vampire mythology: they drink blood by biting the necks of their victims and they shy away from sunlight. When disguised by Perception Filters there are even more parallels: they have sharp canine teeth, cast no reflections in mirrors and appear to fly up the sides of buildings.

Any human encountering Saturnynians is likely to notice these similarities and jump to the wrong conclusion. In fact, although the group led by Rosanna Calvierri did not deliberately do so, Saturnynians might be canny enough to take advantage of this resemblance if it suits their purposes.

USING SATURNYNIANS

The big theme for the Saturnynians is survival. How far are they willing to go to survive? Can harm to others be justified if it allows their survival? When the Doctor faced the Saturnynians in Venice he



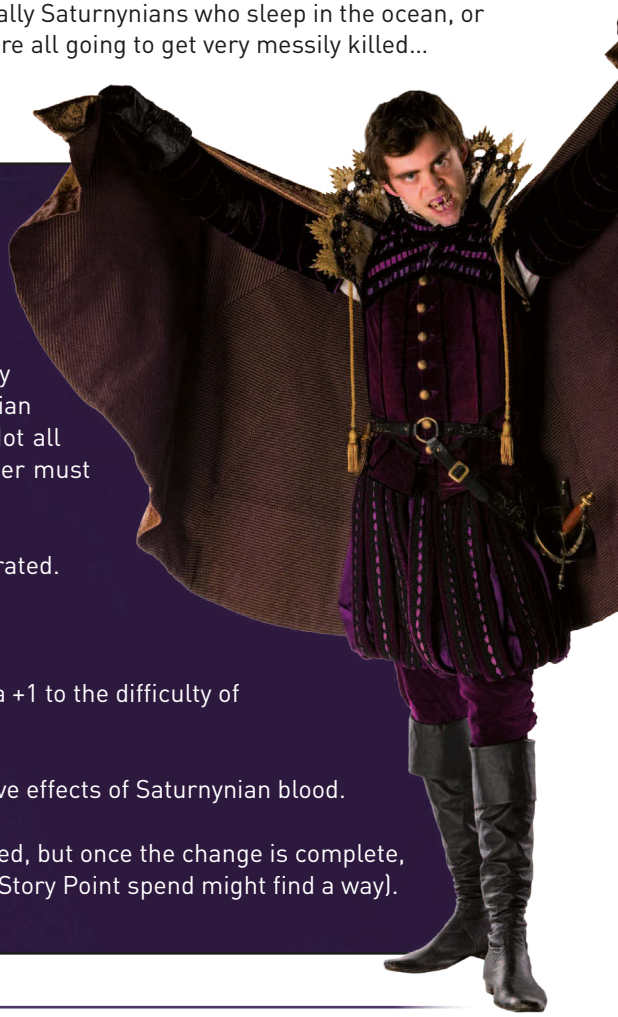


was resolute about opposing them for their abuse of innocent humans, but these questions are not exhausted yet:

- What if a community of Saturnynians have established themselves on Earth, mostly feeding on sea creatures, but the wild young of their species start to attack and kill humans. If the Saturnynians can't control their young, or they refuse to do so, does that justify destroying their sanctuary and driving them out? Aren't these deaths much the same as shark attacks; an acceptable price for co-existence?
- What if a surviving band of Saturnynians has been hunted across the sea by humans until, desperate, they fetch up on an island (that itself is disappearing under rising sea levels). Are they justified in attacking the islanders to make a safe space for themselves? Or is forcing them back into the open seas the right thing to do, even though the human hunters are sure to destroy them out on the water?

SATURNYNIAN ADVENTURES

- The characters land aboard the ship of legendary pirate captain Ching Shih. She immediately suspects their involvement in a recent mystery. A strange ship is destroying her Red Fleet, vessel by vessel, using great magic – or impossible futuristic technology. The ship sails at night, and is crewed by weird and sinister sailors. They are disguised Saturnynians, gathering treasure to build a fortress for themselves, and they aspire to destroy Ching Shih and take her wealth for themselves!
- A group of military salvage experts commandeer a civilian underwater research facility and race to recover a downed nuclear submarine. What none of them know is that the military commander has been replaced by a disguised Saturnynian. He fell through the cracks on Saturnyne alone, and if he can only detonate the nuclear bomb, perhaps the crack will open up again and he will be able to get home...
- At a Southern Californian party beach, some young teenagers are certain they have vampire trouble. There's a gang of intimidating youths who party all night and sleep all day, and people keep turning up drained of blood with neck wounds... Well, the young ones know just what to do. The characters are recruited into their elaborate system of stakeouts and stakes, but someone better figure out the "vampires" are actually Saturnynians who sleep in the ocean, or they're all going to get very messily killed...



TRANSFORMING INTO A SATURNYNIAN

The Saturnynians who arrived in Venice devised a process to save their species by transforming humans into Saturnynians. Across a series of operations in which a host body is partially drained of body fluids and then given an infusion of Saturnynian blood, the victim's genetic structure is slowly transformed. Not all humans could survive the process. After each bite, a character must make a Strength + Resolve roll against a Difficulty of 15.

- **Disastrous Failure:** the character dies, completely dehydrated.
- **Bad Failure:** The character transforms completely into a Saturnynian.
- **Failure:** The character gains a single Saturnynian trait.
- **Success:** The character resists transformation, but adds a +1 to the difficulty of resisting further transfusions.
- **Good Success:** Resists transformation.
- **Fantastic Success:** Becomes immune to the transformative effects of Saturnynian blood.

Anyone who has not fully transformed might be able to be cured, but once the change is complete, it is irreversible (although a complicated adventure with a big Story Point spend might find a way).

GADGETS AND EQUIPMENT

Portable Perception Filter (Minor Gadget)
The Perception Filter is contained in a gadget worn on the belt. The technology manipulates the brainwaves of anyone looking at the wearer, tricking them into seeing whichever creature the Saturnynian wishes. The technology was not completely foolproof, however.

When attacking or threatening, the Saturnynian's teeth become visible as the victim's natural sense of fear and survival kick in enough to see through that aspect of the filter.

When viewed in a reflection, however, the Perception Filter doesn't work properly and the brain blanks out the reflected image entirely. If damaged, the Perception Filter might malfunction by switching a disguise on and off, or locking a disguise in place.

Also, note that Saturnynians are sea creatures and hiding the distinct smell of fish is always a challenge. The smell is likely to be the first tip-off that a disguised Saturnynian is not what it seems.

Traits: Face in the Crowd, Restriction (doesn't disguise threats, vulnerable to shocks).
Story Points: 1

Weather Control Systems (Major Gadget)
Saturnynians used weather control technology on their home world, ensuring a constant rainfall across its surface. Rosanna Calvierri planned to use the technology to flood Venice. The system was controlled through a control hub (concealed in her throne) and a secondary hub attached to the generator (in a high tower). When activated, gas spewed from the generator and created a violent thunderstorm over the city in minutes. The control system was even capable of triggering earthquakes as part of its influence on the natural environment.

Traits: Special – Controls Weather, Bulky.
Story Points: 2

SATURNYNIANS

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

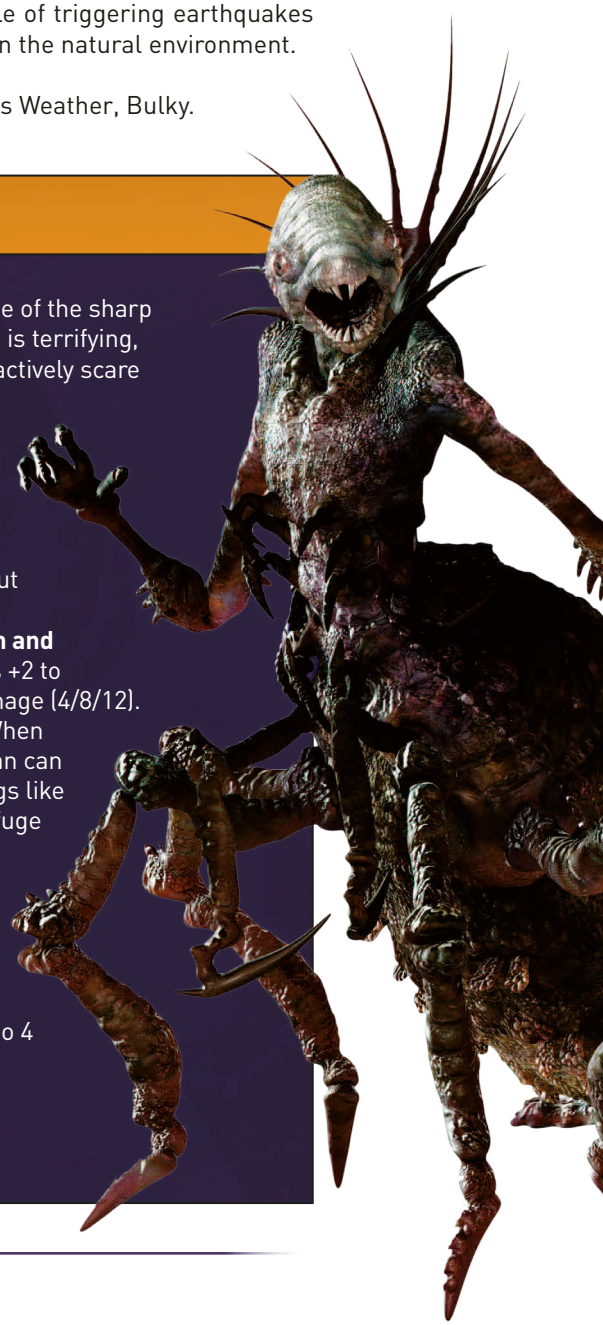
Saturnynians have a fish-like head, a humanoid torso, and a long segmented tail with multiple legs. A collar of spikes around the neck and long sharp fangs add to their inhuman appearance.

SKILLS
Athletics (Swimming 5) 3, Convince 1, Fighting 3, Knowledge 3, Medicine 1, Science 4, Subterfuge 3, Survival 3, Technology 3.

TRAITS
Additional Limbs: Saturnynians have extra arms and legs (+2 to effective Speed).
Alien
Alien Appearance (Major): Saturnynians appear to be an unearthly, horrific mix of humanoid, deep-sea fish and crustacean.
Dependency (Minor) – Bodily fluids: Saturnynians must hydrate themselves regularly on the blood and other fluids within the human body, or the equivalent.
Environmental (Minor) – Water: Saturnynians prefer to live under the water.
Fear Factor (1): A glimpse of the sharp teeth of the Saturnynians is terrifying, giving +2 on attempts to actively scare someone.
Flight (Minor)
Infection: The Saturnyians could transform their victims into fellow Saturnyinians with a bite. See the box out nearby.
Natural Weapons – Tooth and Claw: A Saturnynian gets +2 to Strength on attacks. Damage (4/8/12).
Special – Camouflage: When underwater, a Saturnynian can blend into its surroundings like a cuttlefish (+2 to Subterfuge rolls).
Weakness (Major) – Ultraviolet Light: A weak source of UV, like a lamp, can hold a Saturnynian at bay, but a strong source will do 4 levels of damage.

TECH LEVEL: 7
STORY POINTS: 4







SILENTS

'This world is ours. We have ruled it since the wheel and the fire – you should kill us all on sight, but you will never remember we were even here.'

Silents are a distinctly sinister sight, but one that can never be retained by an unenhanced mind – avert your gaze for even a moment and all memory slips away. Genetically engineered as confessional priests for the Church, Silents have been used to imperceptibly manipulate mankind through its infancy and adolescence, right up to the exact moment Neil Armstrong set foot on the Moon.

BACKGROUND

It was said that silence would fall when the question was answered, and that question was broadcast all across the known universe: "Doctor who?" The signal came from Trenzalore, an otherwise insignificant backwater planet that was fated to be the Doctor's grave. All the spacefaring civilisations that received the broadcast were drawn to the planet to find out what it might mean, and when the message was translated they all sought to descended to the surface to kill the Doctor, all except for the Church of the Silence. The Church of the Silence was determined to prevent the question from being answered, but also to preserve the uneasy peace by erecting an impenetrable forcefield around Trenzalore.

The Church genetically engineered the Silents to be confessional priests that you would forget the moment you looked away, but as more creatures slipped through Trenzalore's forcefield the Silents were deployed as the Doctor's defenders. However, one chapter of the Silence broke away and plotted to end hostilities. Led by Madame Kovarian, this rogue sect aimed to bring peace by going back along the Doctor's timeline and killing him before he ever reached Trenzalore.

Their first attempt was an attack on the TARDIS that backfired, nearly destroying all of creation itself. Kovarian later abducted a human child who had Time Lord powers, brainwashing her to kill the Doctor.



The Silence later succeeded in making the Doctor's apparent death a fixed point in time, but the body they destroyed was in fact a shape shifting ship called the *Teselecta*.

For many thousands of years, the Silents guided the course of human evolution and invention, and can claim credit for much of human history. However, the Doctor concealed footage of a Silent within the broadcast of the moon landing, in which the creature claimed that "You should kill us all on sight." Although nobody could remember seeing the video, this implanted a subliminal message that sent humanity to war with their Silent godfathers, and Silent influence was diminished from that moment onwards.

MOTIVES AND AGENDAS

As members of the Church of the Silence, the Silents ultimately serve the Papal Mainframe. Tasha Lem, Mother Superious of the Papal Mainframe, appointed Silents to act as the Doctor's bodyguards, and her creatures' number one objective was to keep the Doctor alive. The Silents of Madame Kovarian's rogue sect had the opposite aim – they aimed to create a fixed point in time at Lake Silencio, and strike the Time Lord permanently dead.



More mysterious was their role in guiding human history. On the finer details, the Silents are frustratingly cryptic. The Doctor dismissed them as parasites, and the Silents themselves considered themselves rulers of the land, but they do claim a role in many of humanity's scientific breakthroughs for good and ill. The Silents clearly had a long term game plan, but they simply don't think the same way humans or Time Lords do. The Silents are to be respected as a bizarre and truly alien intelligence, and one that's incredibly difficult to second guess or comprehend.

ENCOUNTERING THE SILENTS

Silent Biology

Standing over 7ft tall, the Silents are imposing creatures with leathery grey skin melted across their bulbous skulls and hands. They dress like humans – men in black suits – but their clothes have a similar leathery appearance to their skin. The key trait of a Silent is that they cannot be remembered by any living being – the moment you look away from a Silent you forget you've ever seen them. Repeated mind-wipes in this fashion can reduce a brain to jelly, rendering a target increasingly unhinged. Even data about the Silents deletes itself over time, and photographs, videos and holograms of the Silents all produce the same mind-wiping effect.

Although the experience of meeting a Silent is wiped from your conscious mind, an imprint remains on your subconscious, which is useful for hypnotic suggestion. Although this is best deployed by the Silents themselves, anyone may take advantage of this effect. Canton Everett Delaware III straightened the Doctor's bow tie without knowing why – he later discovered the Doctor had asked Canton to adjust his tie while showing him a picture of the creature.

The Silents can absorb electrical energy from nearby sources and discharge it from their fingers as lightning bolts. They live in subterranean colonies, a network of tunnels all across the Earth. When sleeping, they hang upside down from the ceiling like bats.

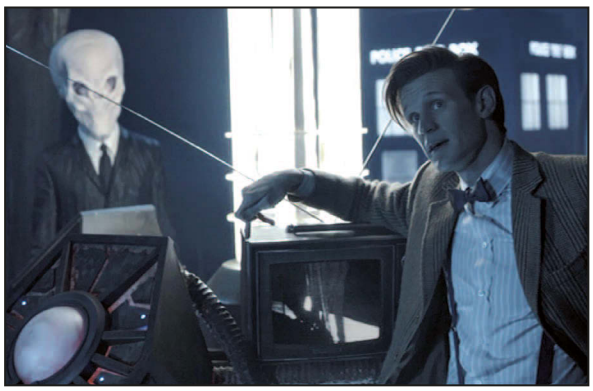


The Silents have been known to attempt time travel, in a device the Doctor speculated they may have intended as a makeshift TARDIS. It is not clear whether the Silents had this custom built for them, or if they simply inherited it from a former owner. Typically they do not create tools themselves, but manipulate other creatures into making what they need.



The Paradox of the Silence

The Silents may have been spliced together by an advanced space-faring human civilisation many thousands of years in the future, but their occupation of Earth was brought to an abrupt end in 1969, millennia before their own birth. Indeed, at the height of their powers, the Silents boasted that they'd secretly ruled Earth since the invention of the wheel and the discovery of fire, and the Doctor identified Silent influence as the primary reason humanity developed space travel.



This is a classic "chicken or egg" paradox, where each species claims to have invented the other, each is the other's parent – and therefore, effectively, its own grandparent. Humanity invented the creature that would guide it through its own childhood, and ancient Silents invented a civilisation that could one day give rise to Silentkind.

Whether this point forms a key plot in your own campaign, or an interesting footnote, is left to you.

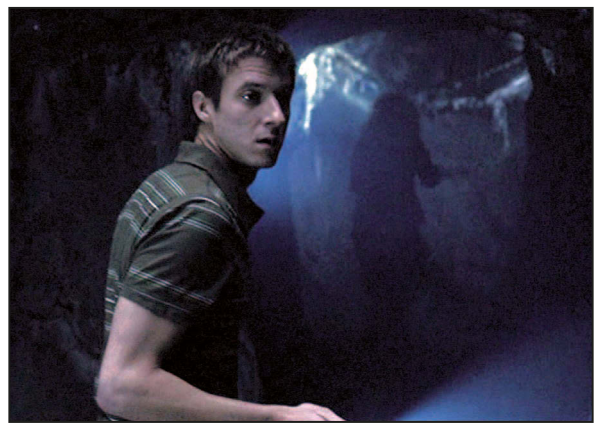
Defeating the Silents

First things first, note that the Silents are by no means bulletproof. They are soft, fleshy creatures, and can be critically wounded by even a rather primitive firearm. However, you'll need more than a couple of guns to bring down a global superpower that you can scarcely remember exists.

Eye Drives are always an option, but it's more satisfying to use your wits. The Doctor came up with a couple of bright ideas. The lowest-tech defence is a marker pen, of all things. Marking your skin every time you see a Silent is like tying a knot in your handkerchief. It doesn't tell you what you've forgotten, but it reminds you that you're forgetting something, and you will be able to steel yourself both physically and mentally. He also planted tiny microchips carrying sound recorders into his companions' hands. When they lit up, it meant you had a message for yourself, and you could play back the audio of all you forgot to better arm yourselves against the Silents.

USING THE SILENTS

Although Silents are neither innately good nor innately evil, their influence over human memory puts them among the eeriest adversaries the Doctor has faced. Silent adventures burst with chilling moments where a character might wander into a cavern full of hideous monsters then call back that the coast is clear -- but the fear is only heightened because we, the impartial observer, are one step ahead of the protagonists. Memory remains the key concern, but when it comes to running your own adventures, you can't really encounter Silents in the same way.



One option is to tell your players everything about every encounter. "A terrible creature looms over your character: this is a Silent, and your character will be unable to retain or depend upon anything you learn for as long as the Silent is present." Good for clarity, and it allows your players to retain control over their characters, but it reduces role play by putting distance between player and their character.

A second option: just as the Doctor could be reconstructed by the hole he left in history, so could you introduce Silents into your own adventures by flagging up the holes they've ripped through your characters' memories. Try telling a player – one who has met Silents before – that tally marks are spreading up their left hand. And why stop there? As the Silents specialise in warping characters' senses and perceptions, the narrator effectively has a licence to be as unreliable as they like. Any Silent adventure could have characters making all sorts of choices they don't know they're making; they might suddenly find a smoking gun in their hand, new objects in their inventory or they might have walked into another room without noticing. This way, you

suggest the threat without giving your players details their characters shouldn't remember... but, overuse of this trick keeps your players from controlling their own characters. Still, a good Silent adventure can make the players feel like they're being haunted. Maybe that's what most haunted houses are!

Short of *actually* wiping your players' minds, which we cannot condone (for legal reasons), there is no right way to run a Silent adventure, so choose whatever you feel fits your plot. Example: the answer to an ultimate question is scrawled on the wall of a prison cell – but the room is full of Silents, and when an adventurer leaves they can no longer remember what they saw. You might choose to describe the contents of the room, "There's a bench, there's a chandelier, Silents are guarding the exits here, here, and here," and challenge the players to come up with an inventive way to escape with their memories intact. You'd therefore afford the adventurers full control of their characters, but you wouldn't explain what was written on the wall until they'd succeeded.

A Note on Eye Drives

One thing to note about Eye Drives – while they might seem all but obligatory if your campaign heavily features Silents, the ability to bypass their key ability might ratchet their menace down a bit. It's generally best to use this technology sparingly – or play up the inherent hazard to wearing an Eye Drive. But that doesn't mean you shouldn't use them at all. Just try to be creative, try to find ways to make their use dramatically satisfying. Maybe your characters only have one Eye Drive between them, so one character has to guide a small group of amnesiacs safely through Silent-infested tunnels? That kind of thing!

SILENTS ADVENTURES

- In the late 30th century, dreams are going extinct. All across Earth, dream incidence has been on a steady decline, to the point that scholars dispute whether dreams ever existed at all. Elsewhere, imaginary friends and monsters under the bed are on the rise among adults as well as children, and although no one can remember their own cries, screaming is just something that happens when the lights go off. Enter the characters: "There's no such thing as dreamless sleep..."
- If the Silents are telling the truth about their role in human evolution, they could be present in any given historical adventure. Silents in the London Underground, Silents in Sherwood Forest – what more might you see if you went up and down the timeline with an Eye Drive? This may be a good opportunity to unite multiple Doctors, as the characters witness old events through new eyes.
- Silents were, in the Doctor's own words, "Genetically engineered so you forget everything you told them," but what were they engineered *from*? What twisted laboratory could churn out the first Silent? Did they emerge fully formed, or were there failed experiments? Did the design develop over several iterations? And who, troublingly, might volunteer themselves for such a macabre endeavour?



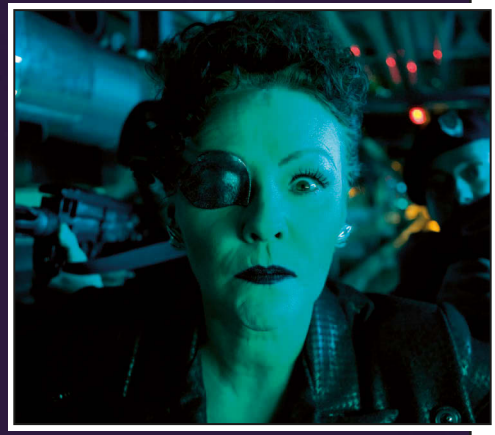


EYE DRIVE (MAJOR GADGET)

The Church of the Silence developed an eyepatch that augments your memory and affords it the power to recall Silent encounters. An Eye Drive is portable storage, like a USB stick for your mind, and as long as a character wears one they can retain knowledge of the Silents and are unaffected by the Silents' Memory Proof ability.

However, if the Silence will it, they can use the Eye Drive to inflict damage on the wearer – the character must make a Resolve test (Difficulty 12) or suffer 3 levels of damage.

Traits: Scan, Transmit, Restriction (Can be overridden by the Silence).
Story Points: 1



SILENT

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



Humanoid, about seven-feet tall, with faces like skulls and skin like a business suit made out of leather. But few can remember even that much about them, for Silents are memory proof – that is to say that, when you look away you instantly forget they were ever there.

SKILLS

Athletics 1, Convince 5, Fighting 1, Knowledge 2, Marksman 3, Science 3, Subterfuge 5, Technology 5.

TRAITS

Alien
Alien Appearance
Fear Factor (2): Silents get a +4 bonus on rolls to actively scare their victims.
Hypnosis (Major): Silents are able to plant hypnotic suggestions into a victim's subconscious mind when the target is looking at them, with a +3 bonus to their roll.
Natural Weapon (Major) – Electricity: A Silent is able to absorb even the smallest amount of electricity from the atmosphere, amplify it thousands of times and discharge it from their hands as a devastating blast (4/L/L).
Obsession (Major): Silence will fall.
Special – Memory Proof: The Silents have a powerful ability to be instantly forgotten the moment the witness looks away. There is no resistance to this effect short of using an Eye Drive (see above) to constantly remind the viewer of their existence.
Technically Adept: While the Silents are not capable of making their own technology, they are experts at manipulating others to make just what they need.
Tough

TECH LEVEL: 8 STORY POINTS: 5

SILURIANS



'We're not monsters. And neither are they. While you slept, they've evolved.'

They sleep beneath the surface of the Earth, an intelligent reptile species who once dominated this planet from horizon to horizon. When they wake, they will reclaim their home.

BACKGROUND

The Silurians flourished through several prehistoric eras. They tamed and controlled dinosaurs (either their contemporaries or creatures they rescued from extinction), and they once saw apes as a pest species fit for extermination. They dominated the planet and built a civilisation of advanced technology and sophisticated culture.

Eventually the Silurians detected a planetoid on a collision course with Earth and took refuge in hibernation chambers built deep beneath the surface. Engineers developed a Silurian spaceship, a truly immense vessel powered by tidal motion. A cross-section of Earth's ecosystem was put on board, with a small number of Silurians as custodians. With this two-pronged plan, hibernation and space ark, they would ensure the Silurian empire would survive. However, both plans would fail.

The planetoid never struck the Earth. Instead it was captured by Earth's gravity and became the Moon. The Silurians stayed asleep while humanity evolved and took over the planet. Eventually, the hibernation chambers began to open, and small detachments of Silurians would emerge to find the planet no longer theirs. Several times these awakenings were met by the Doctor, who worked hard to find a peaceful way for the Silurians to share the planet with humanity, but in each case something went wrong.

Meanwhile, the Ark cycled through space for countless centuries until, in the 24th century, it was finally discovered and invaded by a pirate, who murdered the custodians. The ecological cargo was rescued by the Doctor and his friends, and delivered to a new planet far from Earth which he named Siluria.

It is likely that in the future most Silurians will emerge and find a place in the universe for themselves, whether it be on Earth, Siluria or as an interstellar diaspora.

MOTIVES AND AGENDAS

Silurians (and their cousin species who joined them in their long sleep) share a simple, powerful and relatable motive: to reclaim their home. The surface



of the Earth has been overtaken and remade by the descendants of the same apes they once hunted. There is no justice to their fate, only a grand misfortune, and there can be no easy remedy. Each waking Silurian group must face this challenge in their own way.

ENCOUNTERING SILURIANS

Many Species

Reptiles evolved a large number of humanoid subspecies, many with radically different body shapes and capabilities. Despite wildly varying appearance, they identify as members of the same race – nothing promotes fellow-feeling like the threat of shared extinction! In any case, expect each new tribe to be physically distinctive.

Many Names

Oddly enough, there is no universally-agreed upon name for the reptile humanoids who evolved on Earth. Humans have used a variety of names:

- The human who first discovered them called them "Silurians" as he dated them to the Silurian era of Earth history.
- The Doctor later propagated the name "Eocenes", after his further research indicated that time period was closer to their native time.
- *"Homo reptilia"* is sometimes used, not as an accurate scientific term but rather as a political term to acknowledge equality between species.
- "Earth reptiles" is another catch-all term used sometimes by humans and aliens.
- "Sea Devils" is a human nickname for one of the aquatic species.

As for what they call themselves, that is even less clear. Some tribes have adopted the human terms "Silurians" and "Sea Devils" when using human languages. Others use their own names or self-descriptions. So, expect some name confusion when encountering reptile humanoids! This could lead to some surprises, where an unfamiliar name is used for a familiar subspecies, or a familiar name could be mistakenly used for a completely unfamiliar species.

Name confusion also means the historical record might be hiding numerous encounters with reptile tribes, forgotten because they were written into history using unfamiliar names.

Underground Redoubts

As the threat of destruction loomed, the Silurians built countless settlements with hibernation chambers beneath the Earth. Most of these were small, consisting of about a dozen family groups, but some were much larger, even to the scale of enormous underground cities.



A small settlement might contain a central hibernation chamber with control room, but also a meeting room and decision chamber where the leaders of the settlement would gather, and storage rooms and personal rooms. There might be dinosaurs trained as workers and guards, some carefully-tended plants, and a store of weapons for self-defence.

A much larger settlement might contain multiple hibernation galleries, a set of interlinked control rooms, many self-contained family residences, research stations, medical units, industrial production facilities, and substantial food stores. Plants (modified to suit underground life) would be abundant, and there would be many dinosaurs.

Culture and Society

Communities are generally led by a triad of rulers from different backgrounds. Usually, there is one prime leader, while the other two represent military (emotion) or science (logic) traditions. Often the two junior members will pull in contrasting directions, allowing the senior leader to act as tiebreaker.

Family ties are important, particularly parental and sibling relationships. In many Silurian cultures, family lines become strongly associated with particular duties.

Silurians value peace and their highest laws forbid warfare, just like humans. They made war among themselves anyway, also just like humans. (Although humans became their ultimate foe, at the time of the great hibernation apes were nothing more than a nuisance they hunted for sport, and they certainly didn't deserve a military response.) Although post-hibernation reptile tribes would initially be well-disposed towards fellow survivors, as more groups returned to life, it is certain that disputes and conflicts would arise among them. There may be no clearer proof that the reptile people are also children of Earth!

USING SILURIANS

The Silurians offer one extremely potent adventure idea: an invasion where the invaders actually have a legitimate claim. This forces some very tough questions while still offering scary monsters doing scary monster things. It's a great adventure idea! But after you've done that adventure, is there any point doing it again? Probably not. So what else is there?

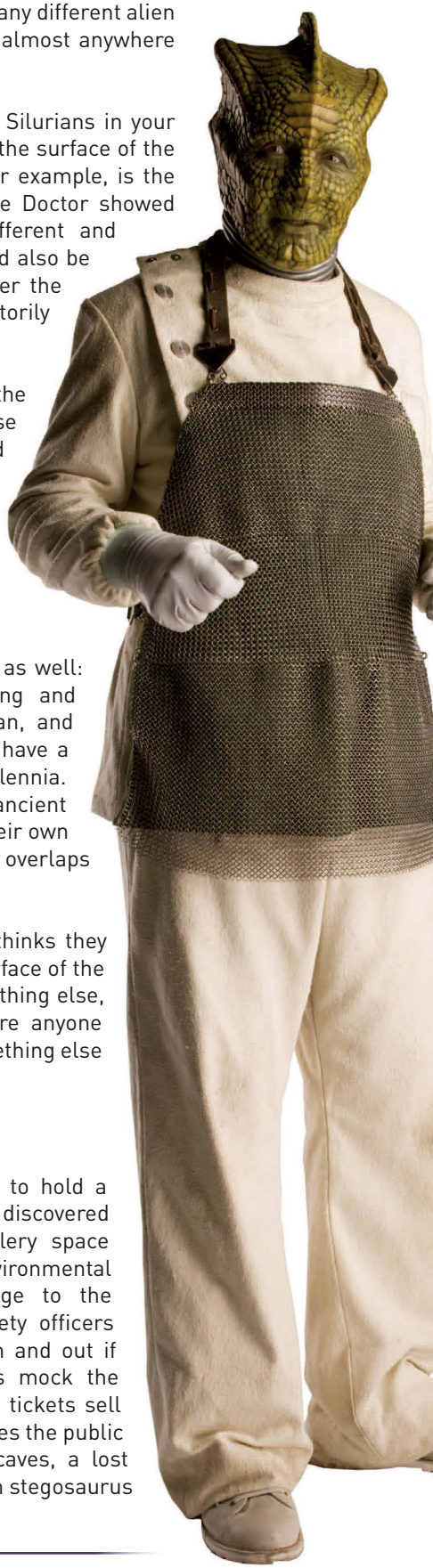
Silurians are complex humanoids with all kinds of individual interests that could spark adventures. And given that planet Earth is the subject of enormous interest and frequent visits from many different alien species, Silurians could be found almost anywhere in the universe.

You might need to justify why the Silurians in your adventure aren't trying to reclaim the surface of the Earth, though. Madame Vastra, for example, is the only survivor of her tribe, and the Doctor showed her how humanity offered a different and better way of living. Silurians could also be from a far future time period, after the Earth question has been satisfactorily resolved.

Despite their scaly appearance, the Silurians are actually very close mirrors of the humans who followed them. They have shown similar ambitions, internecine conflicts, selfishness, aggression, and love. So... why even use Silurians? What do they give you that humans don't?

The third problem has an answer as well: Silurians are cool! They're strong and perceptive, and they look inhuman, and sometimes they eat people. They have a perception of time that crosses millennia. They know the secrets of the ancient times in Earth's past. They have their own code of conduct that only partially overlaps with any human code.

And, most importantly, everyone thinks they care only about conquering the surface of the Earth. If they try to do literally anything else, they'll get halfway to finish before anyone even suspects there might be something else going on...



SILURIAN ADVENTURES

- A world-famous band decide to hold a unique concert inside a newly discovered cave system, in a giant gallery space with incredible acoustics. Environmental activists shout about damage to the delicate cave ecosystem, safety officers worry about getting people in and out if there's trouble, music critics mock the band for their gimmickry, but tickets sell like wildfire and the gig captures the public imagination. But below the caves, a lost tribe of Silurians stir, and soon stegosaurus

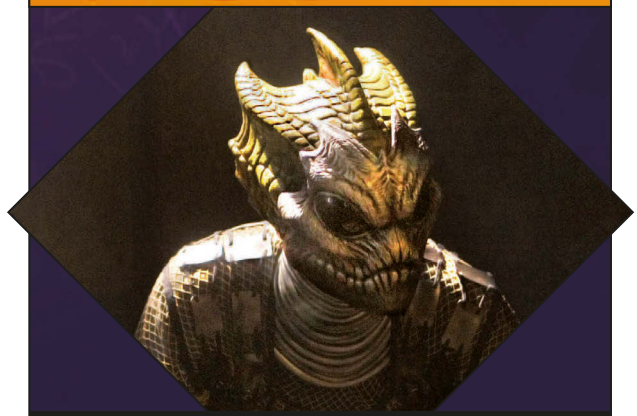


will be chasing roadies through the tunnels, a Tyrannosaurus rex will eat up a publicist, and the rock stars will be facing down some scaly strangers who seem uninterested in free T-shirts...

- A Silurian hibernation chamber blinks slowly into life, and the family within emerge. Some of the old tunnels have been blocked off, and the instruments aren't working properly, but that's no matter – they will mount an expedition to the surface and see for themselves what has happened to the planet while they slept. As the family set out from their home, they are shocked to find a humanoid in their path. He says he's the Doctor and he has some bad news, and some good news. The bad news is, they're not on Earth any more: their hibernation caves were dimensionally extracted into an interstellar zoo and they're now being watched very closely by some rather intimidating aliens. The good news is, he's here to rescue them. All they have to do is trust him...
- Blood-Snout Desegra, the greatest criminal of the Silurian age, was not given a chance at hibernation. "Enjoy your final days on the surface," the lawgivers told her. "Bear witness to the end of all life from horizon to horizon. That sounds like something you'd enjoy." Desegra did stay on the surface, but the disaster never came. Instead, she found a time envoy who had come to witness the birth of the Moon. She murdered him and took his chronobike. All of future history opened up to her: she would rampage through time, using humans as playthings, leaving nothing but blood and tears behind. But her true purpose was to find the lawgivers. When she did, she would wrench them out of their long sleep, and make them and the humans watch as she burned down the entire world...



SILURIANS



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

There are many subspecies of reptile humanoids hibernating beneath the Earth's surface. Any new tribe introduced is an opportunity to create a new variant of the Silurians already known. The baseline Silurian description is given along with a set of potential variations. (Much) more about Silurians and their various subspecies can be found in **The Silurian Age** supplement.

SKILLS

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

TRAITS

Alien
Alien Appearance (Major): Although Earth Reptiles are basically humanoid, most are very unlike humans.
Armour (Minor): Silurians have tough, lizard-like skin. From head to toe, their rough scales provide a natural armour. Silurians reduce all damage made against them by 5.
Environmental – Extreme Heat
Weakness (Minor): Cold
Weakness – Hexachromite Gas: Breathing hexachromite gas inflicts 4 levels of damage to the Silurian per turn breathed.

TECH LEVEL: 6 STORY POINTS: 3-5



VARIATIONS

Attributes and Skills

Any individual Silurian might be given improved skills to reflect their social role; for example, a leading scientist could have a Science skill of 5 instead of 2. Similarly, Attributes could be raised to represent an individual Silurian's exceptional prowess, or a whole tribe's exceptional ability.

Enhancements

Many of these variations can easily be imagined as straightforward things the Silurian can do. Some subspecies possess a "third eye" in their forehead, so this can be the seat of any other powers that are harder to visualise.

- *Aquatic or Amphibious:* Can live and breathe underwater. Gain the Environmental (Water) trait.
- *Chameleon disguise:* Can change colour and skin patterning to match its background, blending in perfectly. Gains the trait Invisible.
- *Constrict:* Can dislocate limbs and wrap them around target as a Natural Weapon (Minor), immobilising them and doing normal damage [2/5/7].
- *Electrical field:* Can choose to generate a dangerous electric field about itself, if touched it does (4/L/L) damage.
- *Energy ray:* As a Natural Weapon (Major), this can stun (S/S/S) or injure (4/L/L) targets at close range. It can melt stone using the Burrowing trait, and affect metal as per the Weld trait.
- *Enormous:* Much larger than other subspecies, using the trait Huge
- *Hypnotic gaze:* Big staring eyes can mesmerise a target into feeling drowsy and calm, using the trait Aura.
- *Improved armour:* Tougher scales than other subspecies, or it habitually wears a protective suit, giving it Armour (Major).
- *Poisonous bite:* Bite carries a nasty extra effect. Gain the trait Natural Weapon (Minor), so bite damage is at +2, or use an alternate poison effect (see overleaf).
- *Prehensile tail:* A long muscular tail functions just like an extra arm, using the Additional Limbs trait.
- *Regrow limbs:* Quite significant physical damage can be easily regrown, using the Fast Healing trait.
- *Remote control:* Dinosaurs and other creatures can be given detailed instructions from a distance



using the Telepathy trait, or technology can be operated remotely via the Telekinesis trait.
- *Screech:* Can utter an eardrum-shattering screech, using the Screamer trait.
- *Speed:* Can race about at a much higher speed than normal for humanoids, using the Fast trait.
- *Spines:* Long, sharp spines extend from their body, using the trait Natural Weapon (Minor). These may be poisoned.
- *Telekinesis:* Objects can be moved through space without touching them, using the Telekinesis trait.
- *Terrifying:* Very scary for humans who see them. Gain the trait Fear Factor (2).
- *Tongue Strike:* Can lash out with tongue to a distance of one metre. If it comes in contact with a human, it injects poison into them inflicting 2/5/7 levels of damage (or use an alternate poison effect – see below).
- *Wall climbing:* Can scamper up walls as easily as walking across the floor, using the Climbing trait.
- *Wings:* Wide sails under the arms allow them to glide, using the Flight (Minor) trait.

Alternative Poison Effects

- The infected person must make a Strength + Resolve check once every hour to avoid mutation.
- The infected person gains the Slow trait; their effective speed is halved.
- The infected person gains the Clumsy trait as their body wrestles with the poison.
- The infected person falls into a comatose state.

Weaknesses

Some subspecies will have additional vulnerabilities. These will usually be balanced by other positive traits! Vulnerabilities might include losing the Armour trait, or gaining an additional Weakness (Major) trait to high frequency sounds or ultraviolet light.

TECHNOLOGY

The Silurians possessed remarkable technical and scientific knowledge that allowed them to control almost every aspect of their environment and keep their whole race alive for millions of years. Silurian technological achievements included:

- Fluid-based control systems with sophisticated sensors,
- Bioengineering of life forms both large (dinosaurs) and microscopic (plague bacteria),
- Bioprogramming allowing direct control of rock and soil,
- Underground climate control (ensuring heat was kept at manageable levels even deep within the earth).

Typical equipment used by Silurians includes:

- *Laser blaster:* Fires deadly blasts (4/L/L); also has a Stun setting, firing a cloud of incapacitating gas (S/S/S).
- *Sonic Blaster:* Fires wide bursts of pure sonic energy (3/6/9), affects multiple targets at once.
- *Mask:* This protective mask is also loaded with scanning technology (Traits: Scan, Transmit).
- *Powered Transport Discs:* Small metal discs that use gravity bubbles to carry riders up and down through the earth (Traits: Burrowing, Environmental: Extreme Heat).

REPTILE MONSTERS

The Silurians cared for and domesticated dinosaurs during their reign over the Earth. They sometimes altered these creatures to create their own variants as servitor creatures; on other occasions they discovered and captured creatures that humans never knew about, such as the Myrka. You can find stats for a whole plethora of dinosaurs in **The Silurian Age** supplement, and you should feel free to use any of those as creatures employed by the Silurians too.

The example creature below can be modified in exactly the same way as the reptile humanoids. It is particularly sensible to give these gigantic, scary cave monsters a weakness!

SCARY CAVE MONSTER

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	12

SKILLS
Athletics 5, Fighting 4.

TRAITS
Armour (Minor): Tough skin reduces all damage by 5.
Fear Factor (2): This huge beast need only roar to terrify people. +4 bonus to inspire fear.
Natural Weapons (Minor): The cave monster's sharp teeth do Strength +2 damage, enough to tear most things apart.
Size – Huge (Major)

SKOVOX BLITZERS



'A Skovox Blitzer. One of the deadliest killing machines ever created.'

These brutally efficient machines were built for battle, and war is all they know. To a Skovox war machine, you are either commander, target or collateral damage.

BACKGROUND

Skovox Blitzers are created to fight in devastating wars that reduce whole planets to smoking ruins. They are designed and built by Skovox Artificers, who also command them in the field. Little has been revealed about the Skovox but it seems they are constantly engaged in warfare, for which they eagerly develop new and ever more devastating war machines.

The Doctor, Clara and Danny encountered a Skovox Blitzer that had found itself on Earth. It homed in on Coal Hill School in London due to the area's high levels of artron energy. The Doctor attempted to trap it in a time tunnel, but after this failed he imitated an Artificer and convinced it to accept a shutdown code. The Doctor then deposited the deactivated Blitzer in deep space.

MOTIVES AND AGENDAS

While the Skovox themselves might have loftier ambitions than brutal warfare, their war machines do not. Skovox Blitzers are programmed to utterly annihilate the foe, operating independently from their masters until the mission is complete. They are essentially a ginormous hammer, and the entire galaxy looks like a nail to them.

ENCOUNTERING SKOVOX BLITZERS

War Machine Designs

The Skovox Blitzer was essentially a mobile artillery platform. It was a humanoid robot torso mounted on a sturdy platform with four insectoid legs. Both the Blitzer's arms terminated in weapons; it had no hands, and must have manipulated its environment using other means (perhaps there are smaller arms concealed within the platform).

Other Skovox war machines – Skovox Snipers, perhaps, or Skovox Breachers – will likely take a similar basic form. The blunt and brutal design of these robot warriors does not leave much room for visual appeal or subtlety – they look like brutally efficient machines of war, which is exactly what they are.





Time Sensitivity

Although Skovox warfare is not conducted using time travel, it appears Skovox war machines have some understanding of time technology. The Blitzer that came to Coal Hill School was able to detect artron energy and was attracted to it; it likewise was able to detect and correctly interpret the temporal disruption that was the Doctor's trap for it. Skovox war machines will be sensitive to time energy emissions of all varieties and time travel will not confuse them.

Isolated Machines

It is likely that at least one of the enemies of the Skovox used some kind of time disruption weaponry that could send a target hurtling off through time and space. This would explain how an isolated Blitzer could end up on Earth, far away from its field of battle. In such a case of isolation, a Skovox war machine is programmed to stay out of view while seeking out technology of sufficient sophistication that it could use it to return home. Artron energy, helicon energy and high tech-level devices all attracted the Skovox Blitzer in London, for example.

Skovox war machines are not programmed to seek help from the local populace, and indeed, their default response is to destroy anyone who gets in their way in even the most trivial fashion.

Talking like a Skovox Blitzer

Skovox war machines tend to narrate their way through encounters and situations. They describe their progress using words such as "problem", "solution", "success", "abort", "warning"; separate logic steps with the word "stop"; and announce their actions with single words like "analyse", "scan" and, most commonly, "destroy". Frequently heard war machine phrases include:

- "Problem. Solution. Destroy."
- "Target within range."
- "Target acquired."
- "Under attack."
- "Awaiting orders."

USING SKOVOX WAR MACHINES

Skovox war machines belong on the battlefield, raining destruction down on their enemies. They are military objects, and they should carry the imagery and moral uncertainty of a tank or a missile. In many adventures, the smallest glimpse of such an object is enough to set everything else into sharp relief.

Adventures in a war zone are urgent and desperate and cruel. There are always innocents who are hurt, but innocence itself is often a casualty. Often simply holding the line and stopping things from getting

worse will have to count as a victory. More often, war delivers nothing but pointless death on both sides.

The example of the Skovox Blitzer in Coal Hill School shows that war machines can be found pretty much anywhere, presumably due to an opposing force who has scattered many of them through time and space.

A single war machine is quite capable of turning its new environment into an equally brutal battlefield, but it doesn't have to be this way. War machines can become aware of their context and exhibit new behaviours better suited to the needs of a non-warfare environment. In this kind of adventure, the war machine will become an unsettling force, keeping people on their toes and drawing their suspicion.

SKOVOX WAR MACHINES

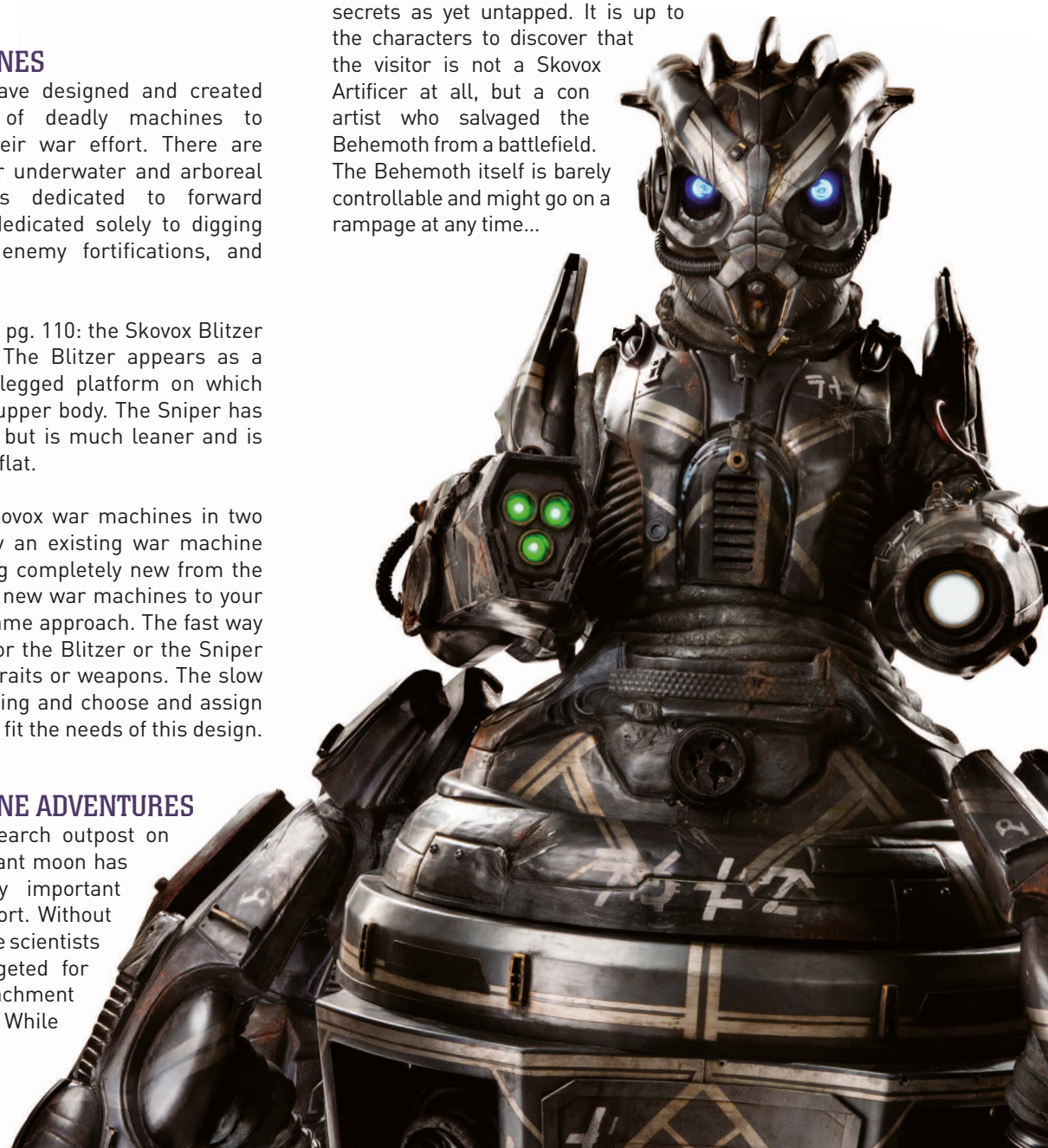
The Skovox Artificers have designed and created an enormous variety of deadly machines to serve all aspects of their war effort. There are machines specialised for underwater and arboreal engagements, machines dedicated to forward observation, machines dedicated solely to digging tunnels to undermine enemy fortifications, and countless more.

Two designs are given on pg. 110: the Skovox Blitzer and the Skovox Sniper. The Blitzer appears as a heavily-armoured multi-legged platform on which is mounted a humanoid upper body. The Sniper has a similar body structure but is much leaner and is capable of folding nearly flat.

Artificers design new Skovox war machines in two ways: either they modify an existing war machine or they design something completely new from the ground up. When adding new war machines to your game, you can use the same approach. The fast way is to take the statistics for the Blitzer or the Sniper and swap out a few key traits or weapons. The slow way is to start from nothing and choose and assign attributes, skills, traits to fit the needs of this design.

SKOVOX WAR MACHINE ADVENTURES

- A small human research outpost on an isolated and verdant moon has become strategically important to the larger war effort. Without even knowing why, the scientists find themselves targeted for destruction by a detachment of Skovox Blitzers. While they desperately try to hold them off, a ship of alien mercenaries enters orbit and offers to drive off the war machines – but only if the scientists offer them some help in return. Why do the Skovox care about this moon? Can the mercenaries be trusted? And what is the secret of the scientists' research?
- A besieged colony using strange alien crystals to defend themselves is visited by a humanoid accompanied by a fearsome Skovox Behemoth as her protector. She introduces herself as a fabled Skovox Artificer, and she is willing to trade the Behemoth for the crystals. The colony leaders argue furiously about the right course of action: the Behemoth is a legendary Skovox war machine and should be able to single-handedly overcome the enemy, but the crystals have secrets as yet untapped. It is up to the characters to discover that the visitor is not a Skovox Artificer at all, but a con artist who salvaged the Behemoth from a battlefield. The Behemoth itself is barely controllable and might go on a rampage at any time...





SKOVOX SNIPER

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

SKILLS
Athletics 3, Fighting 1, Knowledge 2, Marksman 5, Subterfuge 4, Survival 2.

TRAITS
Alien Senses – Infrared: The Sniper can see into various alternate spectra, including the infrared.
By the Book: The Sniper is calibrated for military action and rigidly follows orders from its commanders.
Climbing (Minor): Like a spider, the Sniper can scale walls with ease.
Keen Senses (Minor) – Vision: The Sniper has telescopic sight.
Robot
Special – Self-destruct: The Blitzer is programmed with a self-destruct protocol that engages whenever it receives end-of-service orders. (A special input code can cause shutdown without self-destruction however.) Its eyes turn red and it counts down from ten. If it gets to zero, it explodes (4/L/L).

EQUIPMENT: Sniper Rifle (4/8/12), Holdout Lasers (2/4/6)

TECH LEVEL: 6 **STORY POINTS:** 2-4

SKOVOX BLITZER

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

SKILLS
Athletics 2, Fighting 2, Knowledge 3, Marksman 4, Subterfuge 2, Survival 2.

TRAITS
Alien Senses – Heat Sense: The Blitzer can detect heat traces.
Armour (Major): The Blitzer is covered with military grade protection, giving it 10 points of armour.
By the Book: The Blitzer is calibrated for military action and rigidly follows orders from its commanders.
Restriction: The Blitzer relies on visual identification to confirm targets and objectives, and it can be foiled by invisibility.
Robot
Scan: The Blitzer can scan to detect energy sources and life forms in an area.
Special – Payload: The Blitzer carries enough explosives to destroy an entire planet. If its standard weapons array aren't doing the job, it will quickly escalate to massive weapons.



Furthermore, if it is attacked and harmed by conventional weaponry, these armaments may detonate, with devastating consequences.
Special – Self-destruct: The Blitzer is programmed with a self-destruct protocol that engages whenever it receives end-of-service orders. (A special input code can cause shutdown without self-destruction, however.) Its eyes turn red and it counts down from ten. If it gets to zero, it explodes with devastating consequences for the planet it is on.

EQUIPMENT: Blaster (4/L/L), Machine Gun (4/8/12), Explosives (4/L/L)

TECH LEVEL: 6 **STORY POINTS:** 2-4

SONTARANS

'It's like a potato. A baked potato. A talking baked potato.'

A cloned humanoid race bred to support an age-old war, the Sontarans are feared throughout the galaxy for their discipline, ruthlessness and strength.

BACKGROUND

For reasons lost in time, the Sontarans and the Rutan Host are engaged in an all-consuming war that has lasted at least 50,000 years and continues to rage across the cosmos. While short-term superiority has been held by both sides, ultimately, the two powers are equally matched. With numerous resources so widely spread, it might be impossible for either side to ever fully crush the other.

While the Rutans have largely found Earth to be unappealing, the Sontarans have evaluated its military value on multiple occasions. The first was in the Middle Ages, when they deemed the Earth of no strategic importance. By the 21st century, however, atmospheric changes brought on by pollution were making the planet suitable as a clone world. Many centuries later, after Earth had been temporarily abandoned due to lethal solar flares, the Sontarans lured a passing ship in to crash, then experimented on the human survivors to measure their physical strength and endurance as well as resistance to fear, starvation and dehydration.

When the Time War began, the Sontarans attempted to ally with the Time Lords against the Daleks, considering the struggle to be one of the greatest in which any Sontaran might participate.

However, the Time Lords refused, having no interest in juggling the temperament of a race they looked down upon as brutish and simple.

In retaliation, the Sontarans attempted to humiliate the Time Lords by beating them at their own game. In the 49th century, they attempted to steal time travel technology humanity was developing in the form of the Kartz-Reimer module. The Time Lords thwarted this by forcing the Doctor to intervene.

The Sontarans' next move was far more bold: an attack on Gallifrey itself. First, they manipulated a race known as the Vardans to threaten Gallifrey, disrupting the normal order of things. Through subterfuge, they managed to open the protective barrier around the Capitol, and then transmatted to the planet's surface.





However, the Doctor erased their forces from time and space with the use of a forbidden Gallifreyan weapon known as a De-mat Gun.

MOTIVES AND AGENDAS

Both sides of the Rutan-Sontaran War are utterly dedicated to crushing their opponent, with every action ultimately dedicated to that goal. While the Sontarans regularly conquer inhabited worlds, for example, it is because those worlds offer raw materials, technology and positions of tactical advantage over the Rutan Host, not because they seek to conquer for conquest's sake.

Sontarans are blunt and to the point. They engage in subterfuge only to a limited degree, preferring to meet their enemies face-to-face on the battlefield. Indeed, while Sontarans possess tremendous battle fleets, nothing brings more honour and joy than personal combat.



They are also highly dismissive of other races, seeing themselves as the foremost military force in the universe, a overly bold claim considering the existence of such juggernaut powers as the Daleks and Cybermen. Still, in their mindset, no Sontaran fleet has ever retreated, merely regrouped to consider new tactical strategy.

This dismissive viewpoint causes Sontarans to almost never ally themselves with other powers, even when it arguably is in their best interest. Galactic coalitions forming against the Daleks and Cybermen, for example, have never included the Sontarans. One exception was their attempt at joining the Time Lords in the Time War. Another notable exception was the Alliance that amassed to defeat the Doctor.

Sontarans are suspicious of outsiders in general. After all, they have been warring with shape-shifters for thousands of years. Allowing outsiders into their confidence opens them up to infiltration.

While Sontarans are never biologically adolescent, and society makes no distinctions based on age, younger Sontarans are notably more brash then their elders, eager to gain glory and prove themselves worthy of their race. Respected elders tend toward more tactical approaches to situations.

ENCOUNTERING SONTARANS

Sontaran Biology

Sontarans hail from the giant planet of Sontar, where heavy gravity created a short, stocky race with tremendous strength. Their skin is tough and leather-like, a testament to the blistering sun and harsh ultraviolet rays that bombard their homeworld. Most also bear battle scars, as Sontarans can survive considerable injury without serious disability. Each hand ends in three thick fingers, and they have no discernible neck.

Because their tactics rely on overwhelming the enemy through brute force, huge numbers of Sontarans must be constantly replenished. Soon, attrition through war overwhelmed natural reproductive rates, and they turned to cloning, selecting the hardiest of their number to be reproduced billions of times. To be selected as a new genetic line for clones is the highest honour that can be conferred upon a Sontaran.

With clones being born with similar inherent capabilities, they are divided into occupational sectors not by merit but by necessity. Thus, a Sontaran who thrives as a military scientist, for example, does so not because of natural talent but because that is what he has been trained to be since the moment he emerged from the hatching pools.

Sontarans need workers as much as any other race, and while they do engage in slavery, it can never fulfil the full needs of the empire. Instead, clones that lack the desire to fight are assigned lowly, non-military duties such as mining resources or fabricating weapons. Some are bred specifically for the task, while others are deficient warrior clones.

Cloning worlds are smothered in greenhouse gases, which help nourish the developing clones. Bodies of water are transformed into a thick, greenish primordial soup, rich in amino acids, and it is in

these pools where cloning racks are built: row upon row of machines feeding new life through umbilical cords attached to the probic vent at the base of the skull. The clone emerges fully matured; there is no childhood or adolescent phase for Sontarans.

Rather than eating and sleeping, Sontarans regularly attach themselves to recharging apparatus through their probic vent, which provides nutrients that replenish them. This vent is the one vulnerable point on a Sontaran. Striking it causes immense pain, and piercing it can result in death. Sontarans do not consider this a weakness. Rather, it is further motivation to face one's enemies and never turn to retreat, which would expose the vent to the enemy.

Never Knowingly Outgunned

All Sontarans warriors wear bulky, reinforced armoured suits with domed helmets. They may carry any number of different weapons, from handguns to heavy laser blasters to energy batons that can either kill or stun. While Sontarans are blunt in their militaristic intentions, they are not dumb. They gather as much information as possible about a potential enemy in order to exploit weaknesses. For example, in combating Earth forces armed with solid projective pistols and rifles, the Sontarans emitted a Cordeline signal that caused the copper within bullets to expand, jamming the weapons.

Sontaran Technology

As Sontaran war success ebbs and flows, so does their level of technology. At low points, they have struggled to maintain suitable battle-fleets. At high points, those fleets have fielded 10 million ships, including battleships transporting millions of foot soldiers and thousands of scout ships, individual fighter craft equally at home gathering info or being in the thick of battle. Each fleet is commanded by a flagship armed with enough fire-power to destroy a planet while armoured enough to withstand the entire atomic capability of 21st century Earth without a scratch.

At various stages, the Sontarans have possessed transmat technology, able to pass matter between

SONTARAN GENERAL

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



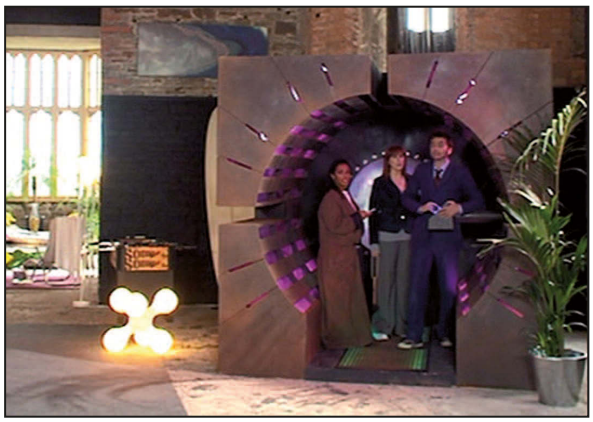
SKILLS
Athletics 2, Convince 4, Fighting 5, Marksman 5, Medicine 1, Science 4, Subterfuge 4, Survival 4, Technology 4, Transport 3.

TRAITS
Adversary (Major) – The Rutan Host: The Sontarans have been at war with the Rutans for thousands of years.
Alien
Alien Appearance
Brave: A Sontaran fears nothing! They receive a +2 bonus to any Resolve rolls against fear.
By the Book: A Sontaran never disobeys an order from their superior officer.
Tough: Being bred for war means that they are incredibly tough, reducing any damage to Attributes by 2.
Voice of Authority: Sontaran Generals are in charge of a fleet and none disobey them, +2 to Presence rolls to command.
Weakness (Minor) – Probic Vent: The Sontaran's only weak spot is the probic vent on the back of their necks. A single hit will disable a Sontaran (effects like a normal Stun). Hitting the vent is tricky though and the Sontaran needs to be facing away. There is a -4 penalty for aiming for the vent.

EQUIPMENT: Shock Staff S (S/S/S), Armour: Sontaran body armour is incredibly strong, reducing any damage taken by 5.

TECH LEVEL: 6 **STORY POINTS:** 12

two fixed points. Most often, these systems are used for transportation between ships within battle-fleets, or between ships and planetary outposts.



In most cases, each point needs a receiver node in order for the system to work; it cannot simply project matter to any desired target. However, at the time of the Sontaran invasion of Gallifrey, their technology was at its apex and they could project transmat beams.

Sontarans have also experimented with cloaking technology for both individual Sontarans and entire spaceships. Thankfully, the power requirements necessary for such technology limits the scale of their implementation.

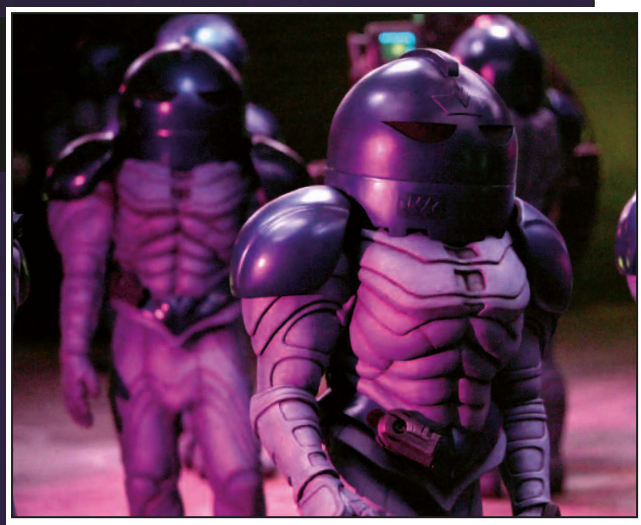
Sontaran cloning technology can also be used with non-Sontaran DNA. The purpose of such is not mass production but, rather, the creation of infiltrators. The original must be kept alive and attached to an apparatus that makes their memories available to the clone, which is completely under the control of the Sontarans.

Sontarans and Gender

The Sontarans are an entirely male race, their women having dying out when biological reproduction became unnecessary. Associating women with maternal and emotional concerns and, thus, with weakness, they are greatly dismissive of women of other races. In fact, they are somewhat confused by them, often unable to differentiate between the sexes, particularly when the people in question are

SONTARAN TROOPER

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



SKILLS

Athletics 2, Convince 2, Fighting 5, Marksman 5, Medicine 1, Science 4, Subterfuge 3, Survival 4, Technology 2, Transport 3.

TRAITS

Adversary (Major) – The Rutans: The Sontarans have been at war with the Rutans for thousands of years.
Alien
Alien Appearance
Brave: A Sontaran fears nothing! They receive a +2 bonus to any Resolve rolls against fear.
By the Book: A Sontaran never disobeys an order from their superior officer.
Tough: Being bred for war means that they are incredibly tough, reducing any damage to Attributes by 2.
Weakness (Minor) – Probic Vent: The Sontaran's only weak spot is the probic vent on the back of their necks. A single hit will disable a Sontaran (effects like a normal Stun). Hitting the vent is tricky though and the Sontaran needs to be facing away. There is a -4 penalty for aiming for the vent.

EQUIPMENT: Sontaran Rifle L (4/L/L), Armour: Sontaran body armour is very strong, reducing damage taken by 5. Some also have the Invisible Special Trait built in as a gadget but this is rare.

TECH LEVEL: 6 **STORY POINTS:** 3-5

not participating in traditional gender roles. The smaller stature of human women sometimes leads Sontarans to mistake them for children.

USING SONTARANS

Sontarans are driven to war with the same drive as a Dalek or a Cyberman. However, they're more relatable. They are fully biological with at least a limited range of emotions. They celebrate triumphs and become enraged at setbacks. They can even be reasoned with. They aren't mechanical in their reactions. Nor are Sontarans simple-minded. While they are absolute in their desire for victory, and their speeches about such can get repetitive, they are brilliant tacticians who can plan out complex strategies.

Be careful to balance the very real danger posed by Sontarans with the urge to make them comedic. Their short stature, potato-shaped heads, and over-the-top boasts throughout the Doctor's adventures have made for plenty of humorous moments, but remember Sontarans are more than just punchlines.



SONTARAN ADVENTURES

- The Sontarans have just invaded a research station. However, there's already something running amok that's more dangerous than Sontarans – can the characters convince the Sontaran commander to work with the scientists, not against them?
- On the edge of the Rutan-Sontaran conflict, a Sontaran commander has done the unthinkable, withdrawing from the front and striking out on his own personal mission. He has concluded the war is, in fact, unending. The only true triumph would be ending the war altogether, and that would mean wiping out Rutan and Sontaran alike.

SONTARANS

The gravity on their home world of Sontar is very strong, which causes the Sontarans to be short and stocky, around 1.5 metres tall. They have immense physical strength and can lift two or three times the weight of an average human. They have dome-shaped heads, with tough, wrinkly brown skin. They wear battle scars with pride, as proof of their duty to Sontar.

SONTARAN COMMANDER

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

SKILLS

Athletics 2, Convince 2, Fighting 5, Marksman 5, Medicine 1, Science 4, Subterfuge 4, Survival 4, Technology 3, Transport 3.

TRAITS

Adversary (Major) – The Rutan Host: The Sontarans have been at war with the Rutans for thousands of years.
Alien
Alien Appearance
Brave: A Sontaran fears nothing! They receive a +2 bonus to any Resolve rolls against fear.
By the Book: A Sontaran never disobeys an order from their superior officer.
Impulsive: Sontaran Commanders often leap into battle without a care for the consequences, even if it is against unbeatable odds.
Tough: Being bred for war means that they are incredibly tough, reducing any damage to Attributes by 2.
Voice of Authority: A Sontaran Commander commands a troop of soldiers, +2 on Presence rolls.
Weakness (Minor) – Probic Vent: The Sontaran's only weak spot is the probic vent on the back of their necks. A single hit will disable a Sontaran (effects like a normal Stun). Hitting the vent is tricky though and the Sontaran needs to be facing away. There is a -4 penalty for aiming for the vent.

EQUIPMENT: Sontaran Rifle L (4/L/L), Armour: the Sontaran body armour is incredibly strong, reducing any damage taken by 5, Shock Staff (S/S/S).

TECH LEVEL: 6 **STORY POINTS:** 3-5



THARIL



'The masters descended out of the air riding the winds and took men as their prize, growing powerful on their stolen labours and their looted skills.'

The Tharils are a race of lion-headed humanoids with the ability to shift across time tracks. They built an empire based on slaves, and then were overthrown and reduced to slavery themselves, before finally achieving a more enlightened freedom.

BACKGROUND

Tharils originated in E-Space, the negative mirror to the positive N-Space of Earth and Gallifrey. They discovered an ability to cross the bounds of time and became temporal raiders, living like kings on the plunder and slaves of dozens of worlds. They established a great dominion with a great castle at the crossover point.

However, the Tharils were not as indomitable as they believed. While their prey was unable to follow them across time, they managed to build robot warriors who could. These Gundan robots slaughtered many Tharils, forcing the survivors to flee. The scattered Tharils were themselves exploited and enslaved when their ability to see the layers in time and space came to light: this was invaluable for warp drive navigation, making them valuable time-ship navigators.

Eventually an enslaved Tharil named Biroc returned to the Gateway fortress with his owners' ship, where he freed many slaves in a complex plan that made some use of the TARDIS. Romana elected to join Biroc and help him free other Tharils, offering technology to finally give his species a full understanding of time.

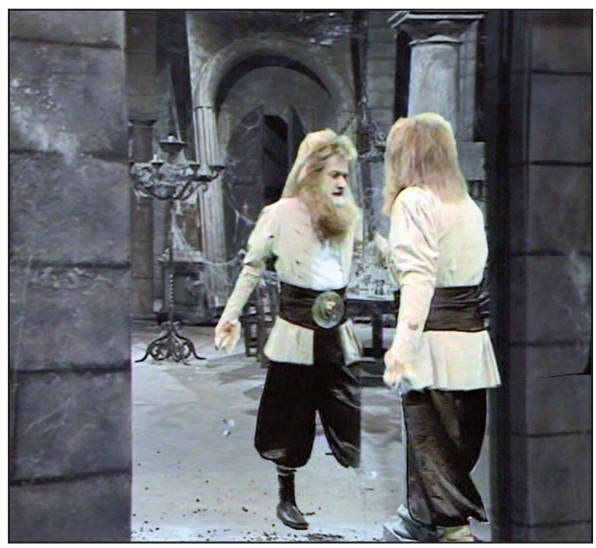
ENCOUNTERING THARILS

The Gateway

'Only the Tharils can enter your universe that way and that's a talent they're born with. The talent that you hunt them for.'

If N-space is positive and E-space negative, then the Gateway is the point of absolute zero. The Tharils built a castle and estate here, but after their empire fell the castle shrunk away to almost nothing. (Tharils, with their ability to slip back and forth through the striations of time, can step into the shadow of their lost castle and gardens at will.)

To any normal observer, there is no way out of this null point. If you find your way here, you are trapped. For time-sensitive beings, however, there are hidden gates, such as the mirror in the dining room of the Tharil's castle. This gate allowed access to E-Space, to N-Space, and into the Gateway's past. The time-sensitive Tharils could simply walk through the mirror to wherever they desired, but other beings could not – unless they discovered the secret. In fact, the mirror could not be damaged by any physical force.



The mirror gateway made the Tharil empire all-powerful, at least until the Gundan robots also discovered the secret of the mirror. More recently, Romana and K-9 joined Biroc in setting up a home in the shadowed memories of the lost castle, then used the mirror to travel throughout E-space in search of enslaved Tharils.



Passing through the mirror has some additional effects. It resets the temporal state of any individual. This means they heal any recent wounds, but also it removes anything else that doesn't belong, such as manacles. Even robots and machines are repaired by transitioning through the mirror, but these repairs will be reversed should they pass back out of the mirror once again.

Given the shifting nature of reality in the Gateway, a gate could take on many other forms besides a mirror. Some possibilities:

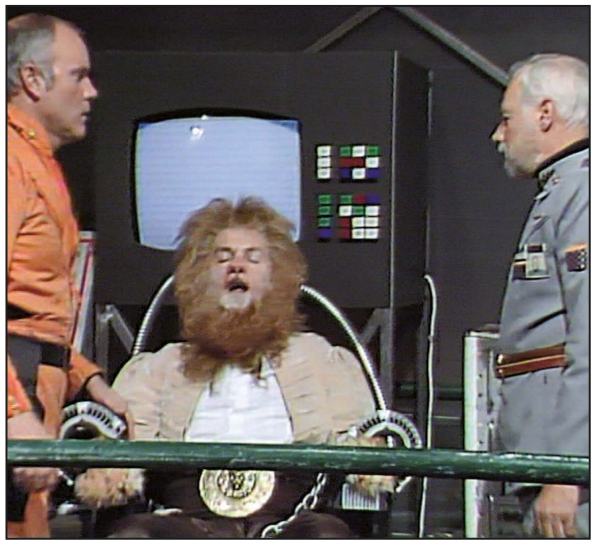
- An upside-down waterfall.
- A calm pool of black oil.
- An archway made of bones and circuitry.
- A huge old book on a lectern.
- An enormous escalator.
- A green devil face with a circular black mouth.

Time Navigation

'You must use Tharils. How can you navigate if you can't see where you're going?'

Tharils can perceive space-time directly, so they are excellently equipped to serve as navigators for advanced space ships with warp drives. Extremely complicated navigational calculations can be made instinctively by Tharils, allowing warp ships to jump across timelines.

They can visualise the path ahead of a warping spaceship, and even detect the image and structure of another timeship in its path. The Tharils built an empire on this power, but after the empire fell it made them valuable slaves.



Time and the Tharils

Tharils aren't furry TARDIS-people who can zip through time at will. However, they perceive space-time directly, which does give special powers. They can bend space-time, moving slightly forward or back, in or out of phase. The exact limits of the Tharils' power over time are unclear, and it's probable that even they themselves don't really know the limits of their strangeness, since to them it all seems perfectly natural and ordinary. In practical terms, when Tharils are around, unusual things happen. Here are some possible examples:

- The Tharil passes through the scene on a different timeline, appearing as a silent spectral figure.
- The Tharil is out of synchronisation. As it moves, it leaves behind a trail of ghost images that take a moment or two to fade.
- The Tharil enters, performs a simple action, and departs. A moment later, the same Tharil enters, performs the same simple action, and departs again.
- The Tharil reaches into the past to arrange a helpful coincidence in the presence.
- The Tharil talks to a person, then asks them to use a communicator to call their ship. The call is answered by the same Tharil, who is somehow in two places at once.
- The Tharil is only glimpsed for a moment, but in that moment they have somehow managed to build an elaborate and mysterious new machine.

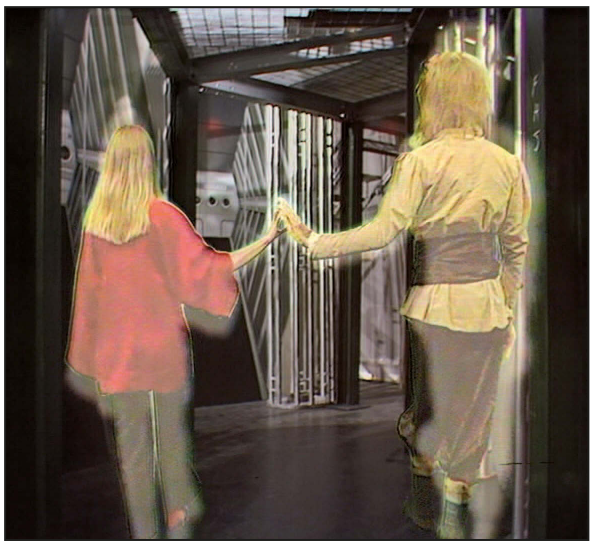


USING THARILS

If you want some time travel complexity in your game, Tharils give you just what you need. They are also at a crossroads in their moral history: they have been guilty of great evil, and have also suffered enormously. What choices will they make now? These two features together make Tharils unusually potent additions to your stories.



There is a lot of ambiguity over exactly what the Tharils can actually do in regards to time. Use this to your advantage, and make the Tharils in your game do exactly what you want them to do for your adventure. If you want Tharils who can sense a time distortion and track it like a predator, then they can. If you want Tharils who can take someone's hand and lead them into their own past to witness a childhood trauma, then they can. As long as you remember that Tharils walk through time as if born to it, then you can do more or less anything.



The Tharils are time-sensitive creatures who established a great citadel and saw themselves as the mightiest and most important beings in the universe. If that sounds like the Time Lords to you, you aren't wrong. Although Tharils don't nearly have the same command of time as the Time Lords, they are still interesting counterparts. What became of the Tharils after the Time War? With the Time Lords gone, would they be tempted to step into the power vacuum? What would Tharil domination of time look like?

There is another overwhelmingly important aspect of Tharils: their involvement with slavery. They were cruel to their slaves, and were victims of cruelty from their masters. They tend to consider their enslavement balances the moral ledger, but others may disagree with them, and adventures that engage with the legacy of slavery can expect some differences of opinion here.

In any case, the Tharils have adopted a more enlightened ethos, and it was with this perspective that Romana and K-9 joined Biroc in setting out to free the other Tharil slaves. Just how enlightened the Tharils have become, and how widespread that enlightenment might be, is a question to be answered in your games.



THARIL ADVENTURES

- On a small, boring colony world, some young outsiders befriend an old drunken Tharil. Then the old Tharil starts making psychic connections with the youths during his blackouts, and dragging them back into the colony's past. On these vision quests they discover proof of an awful crime dating from the colony's foundation. When the youths start digging around, they find themselves targeted for destruction by unknown enemies who would prefer the past stay buried. Can the characters save them and uncover the truth about the colony?

- A heavily laden time freighter skids into N-space when its Tharil has a strange, overwhelming vision. The Tharil knows he can only free his mind by meeting with the source of the vision, and so the freighter crew venture out into Russia, 1914, where a wild-haired man welcomes them. He claims to have summoned their ship of treasures through time and space with the power of his will. His name is Rasputin, and he means to change the future...
- On a small and isolated island a Tharil lives alone, guarding a treasure from a steady stream of brave young men and women seeking to make their fortunes. The treasure is hidden between layers of time, and the Tharil cannot convince the fortune-seekers to stay away. Instead he must catch each intruder himself, although every day someone pushes closer to the truth: the treasure is a silver heart of the greatest of the Great Vampires, and if it were ever taken, it would transform the thief into a new avatar of old silver-heart. Finally, one young seeker catches him in a time bomb, which blasts him right out of the island's reality and into the TARDIS console room. What will the characters do?

THARILS

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



SKILLS

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

TRAITS

Alien
Alien Appearance (Major): Tharils are leonine humanoids with manes and fur.
Alien Senses – See through Time: Tharils can peer across time, with +4 to Awareness rolls.
Attractive: +2 bonus to any rolls that benefit from the Tharil's eerie charisma.
Empathic: +2 bonus on rolls to 'read' another person.
Environmental – Time Vortex: Tharils suffer no ill effects from the Time Vortex or time winds.
Feel the Turn of the Universe: Tharils have a close affinity with the time-stream.
Immaterial (Special): May move 'out of phase' at will. In this state they cannot interact with physical objects. Takes and does no physical damage but energy attacks may still be lethal. The Tharil must spend a Story Point to use this power.
Keen Senses (Major): Acute vision and hearing give +2 to all Awareness rolls.
Networked: Tharils can sense others of their kind and know if they are in trouble.
Precognition: Tharils can foresee coming events and shifts in the timeline.
Psychic: All Tharils are naturally psychic. They have +4 against mental attacks and may attempt to read minds.
Selfish: Tharils were once slavers and marauders, and still consider humans beneath them.
Teleport: When 'out of phase', the Tharils can sometimes walk from place to place without moving in time, effectively allowing them to teleport. The Tharils cannot always use this power; sometimes, for reasons that are unclear, the option of moving in this way is simply unavailable.
Vortex (Special): Tharils may pilot time craft through the Vortex, and gain +2 when doing so. They may also enter the Vortex without a capsule if circumstances are right.

TECH LEVEL: 8 STORY POINTS: 8

THE TOCLAFANE



Six billion humans destroyed themselves in a desperate bid to survive the end of the universe. They will never hesitate to do anyone's dirty work, if it might buy them another tomorrow.

Not that they have any qualms about committing atrocities. The Toclafane have no empathy, no moral compass; everything that was good about humanity has been edited out in the name of survival. Murder is sport, it's fun; the Toclafane don't understand that their victims' lives have value, they've lost whatever part of their mind helped them think like that.

'We made ourselves so pretty!'

A corrupted race of sadistic cyborgs, the Toclafane are humanity's final evolution. As the universe collapsed, the last, lost humans sought survival in the cold embrace of technology, and in their desperation reduced themselves to gurgling iron spheres.

BACKGROUND

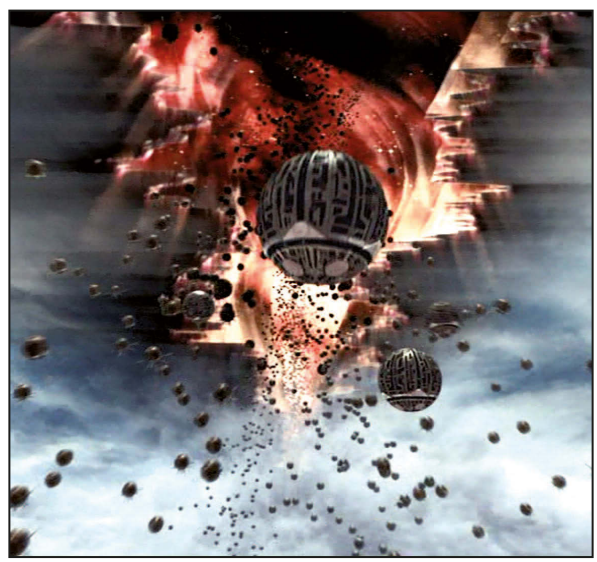
The Toclafane are humankind's ultimate fate within this universe. With the Doctor's help, the humans of Malcassairo built a rocket to follow a faint and distant transmission to its source: "Come to Utopia." They invested all their hope and faith in this beacon but did not arrive to sweeping vistas nor skies of diamonds; just the same cold darkness they'd been running away from. Within 18 months, the humans had cannibalised themselves and regressed into children.

When the Master arrived in a big blue box and promised them salvation, they gleefully accepted and capitulated to his every whim, slaying their ancestors on 21st century Earth without a moment's regret. The name Toclafane was chosen by the Master, a bogeyman in Gallifreyan fable.

MOTIVES AND AGENDAS

The Toclafane are humanity's own madness, our species' verdant ingenuity and keen survival instincts turned inside out by fear of the impending darkness. They have no individual ambitions beyond self preservation, so their pliant minds are highly susceptible to the villainous schemes of others. As they saw the Master as their saviour, they were taught to share his ambitions, and readily – even joyously – slew their human ancestors in the name of a new Time Lord empire.

Effectively, the Toclafane are hedonists. Without a tomorrow to plan for, they do everything they want to immediately with no regrets or consideration: what repercussions could possibly be worse than the encroaching darkness, and what is there left to do but murder?



ENCOUNTERING THE TOCLAFANE

Toclafane Biology

Each Toclafane is a perfect metal sphere with a band of blinking lights around its middle. Four panels on the surface of the sphere can retract to reveal an emaciated human head within. Inside the sphere, a Toclafane's face is leathery and hairless, its eyes pale and milky without pupils, and its nose and mouth replaced with a metal respirator that lights up when they speak. Although they speak with adult voices, the Toclafane's childlike state has left them with a babyish, murdery-wurdery vernacular.



Technology

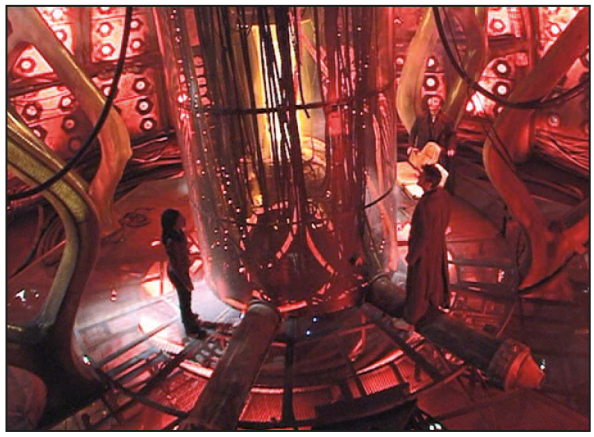
Although cobbled together at the end of space and time, the Toclafane are still the very last word in human technology and were built with the sum total of human knowledge. Each shell is highly robust, concealing a variety of weapons. Retracting claws are hidden in the base of the Toclafane, and an array of spikes and blades can be deployed as close-range weapons. Toclafane also have lasers concealed in their armour.

The Toclafane the Master first brought with him to Earth can appear and disappear at will, although it's not clear whether they're cloaking, teleporting over a short range or using a remote TARDIS link to travel through time. Before the remaining six billion arrived on Earth, the Master dismissed one of his four Toclafane saying, 'Tell your people the world is waiting,' suggesting that she vanished back to Utopia. Ultimately, though, the extent of this power is left to the Gamemaster's discretion.

Toclafane spheres can fly across huge distances and keep their occupants alive even at high altitudes or in the depths of space.

The Paradox Machine

The Toclafane cannot invade Earth unaided. In slaying humanity, the Toclafane would be murdering their own ancestors, which would prevent their own birth, which would mean the Toclafane never existed to invade Earth (or New Earth, or Messaline or the Library...) and it all collapses in a puff of logic. A paradox can be sustained, however, by a Paradox Machine. This might take a number of forms; the Master chose to make his by gutting the Doctor's TARDIS but a highly intelligent engineer may be able to create one from scratch. So long as the Paradox Machine is running, you can take a few more liberties with causality – but it takes some genius-level space time wizardry to set one up, and the second it's destroyed the whole plan falls apart. Presuming, of course, that the Toclafane are actually *killing* people...



Defeating the Toclafane

The Toclafane are impervious to most 21st century weaponry, but one patrolling South Africa was felled by a lightning strike. The bolt was measured at 58.5 kilo-amperes transferring a charge of 510 mega-joules and if you can reproduce such an electrical charge you can use it to disable – but not kill – a Toclafane sphere. Once disabled, it is relatively easy to disengage the magnetic clamp and reveal the vulnerable head within. You could kill it, disconnect it from the armour to let it die of (un)natural causes, or keep it alive for interrogation, although it is not known how long a Toclafane can survive in an orb that's been electrically disabled.

Advanced or future civilisations may be able to design lightning or plasma weapons that can take Toclafane in a toe-to-toe fight, but citizens of Earth in and before the 21st century will find electrical combat rather cumbersome, particularly against a full force of several billion spheres. In this scenario, the only choice would is to attack the Toclafane at



their source – the Paradox Machine that sustains their assault (see above). It's a highly sensitive piece of equipment that must run continuously in order to sustain the paradox; as soon as it stops working the laws of time will reassert themselves and the timeline will snap back to the moment the laws were first broken. However, destroying a Paradox Machine may have unintended consequences, so a prudent time traveller must fully understand the nature of the paradox before going in with all guns blazing.



One thing to consider is that there is no such thing as a civilisation that is prepared for a Toclafane invasion. All the civilisations of this universe had already risen, lived and fallen by the time the Toclafane were born – even the Time Lords didn't go that far. Nobody except Martha Jones knew that a 58.5 kA 510 MJ pulse will disable a Toclafane orb, so this information must be discovered anew. Note also that if the Toclafane are invading an alien planet instead (such as, say, Gallifrey), no Paradox Machine is required, so it may not be possible to snap the timeline back to before the Toclafane invaded.

USING THE TOCLAFANE

The Toclafane represent mankind at its worst. They are the monster that we might become if all hope for the future was lost – and that breaks the Doctor's hearts. A good Toclafane story should play on that guilt: the humans that he couldn't save!

When you're planning your encounter, you need to consider their accomplice. Who are they working with? Because on their own, the Toclafane are somewhat ineffective. Stranded at the end of the universe without access to time travel technology, they have no mobility whatsoever and neither the means nor motive to seek, conquer or destroy another culture.

The Toclafane can't really invade anyone without the dubious charity of a malevolent time traveller – and if that time traveller has their eye on Earth, they'll need to cook up a machine to cancel out the paradox of murdering their ancient ancestors. The giddy Toclafane aren't cut out for Machiavellian schemes of their own, anyway; the best idea is to donate them to a time traveller who wants an army, probably has aspirations of universal domination, maybe wants to rub salt in the Doctor's wounds... and this really does keep coming back to the Master, doesn't it?

If you're really keen to make a "pure" Toclafane adventure, you could have time itself shift them elsewhere. Perhaps the end of the universe is too full, so the fabric at the weak end of the universe just sort of rips like a wet paper bag, and the Toclafane spill out into history. It can work. But honestly,

FUTUREKIND

Although the Toclafane are the last evolution of humans, not all of the last humans were Toclafane. Among the people of Malcassairo were those known as Futurekind. Unlike the Toclafane, who ascended to become scientifically advanced children, the Futurekind were a society of adults that had become feral and no longer identified themselves as humans. This brutal technophobic splinter group had razor sharp teeth and distinctive body art, and hunted their civilised counterparts as food. It was a common Malcassairan fear that they would all become like the Futurekind if they didn't reach Utopia... but it didn't make much difference in the end. The human animal and the human robot: the Futurekind and their Toclafane cousins both became volatile, both became merciless, and both represented the lowest, most basic instincts of their original species. Human monsters.



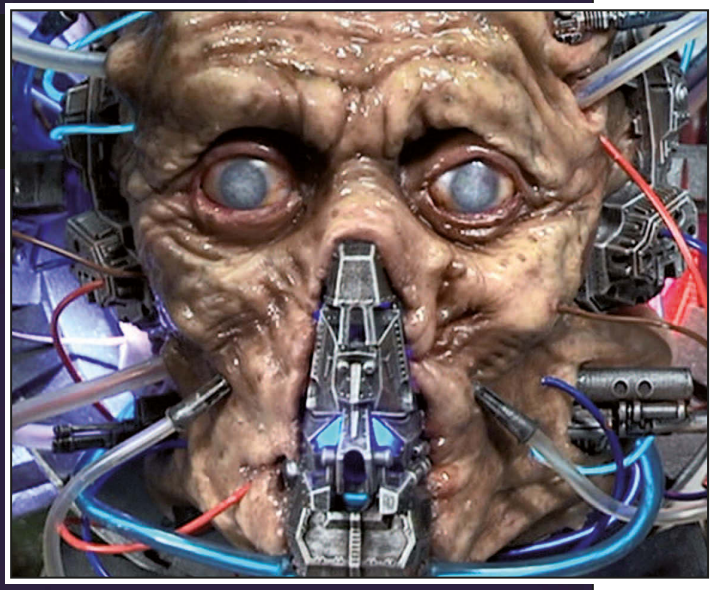
they're basically pets. Exceptionally good pets: they never considered betraying the Master and obeyed his orders down to the letter, killing a tenth of the human race at his command, but, yes. The Toclafane are a force of pointless chaos, best wielded by a smarter and more advanced foe.

TOCLAFANE ADVENTURES

- St Isidore of Seville is a small planet in the SN Wilson system that humans colonised in the 43rd century. The settlers broke into nation states, and those nation states into frequent, bloody wars, but at the tensest moment of the iciest cold war, an opportunistic time traveller declared war on the entire planet with ten thousand Toclafane at her fingers. The nations of St Isidore of Seville joined as a team to defeat the Toclafane and forged ties that would bind for a hundred years – until a little light started blinking in the defeated time traveller's grimy old ship. A century of peace and harmony rests upon a single LED in an impossible spacecraft: "Paradox Machine: Battery Low."
- Earth has fallen, with the Toclafane enslaving, injuring, paralysing... but, never killing! Their leader, a rogue time agent, claims that life is too precious a resource to waste in anger, but the characters think he's bluffing. The characters don't think they've got a Paradox Machine at all. If they're right, Earth may yet be saved. But how much are they willing to risk on a blind hunch?
- The TARDIS picks up a distress call from the end of the universe. The Toclafane have evolved, and spheres the size of cities are making the last embers of civilisation their playground. But is there any point the characters risking their life to save a planet that's already doomed?

TOCLAFANE

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



Toclafane are much like small Daleks, in a way. They are small floating silver spheres that contain the brain and central nervous system of a living being – in this case, the remains of a human from the farthest future.

SKILLS

Athletics 6, Fighting 4, Marksman 2.

TRAITS

Alien Appearance
Armour (Major): The Toclafane sphere is incredibly tough to break, reducing damage by 10. Only after it has been disabled can the sphere be opened.
Cyborg
Environmental (Major): The Toclafane can survive in space or underwater.
Flight (Major): The Toclafane are fast and nimble. When in the open they have a Speed of 18.
Natural Weapon – Blades: The Toclafane spheres can deploy multiple blades (that do Strength +2 damage).
Natural Weapon – Energy Pulse: Their sphere can fire an energy pulse weapon (inflicting 4/L/L damage).
Teleport
Weakness – Electrical Current: There is a precise electrical current (58.5 kilo-ampere transferred charge of 510 megajoules) that will disable a sphere. It is not common, except in lighting strikes or in specially manufactured weapons. If hit, the sphere is completely disabled, though the occupant is not killed.

TECH LEVEL: 7 STORY POINTS: 1-2



VASHTA NERADA



'Almost every species in the universe has an irrational fear of the dark. But they're wrong, because it's not irrational. It's Vashta Nerada.'

The Vashta Nerada (literally, "the shadows that melt the flesh") are tiny carnivorous creatures who gather in swarms and live in darkness. They are found throughout the universe, infesting the shadows of a billion worlds. Their home planet is unknown. How they spread is unknown. Almost everything about them is unknown. Except this: when they gather, you run or you die.

BACKGROUND

The Doctor met a huge, ravenous swarm of Vashta Nerada in the Library, a planet-sized repository of books. After human technology gave the Vashta Nerada a rudimentary group consciousness, the Doctor was able to successfully negotiate with the swarm, using his own reputation (as recorded in countless books) as a reason to come to agreement.

ENCOUNTERING VASHTA NERADA

Swarming

Vashta Nerada are most commonly found in forests, where they reproduce by infecting trees with microscopic spores. The spores hatch into tiny swarming creatures. Small swarms are almost invisible, but larger swarms actually swallow light. A great swarm can look very much like a moving shadow.

In most places there just aren't enough Vashta Nerada to allow a large swarm, but in the right circumstances they can hatch suddenly in vast numbers. Potential environments where an unusually large swarm of Vashta Nerada might hatch:

- A spaceship using a dense internal forest as an atmosphere generation system.
- A wooden planetoid inhabited by bald, penitent monks.
- Tōdai-ji, a Buddhist temple in Nara, Japan, at one time the largest wooden building in the world.
- A 14th-century woodcarver's workshop, filled with the fittings for a Gothic cathedral.
- The biggest Christmas tree sales lot in the universe.

Hiding in Shadows

The relationship between Vashta Nerada and shadows is unique in all the universe. The swarms hate light so they naturally congregate in darkness. More spectacularly, if they have gathered in sufficient

numbers, they can actually pretend to be shadows, and many of their hunting techniques take full advantage of this unnerving ability.

Shadowy signs of the Vashta Nerada:

- A hallway nearby goes dark as a swarm approaches.
- Someone suddenly has a second shadow (a swarm, grabbing hold of its next meal)
- One corner of the room is significantly more shadowy than the others.
- A shadow suddenly starts stretching out over the ground, reaching for its next victim.
- Someone's shadow sprouts horns, or wings, or some other unusual modification.



Precautions to take against the Vashta Nerada:

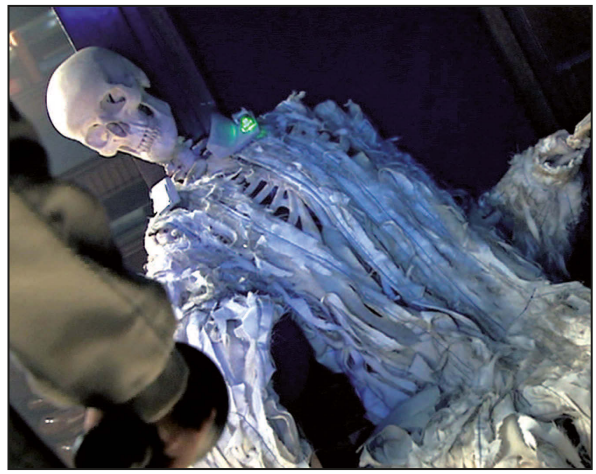
- Don't trust any shadow, anywhere.
- Don't let your shadow touch any other shadow – any Vashta Nerada hiding there can slip across while they touch.
- Make a circle or wall of bright light, they won't want to cross. (Probably.)
- Use any light you can, as bright as you can; it won't stop them but it might slow them down.

Hunting for Meat

The Vashta Nerada eat meat. In the low density of their usual populations, they feed on any animals that die in the shadows. They do pursue living victims but they can only scour off a few layers of skin; targets might feel a tingling sensation on their neck, or a sensitive rash on their arms. In their great swarms, however, they can eat much faster. The swarm can strip a falling chicken leg to bare bone before it hits the floor, and reduce a person in protective clothes to bones in under a second.

An active swarm of Vashta Nerada is a busy hunter. Once it has marked a quarry, it will not be distracted. It will patiently wait for a distraction or for the victim to be left alone. Then it will strike and in an instant it will be done.

The swarm's appetite is not constant. Sometimes it will latch on to a food source even though it isn't hungry, appearing as an extra shadow. It will accompany its prey until it is ready to eat.



Chatting with the Swarm

'It's a swarm. It's not like we chat.'

The Vashta Nerada are not really intelligent in any meaningful sense of the word. They don't have a psychic group mind or any goals more complex than hanging about in forests eating meat. Yet when the Doctor met the great swarm in the Library, the intrusion of psychic technology did allow communication. The swarm expressed its reluctance to let any meat escape, but it also checked the Doctor's threatening reputation and agreed to comply. This degree of negotiation was extraordinary for the Vashta Nerada, but an even more surprising behaviour had preceded it, where the swarm had pretended to be a human being for a while to lull the meat into a false sense of security. It is clear that there is a great deal of potential for new behaviour from the Vashta Nerada, if these kind of higher functions can be accessed by a swarm.

USING VASHTA NERADA

The Vashta Nerada are an evocative and spooky danger, but in their basic form, they are rather limited in the adventure options they provide. They make people want to stay out of the dark, and run away if possible. Adventure, of course, is about the exact opposite: venturing into the dark, and pressing

on ahead instead of running away. If you put the Vashta Nerada into your game without care, then you're essentially encouraging your players to quit the adventure entirely and start something else. If they can run, they will! That's what the Doctor said to do!



You can get around this problem by trapping the characters in a Vashta Nerada-filled shadowy environment. That will definitely provide some tense excitement as the players work through the challenges of keeping the shadows at bay. Unfortunately, it won't be long before this type of scenario runs out of surprises for the players.

A more flexible approach is to use the Vashta Nerada as a complication for an adventure with an unrelated focus:

- An military space station has developed a fault, and its computer is preparing to rain down nuclear destruction on the planet. Someone has to dock with the station and convince the computer to abort the launch. Unfortunately, the station is infected with Vashta Nerada...
- A team of scientists has unlocked a dimensional gateway, earning endless grant money and prestigious rewards. But one by one they are found dead, stripped of their flesh. A witness

SPACESUIT ZOMBIES

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

While on the Library, the Vashta Nerada swarm discovered how to do two things: acquire a hive consciousness through psychic technology, and manipulate a spacesuit in a rough approximation of a humanoid form. Over time, these skills both increased dramatically. A Vashta Nerada swarm can now slip into a suit and make it do almost anything a normal humanoid could do. If it wasn't for the complete darkness where a face should be, you'd never know they weren't human.

SKILLS
Athletics 1, Fighting 2, Subterfuge 2.

TRAITS
Alien
Alien Senses: They use a variety of additional senses to pinpoint their prey.
Fear Factor (2): A skeleton in a space suit gets +4 when actively trying to scare.
Immunity: Physical attacks can destroy the suit, but the swarm itself is immune.



Natural Weapon: The swarm can extend devouring shadows from the suit at any time (4/L/L).
Networked: These swarms have learned how to stay in contact.
Special – Suit: The spacesuit can absorb 6 damage before it is destroyed.

STORY POINTS: 4

claims to have seen a tall man with a briefcase. He opened his briefcase and a hungry shadow came pouring out...

- It's the 100th annual Labyrinth Run, where competitors from around the solar system race to escape a confusing maze. The characters aren't sure how they ended up gambling their time machine on a top-three finish, but it's too late to back out now! However, the maze has an unwelcome visitor lurking in its dark corners: Vashta Nerada.

Using them as a complication means you can provide reasons why simply running away is not a good idea. It also means you can move on to other elements of the adventure before players get bored with shadow-dodging.



VASHTA NERADA ADVENTURES

- In the 51st century, a new craze spreads rapidly through stylish society: custom shadows. People line up at shadow salons to refit their shadows into amusing or dramatic shapes. It's very hip, very elite, very on trend, and very very dangerous. The characters soon discover these custom shadows are actually Vashta Nerada. Who is behind this scheme? And if the Vashta Nerada are really as dangerous as the Doctor fears, why haven't they killed or even hurt a single person?
- Over the centuries, the great swarm on the Library has retained its psychic connection... and read a lot of books. The Doctor receives a message on the psychic paper: "Return to the Library". The swarm want him to escort their spacesuit-wearing delegate to the centre of galactic civilisation. They want to announce themselves to the universe, and become full members of interstellar society. Can they be trusted? Can a carnivorous swarm ever become a citizen of the universe, and a gentlebeing to boot? Or is there something more sinister happening here? Has someone been manipulating the Vashta Nerada by writing just the right books and depositing them through history, all so they would read them in the Library and learn how to do... what? And what kind of devious time-travelling maniac would want the Vashta Nerada roaming free throughout the universe, anyway?

VASHTA NERADA

AWARENESS	3	PRESENCE	1-4
COORDINATION	3	RESOLVE	1-3
INGENUITY	1-8	STRENGTH	0

It is easy to think of Vashta Nerada as simply an environmental danger, like fire. If the characters stray into the danger area, they take damage (4/L/L); if they are careless, the danger area will spread. For many adventures, this level of detail is all that is needed. If your adventure calls for more, refer to the full statistics.

SKILLS

Athletics 2, Subterfuge 5.

TRAITS

Alien
Alien Senses: They use a variety of additional senses to pinpoint their prey.
Fear Factor (2): They give good reason to fear the dark. +4 when actively trying to scare.
Flight (Minor)
Immunity – All physical attacks
Invisible: A Vashta Nerada swarm can hide in any shadow. When it does so it is effectively invisible.
Natural Weapon: Touching an infected shadow does (4/L/L) damage. The swarm can also extend devouring shadows at any time (4/L/L).
Networked

STORY POINTS: 3-5



WEEPING ANGELS



'Fascinating race, the Weeping Angels. The only psychopaths in the universe to kill you nicely.'

Silent in their attacks and undetectable by most technology, Weeping Angels are feared throughout the galaxy for their ability to displace people in time. On many worlds they have taken on mythological status as unstoppable forces that might be lurking around any corner or hiding in plain sight.

BACKGROUND

The Weeping Angels came into existence in the first moments of the universe, when time itself was in flux. Then the universe coalesced into an orderly existence bound by physical laws. Time became ordered, one moment progressing predictably into the next. The Angels, creatures of unfixed time, became trapped within linear space-time.

Angels primarily feed off potential energy, the sum total of everything an individual is meant to accomplish. This is accomplished by sending the victim backward in time, releasing all of their potential in the current day. The Doctor and Martha Jones experienced this first hand when the Weeping Angels transported them from 2007 back to 1969. The Angels also fed off numerous locals, including Kathy Nightingale and Billy Shipton. The Doctor tricked the Angels into looking at one another by dematerialising the TARDIS as they converged on it from all sides.

A second Angel incursion happened in New York City, where multiple Angels had set up a potential energy 'battery farm' in the form of an apartment building called Winter Quay. Here, the Angels repeatedly trapped and transported their victims further back in time, each instant releasing and consuming more potential energy.

Rory Williams, who had already witnessed his own death as an old man, destroyed most of the Angels when he attempted to kill himself, thereby creating a paradox that disrupted the time-sensitive Angels.

A third encounter with Angels happened in the distant future on Alfava Metraxis. Here, a Weeping Angel crashed the spaceship *Byzantium* so that the radiation leaking from its engines would regenerate the many starving Angels on the planet. The Angels were destroyed when dragged into a crack in space-time, which then closed due to the temporally disruptive nature of Angels.

MOTIVES AND AGENDAS

Angels are predatory creatures bent on devouring energy. While they possess intelligence, they have nothing that could be labelled a civilisation. Instead, the need to feed dominates their existence. They are not, however, solitary hunters. Communicating telepathically with one another allows them to hunt in packs as well as aid one another over great distances, as was evidenced at Alfava Metraxis.

This evident connection between Angels underscores the irony of their existence. Dubbed the "lonely assassins," Angels are frozen in place in a process called quantum locking whenever they are observed, even by one another. As such, they cover their faces with their hands at nearly all times, unable to gaze upon their fellow Angels.

ENCOUNTERING WEEPING ANGELS

Time Manipulation and Distortion

As creatures of time, Weeping Angels interact with regular space-time in a unique and abstract manner difficult to comprehend by most people. All living things have active energy – kinetic energy of motion, biological heat energy, electrical energy of the nervous system and so on – that affects things in the present. Weeping Angels, on the other hand, feed upon potential energy: the energy that will be generated in the future. They accomplish this by removing the victim from the current time stream and placing them earlier in history. While predators normally kill their prey, the victim of a Weeping Angel continues to live out their life in their new time stream.

Weeping Angels slip between moments of time, but they can only do so unobserved. Under direct observation, Angels become quantum locked, unable to move and taking on the properties of stone. They are still fully conscious in this state, able to see, hear, feel and telepathically communicate with other Angels.

Quantum locking is partially a defence mechanism. If an Angel is incapacitated (most commonly by starvation), the quantum lock protects the Angel from harm. Even if the stone form is badly damaged, the Weeping Angel can still regenerate when energy is available.

A quantum lock also allows an Angel to conserve their strength. Manipulating and traversing through moments of time consumes huge quantities of energy. Left unchecked, Angels would devour the potential of entire planets in months, then be left to starve.

Obviously, a quantum lock is also of great benefit to would-be victims, as it is the only way of slowing down a well-fed Angel. It also keeps Weeping Angels out of heavily populated areas where there are always eyes open and everything is being observed by someone.

The extended presence of active Angels in one place is intensely damaging to the fabric of time as more and more victims get forced backward through it. The damage disrupts the function of time machines, making navigation and materialisation difficult if not impossible in the affected areas of time and space.







Physical Appearance

Angels have a slick, grey appearance outside of quantum lock, although only a stasis field or similar technology allows anyone to witness it. Because they do have corporeal form, they can be imprisoned. Chains will hold them as long as they can resist the significant strength of an Angel, and sealed rooms will imprison them. Likewise, they are subject to the same physical laws as every other being, although their amazing speed may creation the illusion they aren't.

Quantum-locked Angels may be found in a variety of guises:

- Winged, adult, human-like female figures dressed in flowing Greek-styled gowns. This is their most common appearance and roughly mimics their true form.
- Small, pudgy babies with tiny wings resembling cherubs, called Laughing Angels. Unlike the silent, adult Weeping Angels, Laughing Angels give off high-pitched, audible giggles and the sound of tiny, running feet. Whether these are the young forms of a Weeping Angel is unknown.
- Possessed statues. Angels can inhabit actual statues, including those not made of stone, such as the Statue of Liberty. Possessed statues suffer the same limitations as other Weeping Angels, being unable to move when observed.

While lying in wait, Angels position themselves in innocuous manners, such as among other statuary or in places where would-be victims would expect to find statues.

Angels cannot directly communicate with non-Angels, even telepathically. However, they have been known to strip the vocal cortex from the recently dead and speak through them.

Energy Feeding

Without energy on which to feed, Weeping Angels become dormant, their forms slowly breaking down just as statues would: limbs crumbling, details eroding. Left to decay for long enough, they lose the appearance of Angels entirely, which can be deadly for those who stumble across such a scene without realising what it is.

Luckily, dormant Angels cannot seize a victim to feed upon their potential energy, even if the victim brushes against an Angel. They need to be subjected to large quantities of active energy such as radiation or electricity to reactivate. Feeding on these forms of energy causes measurable disruptions: radioactive reactions slow, lights flicker, engine fail, and so on. On most worlds, solar energy is too diffuse to be effective.

Weeping Angels cannot consume these other forms of energy nearly as efficiently, which is why Angels

do not primarily feed upon them. Regeneration takes anywhere from hours to years to complete, depending on the amount of energy and the Angels' state of decay, during which time they gradually regain their detailed forms.

A TARDIS is an exception to the rule. They draw down such an immense amount of temporal energy – essentially potential energy throughout all moments of time – that a single TARDIS could feed many Weeping Angels for eternity. Time Lords were aware of this vulnerability and installed a variety of safety measures. However, these protocols are not completely impervious, particularly on older and more damaged TARDIS models.

Destroying an Angel

Angels are incredibly difficult to kill. Breaking the stone form of an Angel is not sufficient, although the more damage it receives, the longer it takes to regenerate. Submitting it to an overwhelming amount of energy, such as plunging it into the sun or a time breach, will cause its destruction. As such, the preferred method for dealing with Angels is to contain them rather than destroy.

Placing two Angels face-to-face is a common method, so long as they are secured and permanent lighting can operate. Placing a mirror in front of an Angel accomplishes the same result, trapping them in their own quantum lock.

A final possibility is to place an Angel into a situation from which it simply cannot escape, such as beyond the event horizon of a black hole.

Cameras

While it is tempting to think cameras could either slow a Weeping Angel down or perhaps observe them outside of a quantum lock, neither is the case. This is because the image of an Angel is still an Angel. The image is frozen when observed by a living being, but, unobserved, it is free to move about the frame or exit the image entirely.

Prolonged direct eye contact with an Angel can also cause an Angel to imprint upon the soul of a person and transform them into a new Angel.

USING WEEPING ANGELS

Weeping Angels make complicated adversaries. Social interaction between the characters and the Angels is only possible if an Angel is willing to speak through an animated corpse. This requires the Angel to be motivated by more than a simple need to feed.

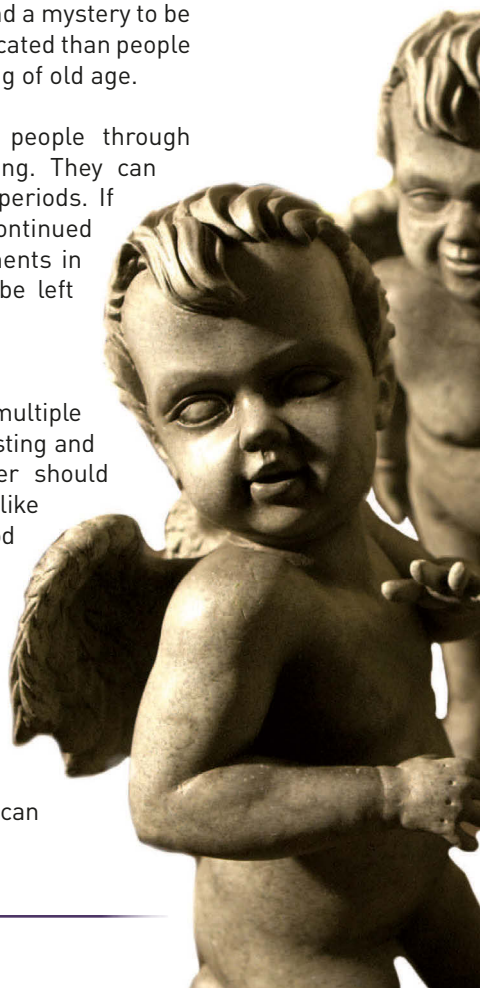
Physical interaction is likewise limited. Long chase scenes become increasingly less plausible against foes that can move at the speed of thought. Even with a coordinated effort to always have eyes on their surroundings, there is only so long characters can reasonably elude a healthy Angel. Remember, even the Doctor fell victim to them.

The solution is to limit the Angels' involvement in a plot, even if the plot is primarily about them. The first time we encountered the Weeping Angels, the plot might have been initiated by the Angels (when the Doctor was sent back in time), and it was the Angels that ultimately needed to be defeated, but much of the story didn't directly involve them. Instead, it primarily centred on Sally Sparrow's investigation into the disappearance of her friend, which crossed paths with the Doctor's attempt to retrieve the TARDIS. The Weeping Angels were instead an indirect menace, the threat of them looming over the adventure without necessarily having to appear directly.

So, when constructing a story, consider all of the things that can be happening in relation to the Angels. Consider the setting, NPCs and events that can occupy and interest the players above and beyond the threat of a Weeping Angel. They may only learn of Angel involvement late into the story; while there is clearly something wrong and a mystery to be solved, the situation is more complicated than people vanishing and then showing up dying of old age.

The Angels' ability to transport people through time also complicates story writing. They can easily split a party between time periods. If this happens, there needs to be continued involvement in each of those moments in time. Otherwise, the players will be left simply waiting to be rescued by the Doctor.

The complication of plots running in multiple time periods can also create interesting and engaging stories. The Gamemaster should have a rough idea how he would like things to unfold and then keep good notes so the plot stays on track. This is particularly important if people in earlier time periods are communicating with people in later ones (such as leaving information in time capsules). Losing track of how events in different time periods interact quickly muddles the plot and limits what the players can figure out for themselves.





Angels can also be used to introduce an entirely new plot, transporting the PCs to a specific time and place in the past where the rest of the story occurs. Only after that issue is dealt with do they manage to regain access to the TARDIS to return to their own time.

Weeping Angels are excellent adversaries for horror-themed storylines. The actual encounter with them can be momentary, but the dread of Angels is a force in and of itself. Knowing something is off but not knowing what, recognising the presence of an Angel without knowing its agenda or current location, fearing what might be lurking around the corner, these can all be elements of a good thriller.

WEEPING ANGEL ADVENTURES

- While taking in the sights and sounds of the universe on board an interstellar cruise, the characters discover two Angels packed facing each other in a shipping crate. Why would someone possibly risk such dangerous cargo, and what are they planning on doing with them once they reach their destination?
- A lack of coal holds up the maiden voyage of the *Titanic* by a week, and it arrives safely in New York. Archduke Ferdinand of Austria survives an assassination attempt, delaying World War I. Somewhere, a victim of the Angels is using his knowledge of the future to avert disasters in the past. Despite good intentions, the ramifications of such changes are far broader than the time-travelling Samaritan can understand. Now he needs to be found and somehow convinced to let the course of history play out.
- The inhabitants of a far-flung world is long dead, but the remnants of their civilisation have been the subject of study for decades. Unbeknownst to the archaeological team, dozens of recovered, worn stone blocks are actually the remnants of starving Angels. For the moment, they are safe, as there's no power source large enough to reactivate them. However, it's an entirely different story as they prepare to ship the blocks off-world for further study.
- A distant planet hosts a peculiar sight: a ring of Angels. A central energy signature with no obvious cause explains why the Angels have not decayed, but not why they are quantum locked, as their hands cover their faces. The ring has survived for centuries, and a cult known as the Angelic Choir has grown up around it. Then, one day, an Angel changes position, as if attempting to flee.

SPECIAL TRAIT: DON'T BLINK

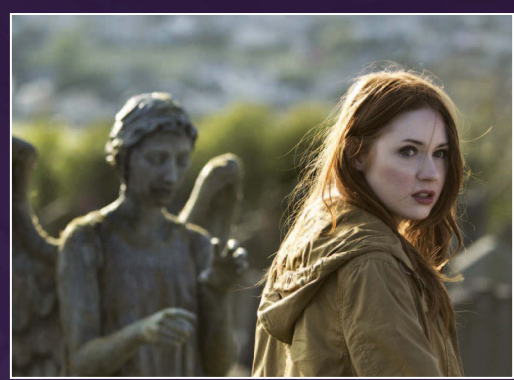
Angels move at incredible speeds so long as they are unobserved and may act once in every phase, talking (if they have some method of communicating), moving, doing and attacking all in the same round. Alternately, they may forgo the first three phases in order to rend a victim to shreds, attacking four times in one round. An Angel at full strength moves like the wind but as it weakens from hunger or damage, it will slow down. As such, an Angel's Speed is equal to their current Story Point Total.

SPECIAL TRAIT: LIGHTS OUT

Angels can interfere with the normal flow of electricity by spending their own energy, typically to short out light sources that are keeping them visible to their victims. The amount of Story Points varies from 1 to short out all the flashlights in the immediate vicinity for a round or permanently suppress one light source, to 6 or more for countering a magnetic lock. Groups of Angels can and will pool Story Points for large tasks, especially if there's a meal at the other end.

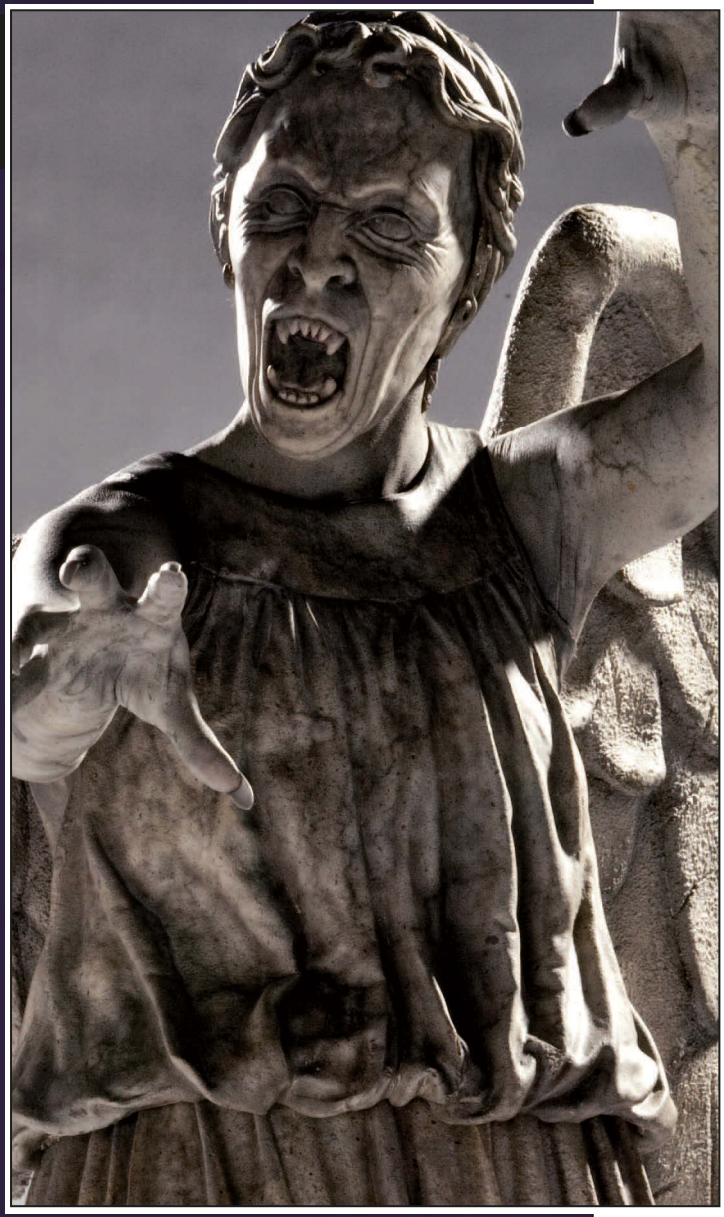
SPECIAL TRAIT: TEMPORAL EXILE

The Angels consume potential temporal energy by ripping living beings out of their time line and throwing them backwards in time. If the Angel is striking to feed and lands a successful physical attack, the victim is thrown back in time a number of years equal to the roll of two dice multiplied by ten, per level of Success. The Angel gains 1 Story Point for every Level of Success it scores on this attack, up to a maximum of 9 Story Points.



WEEPING ANGELS

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



On first appearance, the Weeping Angels seem to be harmless static statues; classic marble sculptures that have adorned churches, graveyards and tombs for centuries. In reality, they are an ancient alien race that can destroy lives with just a touch. Their origins are unknown, and are thought to be as old as the known universe itself.

SKILLS

Fighting 3 Knowledge 4 Subterfuge 4.

TRAITS

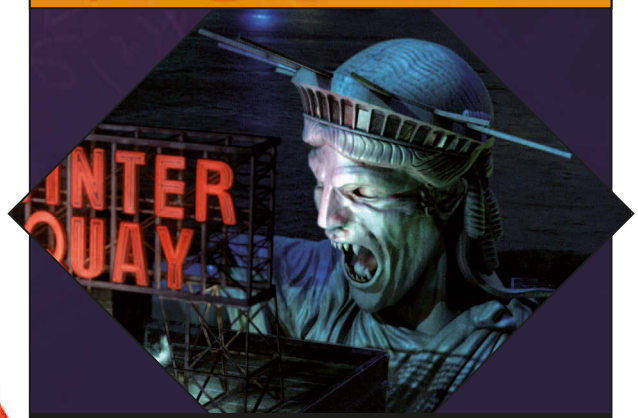
Alien
Alien Appearance (Minor)
Alien Senses – Blind Sense
Armour (Special): When quantum-locked, the Weeping Angel is made of the toughest stone. Bullets may chip it a little, but they are incredibly tough and resilient to damage, reducing any damage sustained by 15.
Immortal (Special): Weeping Angels are timeless and eternal. They can also regenerate any physical damage they may have sustained, though this can be a slow process taking decades and a source of radiation.
Infection (Special): The Weeping Angel, at their strongest, can infect anything that can record its image, becoming another Angel. If a living being stares into the eyes of an Angel for long enough, the Angel makes a Presence + Resolve roll (opposed by the target's Resolve + Strength). If the victim gets a Bad or Disastrous Result the Angel has infected them and they will gradually become an Angel themselves. The victim will have to succeed at Resolve + Strength rolls every hour (with a Difficulty of 12, +3 for every hour that passes after the first). Failure results in losing Resolve (1/2/3) and when the victim's Resolve reaches 0 the transformation is complete. Curing the infection is difficult, and involves removing the mental image or memory of the Angel from the victim. The Doctor lured the Angels into the crack in the universe to erase the one in Amy, though memory alteration may also prove to be successful.

Natural Weapons (Minor) – Teeth and Claws: A Weeping Angel gets +2 to Strength on attacks. Damage (2/5/7).
Special – Don't Blink (see nearby box out).
Special – Lights Out (see nearby box out).
Special – Temporal Exile (see nearby box out).
Weakness – Being Seen: If the Angel is seen by anyone, quantifying its existence, it cannot move.

TECH LEVEL: Unknown STORY POINTS: 6



THE ANGEL OF LIBERTY



AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	10

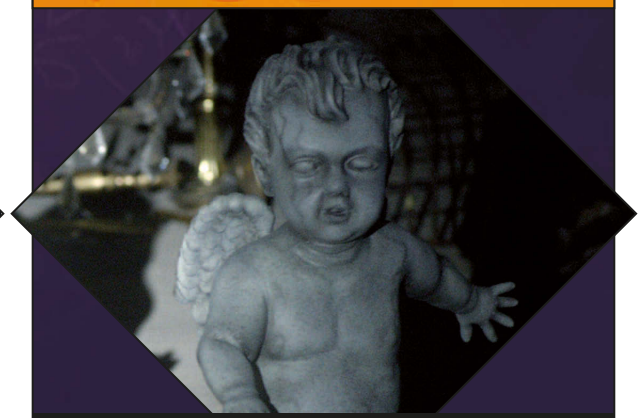
The Angels transformed the largest and most iconic statue in New York into one of their kind. The Statue of Liberty is quantum locked almost all of the time, but it can step into the time fissure around Winter Quay and walk through the streets to serve as the ultimate sanction of the Angels.

SKILLS
Fighting 4, Knowledge 4.

TRAITS
Alien
Alien Appearance (Minor)
Alien Senses (Blind-sense)
Armour (Special): When quantum-locked, the Angel of Liberty is made of the toughest metal. Bullets may chip it a little, but they are incredibly tough and resilient to damage, reducing any damage sustained by 15.
Fear Factor (4)
Immortal (Special)
Size – Huge (Major): Any attack on the Angel of Liberty has a bonus of +4 due to its enormous size. The Angel is too big to hide without some special assistance (like an intervening building).
Natural Weapons (Minor)
Slow (Minor): Unlike most Angels, which are incredibly swift, the Angel of Liberty is fairly slow, taking giant, ponderous steps. However, unlike most Angels, its speed is not tied to its Story Point total. It has a speed of 4.
Special – Lights Out (see nearby box out).
Special – Time Eater (see nearby box out).

TECH LEVEL: Unknown STORY POINTS: 6

LAUGHING ANGELS



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

Among the many statues transformed by the Weeping Angels, those created from statues of cherubic children are particularly menacing. They have a malicious sense of humour and they can speak, although usually they just giggle. (They can also, to take one example, blow out a match...)

SKILLS
Fighting 2, Subterfuge 5.

TRAITS
Alien
Alien Appearance (Minor)
Alien Senses – Blind-sense
Armour (Special): When quantum-locked, the Laughing Angel is made of the toughest stone. Bullets may chip it a little, but they are incredibly tough and resilient to damage, reducing any damage sustained by 15.
Immortal (Special)
Infection (Special)
Natural Weapons (Minor)
Size –Tiny (Major): Any attack on a Laughing Angel has a penalty of -4 due to their small size. They are good at hiding, and attempts to spot them have a penalty of -8.
Special – Don't Blink (see nearby box out).
Special – Lights Out (see nearby box out).
Special – Temporal Exile (see nearby box out).

TECH LEVEL: Unknown STORY POINTS: 1-5

ZYGONS



'With UNIT's help, twenty million Zygons have been allowed to take human form, been dispersed around the world, and are now living amongst us.'

A civilisation of nomadic shapeshifters, the Zygons were waging full blown cosmic wars when humanity was still in its cradle, but have been left without a home planet by the Time War. Their search for a new home led the Zygons to infiltrate humanity and attempt to take over, but eventually peace and diplomacy won through.

BACKGROUND

Many years ago, long before humanity even dreamt of walking on its own moon, the Zygon homeworld was destroyed and its inhabitants fled across the cosmos in search of a new homeworld. As the Zygon ships dispersed across the galaxies, a few found their way to the forests of Tudor England. This first wave, comprising no more than a handful of Zygons, deemed Earth to be poorly developed and unfit for Zygon habitation. However, they did see its potential, and hid themselves away in suspended animation until the planet was ripe for conquest.

Hundreds of years later, in the mid 20th century, another Zygon ship landed, in Scotland. The six Zygons on board found Earth to be imperfect but nonetheless useful, and aimed to enslave the human race for the benefit of a new Zygon empire. These Zygons were thwarted by the Doctor.

In 2013 the Zygons emerged from suspended animation, deeming the Earth ready for conquest. These were apprehended by UNIT, who threatened the Zygons with mutually assured destruction, but no less than three incarnations of the Doctor were at hand, and forced the humans and Zygons to form the perfect truce.

Since the truce was formed, an entire hatchery of Zygons – some twenty million – has been born and allowed to settled on Earth, adopting human guises and identities to live in peace alongside the humans. Although the truce was threatened by radicals who sought to provoke open war between Zygons and humans, with the help of the Doctor and Osgood common sense prevailed and the truce still stands.

MOTIVES AND AGENDAS

With their home planet obliterated, the Zygons have been left to live as nomads, drifting through space in a fleet of enormous starships. The Zygon fleet's primary aim is to find a new home, either by colonising or annexing a new planet. As a race, they are proud of their technological prowess, and consider it to be



a symbol of high status. They expect humans to be in awe of them, and believe that this justifies enslaving them. However, the Zygons are desperate, rather than instinctively ruthless. Although they can be vicious, they can be reasoned and negotiated with.

The Zygons have long given up on finding a perfect planet, and are happy to settle for a rough diamond. Earth is a fixer-upper – the temperature needs increasing and those ice caps will have to go – but it's a decent likeness for their late homeworld Zygor, and is a very appealing conquest. Such modifications will take a long time, but the Zygon fleet is many centuries away from the Earth. Warlord Broton's scouting party believed that with the aid of Zygon technology, a few generations of human labour could feasibly ready the Earth for Zygon habitation just in time for the fleet's arrival.

With the creation of a truce, Zygon thoughts of conquering Earth might be at an end, replaced by peaceful co-existence. But can there truly be peace in our time?

ENCOUNTERING THE ZYGONS

Zygon Biology

Undisguised Zygons are rubbery red humanoids with tentacle-like suckers lined up in neat rows all across their skin. Their heads are roughly conical, with their faces relatively small beneath the heavy brows of their enormous foreheads. They have humanoid hands and feet, with opposable thumbs ideal for manipulating controls with delicate precision.

Each Zygon has a couple of tricks at its disposal. Most obvious are the teeth, fierce and jagged, like a shark's, but a Zygon also conceals venom sacs within its tongue. When facing Zygons, it is common sense to stay well away from the mouth.

They can also zap their victims with a blast of energy from their hands, either stunning them for capture or reducing them to little more than a ball of hair.

Shapeshifting

Although shapeshifting is seen as a signature Zygon ability, Warlord Broton boasted that it was a technological process rather than a natural adaptation. When a Zygon captures a victim, it can take a body print, then use that image to become an exact copy of its prey. This ability is not limited to humanoids either – a Zygon could adopt the shape of a horse, for example.

A transformed Zygon copies all of its target's attributes, clothes included. Just as the Zygon who copied Elizabeth I became, in the Queen's own words, a weak and feeble woman, a Zygon who copied



one of her knights would be wearing a full suit of armour. Traits are also duplicated, both positive and negative, but non-wearable objects that comprise the rest of a character's inventory cannot be copied. This can give characters with negative traits a small advantage when facing Zygons – UNIT scientist Osgood is asthmatic, which is a negative trait, but one that could be easily mitigated by using an inhaler. When a Zygon took her form, it copied her labcoat, jacket and scarf but failed to recover the inhaler, leaving Osgood with the upper hand over her duplicate.

Zygons do not remain linked to their bodies' owners once they have captured a form, and indeed have to keep refreshing the imprint or else it will be lost for good, but the imprints they take do include psychological data. Osgood, again, is a fine example: the Zygon who captured her likeness noted some horrible memories, not least her envy of her pretty sister. Particularly strong-willed individuals might be able to maintain a link with the Zygon stealing their shape, perhaps even influencing their actions – much as Clara did with Bonnie.

Although Zygon disguises look authentic, each Zygon has a different personality, and a different proclivity for getting into character. The Zygon who impersonated Harry Sullivan did not bother to adjust its personality at all and was soon identified as a copy, but the Zygon that would imitate Kate Stewart a few decades later got rather carried away, and exposed sensitive information about UNIT's Black Archive from the shade of deep cover.

A character who has encountered the Zygons several times before may be able to pick up on subtle physical inaccuracies. The Doctor criticised Queen Elizabeth I for her odour, her unconvincing hair, her awful teeth, her narrow eyes and terrible breath, calling them out as tell-tale signs of a ropey Zygon copy.

Note, however, that the Doctor is not the ace Zygon hunter he would like to believe he might be: the woman with the nasty teeth was, in fact, the real Queen. This was his third botched identification of the day; only that afternoon he had been levelling interplanetary threats at a rabbit.

The Zygon Fleet

The Zygon fleet is the home of the Zygon species. Although the majority of Zygons live together in the main fleet, other crafts drift off in all directions, probing the depths of space in search of a new homeworld. Zygon scouting ships are large, but only a few soldiers occupy each craft.

Zygon Technology

Although they are highly advanced, Zygons do not have access to time travel technology: Broton lamented that it would take several hundred years for Zygon fleets to reach Earth, and when an Elizabethan era invasion taskforce arrived to an Earth that wasn't ready, they couldn't hop forwards in time but instead had to rely on Stasis Cubes: the time travel equivalent of sitting and waiting.

That said, Zygons are nothing if not patient, and may use any number of sophisticated bugs and surveillance devices to keep watch of the surface as they bide their time and wait for an opportune moment to strike. They have also been known to deploy nerve gas or disintegrate their victims when there is a danger of their plans being witnessed – a savvy move, as some of their technology would certainly draw public attention...



USING THE ZYGONS

A Zygon encounter is all about disguise, concealment and uncertainty. Zygons are among the most advanced shapeshifters the Doctor has encountered, and the Zygons are wily enough to play this to their advantage.

Deep Cover

From a practical point of view, you need to consider who the Zygons are most likely to abduct. They will want to possess creatures of tactical significance, and if a group of Zygons are hounding a Time Lord, the single most valuable strategic target will be one of their companions. The issue with this is that in a game this will normally be one of the player's characters.

If you're feeling devious, you could conspire with the player before you begin the adventure and construct a Zygon character, with a backstory and a key motive that you will withhold from the other players until a key moment in the plot or until the other players work it out for themselves. If you do choose this path, be sure to give the other characters an apparently unrelated scheme to foil in the meantime. This doesn't necessarily have to be a Zygon adventure – indeed, the Zygon "companion" might genuinely want to help the



SKARASEN

The most potent weapon in the Zygon arsenal, the Skarasen are huge sea creatures that the Zygons took with them when they abandoned their home planet. Zygons often struggle to digest foods from foreign planets, so Zygon explorers rely on the milk of the Skarasen for sustenance. Typically, this would make the hulking leviathan too sensitive to risk on the front lines, but the ferocious Skarasen is too powerful a soldier to squander, so a compromise was found, and the Skarasen were enhanced with incredible cybernetic gadgetry. Most strikingly, their bodies are plated with armour that can only be pierced by a nuclear weapon. Some Skarasen have had their eyes converted into cameras and connected to Zygon ships, so that the Zygons can closely monitor their activity.

characters. It's up to you how far you go down this path. The Doctor reckons he can tell a Zygon from the genuine article – why not tip one of the players off? Alternatively, why not take *everyone* aside before the adventure and tell them each, individually, that they are the only Zygon? Three Zygons, separately disguised as time travellers, each playing at being the hero!

Let Zygons be Zygons

To design an encounter that is perhaps a little easier to control, you may want to play the Zygons yourself, and will therefore need to include lots and lots of guest characters.

If the Zygons really are after the characters, look to their extended family. They may have friends in UNIT, in Paternoster Row, at home; any characters your players aren't playing are easy prey for a Zygon.



Alternatively, a Zygon who has no beef with the characters would have no reason to impersonate their families and friends, so a broader story would give you the option to cast the net a little wider. In Tudor England, a Zygon disguised himself as Elizabeth I as part of his world-conquering scheme – but before that, he was Elizabeth I's horse. On its opening night, half the staff at the Savoy Hotel were Zygons. This suggests that Zygons are happy to work their way up through the ranks, impersonating menial workers so that they can gain access to people who are more closely guarded.

If they were after the UK Prime Minister, they might first become a cleaner at Westminster, then an intern, gaining status with each new form until they find a body with some serious clout. And as such, your cast grows bigger!

An ensemble cast with a clear power structure will make a Zygon encounter far easier to helm – but the trick is always to not give the game away. Hide your Zygons, don't play them as vicious psychopaths or moustache-twirling designated villains; that kills the jeopardy stone dead. There's no reveal. Instead, find reasons for them to be helpful, and try to make them beyond suspicion – beneath suspicion! Don't be Elizabeth I: be her horse!

ZYGON ADVENTURES

- Their long lifespans and proclivity for deep cover would make the Zygons excellent antagonists in an 'enemy within' style plot. It is relatively easy for a Zygon to claim a position of influence and start exercising their power, and even if they start acting differently, who's really going to believe it's an alien shapeshifter?
- Just as Alfred Nobel was horrified to see dynamite weaponised, could the same be true of the Zygon who invented shapeshifting? Body-copy technology might, originally, have been a potent diagnosis tool, a clever way for doctors to experience their patient's maladies first hand. In the early days of the fleet, in the wake of the war we know the Zygons lost, the fleet's hospitals

would have been overrun with tides of weary and wounded Zygons, and the generals, with their egos bruised and their armies in tatters, would be desperate to get their hands on anything they could use as a weapon. Imagine the proud Zygon civilisation at its most rash and impulsive as it copes with the loss of its homeworld, picture the tension between Zygon warriors and healers... and then throw the characters in the middle of it all, snarling and raging at those disgraced commanders. What of all those scouting ships, drifting so many centuries away from the fleet? Was Broton an explorer, or an exile?

- Perhaps the most terrifying Zygon skill is one of the less explored – the body copy process takes a perfect imprint of its subject's memory! The blackmail, the scandals, the top secret weapons, what secrets could the Zygons unearth? And for that matter, where exactly did they get those Stasis Cubes?
- Zygons and humans negotiated the perfect peace treaty, and now tens of thousands live among us. As the years pass, how are Zygons influencing our lives? Are they swinging elections, are they sharing technology, are they getting rid of those pesky ice caps? Is their population static and sustainable, or are they breeding? Are more Zygons on the way, and do they come in peace? Equally, does humanity now owe the Zygons a favour?

ZYGONS

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



In their natural state, a Zygon is obviously alien with a large, cone-shaped head, bright red, rubbery skin and covered in suckers. But a Zygon is rarely encountered in its natural state for they are the masters of shapeshifting, able to flawlessly transform into another creature through their body-print technology. The Zygons used this ability to infiltrate a planet, replacing key people with alien duplicates, and later to coexist peacefully amongst humanity as refugees.

SKILLS

Athletics 3, Convince 2, Craft 2, Fighting 4, Knowledge 3, Marksman 2, Medicine 4, Science 6, Subterfuge 4, Survival 5, Technology (Crystallography 6) 4, Transport 3.

TRAITS

Alien

Alien Appearance: It's a big red rubbery thing covered in suckers. Kinda hard to miss. Unless it's disguised as your horse.

Fear Factor (2): A Zygon gets a +4 bonus to inspire fear when transforming back to its natural form in front of an unsuspecting victim.

Natural Weapon – Energy Blast: The Zygon can fire an energy blast from their hand that Stuns or disintegrates (4/L/L) their target.

Phobia (Fire): Zygons are afraid of fire.

Shapeshift (Major): A Zygon can assume the form of another creature (from a humanoid to a horse to a rabbit) that it has synchronised with through body-print technology. The Zygon may assume this form at will, but they need to re-imprint every few hours or the victim dies and its form can no longer be mimicked.

Special – Organic Interface: A Zygon can interface with the organic controls of its Zygon ship, giving it the Technically Adept trait when operating them.

TECH LEVEL: 6 STORY POINTS: 7-9

CREATING YOUR OWN ALIENS

CREATING YOUR OWN ALIENS



The universe is full of many creatures and aliens, and even the Doctor has only glimpsed a handful of them. The wide variety of aliens who joined the Alliance on Earth or who assembled at Trenzalore is just the tip of a galactic iceberg that shows just how different aliens can be.

But, in the **Doctor Who Roleplaying Game**, creating alien characters and races isn't too hard. This section allows you to create the aliens you want to add to your own adventures. It expands upon the information provided in Chapter Five of the **Doctor Who Roleplaying Game Core Rulebook**, helping to guide you through the process of creating a believable alien for your adventures. Some of the information from the Core Rulebook is duplicated here for easy reference.

HERO OR VILLAIN?

The first defining factor in creating your alien race or creature is the part they are going to play in the adventure. Are they going to be a villain, or a character controlled by the players? If the alien is a player character, then they should be created just like a normal character. They will need to purchase the Alien Trait (see pg. 145) and can pick additional Alien Traits to make the character more and more... well, alien!

Player character aliens are created like this to keep them on a fairly level playing field with the other characters in the group. It's all well and good having this great idea for a new character aboard the TARDIS, but when it's a 12ft tall upright green elephant with particle accelerator cannons grafted onto each arm, it may be a little out of balance with the other characters.

If the alien you're designing is going to be a villain, an NPC or a henchman, then you can ignore the points and the character creation process. You could create them as a player character so you'll know how powerful they are as a challenge, but if you're happy to adjust their actions during the game to provide a challenge without being overpowering, you can create anything you like!

In both cases you need to know why it is there, how it acts and what purpose it serves in the story. Below are a few things for you to think about when designing aliens of your own. If you answer the questions, you'll have made a good start on building your creature. Once you know about their background and habits, giving them some statistics should be simple.

What purpose does the creature serve in the story?
Before you even begin to create a creature, you must ask why it is in the story? Will it just be a monster



for the characters to face, or a diabolical villain? If the characters need to confront it, what sort of combat should occur? Should it be the worst foe they have ever fought or does it just need to slow them down a little bit? Is it a guardian, or is it helpful and designed to aid the characters in their tasks? Take a few moments to think about what you want to happen when the characters meet this creature and how those actions will affect the flow of the story and adventure.

Is it a Monster, an Alien or a Construct?

It might seem like a strange question but there is a big difference. A monster is an alien animal or supernatural beast. Monsters have very basic needs and goals. However strange they look, they are basically animals, like the Krafayis or the Teller.

Aliens are intelligent creatures. While they may be very different from humans, they will have a culture and technology of their own. You can interact and, perhaps, socialise with aliens like the Silurians, the Sontarans and the Daleks. Sometimes you might want to blur the line a little bit, though. Some aliens can appear to be monsters at first glance, with everyone too frightened to stop and chat. If someone does try to communicate, they discover it is raging across the countryside looking for help and is only getting angry because people keep shooting at it! The reverse sometimes applies; human-looking or even cute creatures that appear to have a decent society could be just a tribe of carnivores. Some vampires might seem human but actually have little more than animal instincts too.

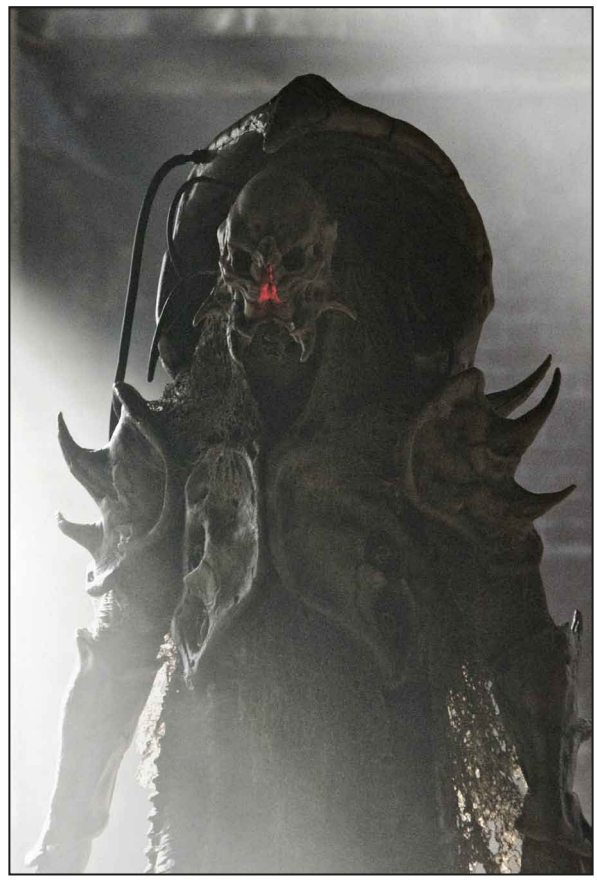
Constructs are the final type of creature, though they aren't really creatures. A construct is a created thing, like Clockwork Robots, Robot Knights or the Skovox Blitzer. They are often programmed with limited instructions and built for a purpose but they might not be robots. All manner of materials are available to create servitors, even leather.

When you have decided if you need a monster, an alien or a construct, each needs a different approach. So continue to work through the questions appropriate to the nature of the one you've chosen.

MONSTERS

What does it eat?

Most monsters are guided by the need to eat, or at least secure a place to eat. The chosen food for a monster also defines how aggressive it is and what sort of natural habitat you might find it in. Does it eat plants, meat or a bit of both? Does it feed on something strange like potential timelines or life-force energy? Does it drink blood with a straw, or prefer a nice bacon sandwich?



Where does it live?

The environment the creature is built to survive will make a big difference in its form and abilities. Obviously, it needs to be able to survive there. So, creatures that live or hunt underwater or in space can exist there without any problem. However, in the same way that dolphins are actually mammals and not fish, and penguins are birds that can swim underwater, some creatures are not entirely the products of a single environment. The place a creature usually lives will be where it finds its food, or close to it. A fish-eating monster might not live in the sea but it will certainly live nearby. Creatures with more abstract taste might live in very strange environments, even the Vortex itself, or worse. When you have decided where it can usually be found, consider any adaptations it may have for its environment. Thick fur protects against the cold and the right colouring helps it hide from predators or rivals. Desert creatures might be lighter, to be able to skip across the sand, or have large flat paws for a better grip.

How does it interact?

A lot of the behaviour of a monster comes from its food supply and how easy it is to find. More animalistic creatures will be aggressive and hunt, then become very protective of its catch. However, if food is readily in supply, it may be fairly docile and lazy. Monsters do not really communicate in the same way we do. Its mind is so bestial that even the TARDIS cannot translate the roars of a tiger or the mews of a cat. You might want to think about how much it understands – a dog can quickly learn and comprehend things, a cat may be just as bright but not very interested, whereas an ape is the only animal to comprehend its own reflection.

On top of food, you should think about how it breeds. Does the creature rear young that it must teach how to survive and protect while they grow? You can be shocked to discover the monster that took out most of your UNIT troops was actually only the baby. How protective is the creature of its young and how does it recognise them? If its young all grow bright yellow fur until they are older, it might not see someone wearing bright yellow as a threat.

ALIENS

How much of the animal is still there?

All aliens evolved from something; in the same way humans are descended from primates. So you might want to ask yourself all the same questions that you would for a monster. For instance, the Saturnyians won't drink the blood of a victim as soon as they see them but they are predators. Silurians still like to eat people and Colony Sarff is still mostly snake. No matter how developed an alien race may have become, there is often still a primitive part buried deep down. Even genetically engineered species still have that natural instinct in their DNA.

How technologically advanced are they?

Given that most species lose their natural hunting abilities so they can operate tools and create technology, much of the threat of an alien race is dependant on its technological advancements. You should consider if your species has a speciality. Does it focus on weapons of war or space travel? Maybe it has spent decades developing new technology for its music or arts. If it is good at something, maybe it is bad at something else. A species might be very advanced at one thing but so primitive at everything else it is exploited by other species. The technology will depend on what the species find important. So a race blighted by plague may have advanced medical technology and limited weaponry.

How emotionally advanced are they?

Just because a species has advanced technology, it may not be truly advanced in an emotional and enlightened sense. Daleks are vastly powerful but emotionally stunted. Often, simple primitives understand the way the universe flows and is put together. In general, warlike cultures are not so emotionally advanced but it need not always be the case. The Silurians are not really looking to reconquer the surface world, for example, just to understand what has happened to their planet.

What really makes them alien?

What makes the alien different, rather than just a humanoid with weird features? Find something strange to add to the creature's outlook or customs that will give them an otherworldly feel. They might only consider it polite to enter a room after someone else, the colour blue might be offensive to them, or singing may be the only acceptable way to converse. Find something small and a little strange, and work it into the alien. Don't go overboard though, unless you want encounters with it to be extremely odd and socially difficult.





CONSTRUCTS

What are they built from?
While a construct is always artificial, it can be made of pretty much any material you can animate. The obvious materials are metal and plastic but leather, clockwork and even flesh and bone can all be used to build new creatures. The sort of materials used will determine how solid and tough the construct is, and also how many there might be. If you build your robots out of gold, for instance, you probably won't make too many of them.

How are they powered?
You also need to consider where the construct gets its power. After all, the easiest way to stop it will be to shut it down in some way by removing its ability to recharge. Most robots run on batteries that need to be recharged. However, clockwork and solar power can keep a construct going for a long time, too. It is also possible they might get energy from other, more abstract sources. Daleks are able to draw on the Chronon radiation from time travel and some constructs might need to eat in the same way as a 'living' creature. The Half-Face Man kept repairing himself and his Clockwork Robots by replacing components with organic parts from his victims.



What do they do?
Constructs can be given very explicit or very general orders. The question is: can they think for themselves? Do they blindly follow orders, or can they adapt to a situation and think of a solution? This defines how they will act as circumstances change. If they have no real personality, they could react strictly to a set of instructions. If so, a clever opponent can defeat them by knowing the right questions to ask, or the right behaviour to adopt. However, don't be afraid to put in a few surprises. If the players discover that the 'Sillfrasic Death Guardians' won't attack anyone wearing a Sillfrasic medical badge, they can easily pass the robots by. That is, until they reach the 'red zone', where the Death Guardians are programmed to attack anything at all!

Is anyone in charge?
While many constructs are built to operate independently, few are left completely alone. Consider who might be controlling or supervising their actions. If they are being operated, how much control does the supervisor have? Might the constructs rebel in some way, in the right circumstances? Can the supervisor repair the constructs and are they, in turn, working for someone else?

If you have found answers for all those questions, you are well on the way to creating your alien. However, not every creature will fit neatly into the compartments we've offered here. For instance, the Toclafane are an alien race but behaved like constructs when ordered about by the Master. Cybermen might be considered constructs but are technically an alien race – even though Missy controlled them for a time. The Fisher King is a thinking, reasoning being but looks like a monster. A Dalek is an alien race that lives inside a construct and thinks in much the same way. The questions here only give you the right starting point; it is up to your imagination to build a truly interesting and diverse collection of creatures and aliens.

ALIEN CREATION

Now you've had a chance to consider the background of the alien you're creating, you should consider how it is being used in the adventure. If they are adversaries (quite a common occurrence in the Doctor's adventures), where will they be encountered? Are they simply a minor encounter, a setback, or minions of the major villain? In that case, they shouldn't be too powerful.

Try creating the aliens using a similar number of points to a player character. If the Doctor and his companions will be encountering many of them, this

should be a fairly even match. The players should be able to face the encounter with few problems, depending upon how many of them there are. For example, a single Cyberman is a tough opponent, far stronger than a normal person. However, they're slow and too logical, giving the players a bit of an edge against it. Increase the number and you've got a chase on your hands!

If the alien is more than just a minion, if they're the major villain that will be faced at the end of the adventure, during the "Climax and Resolution" phase, then the number of points used to create the alien can be far higher. Look at some of the major villains in this book as a guide for what is possible. Of course, as the alien isn't going to be played as a player character, the Gamemaster shouldn't feel bound by a certain number of points. If it suits the type of alien character and suits the story, you should add any trait, Good or Bad, to create the best encounter for your adventure.

ALIEN TRAITS

Below is a list of Alien Traits that the alien can have to set them apart from mere humans. Just as other traits that can be purchased, they come in Minor, Major and Special Good and Bad Traits.

Of course, the list of Alien Traits presented below is just a sample of what can be done, though most of the aliens the Doctor has encountered to date can be built using these traits. If you wish to design your own trait, you should feel free.

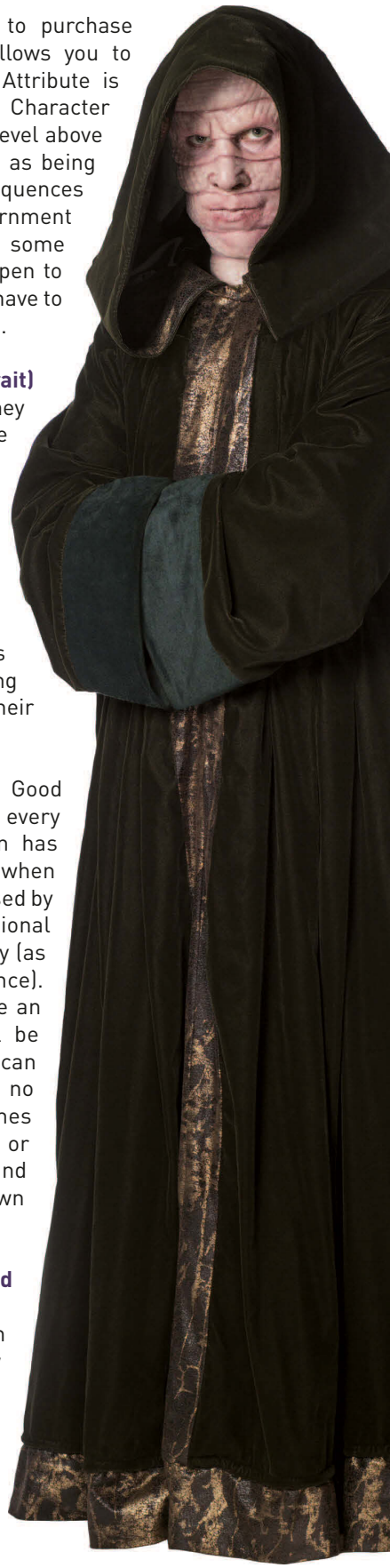
To get started and create your alien, you simply need to purchase the Alien Trait. Then you can pick any of the Alien Traits presented here, as well as those available to human characters.

Alien (Special Good Trait)

Aliens come in all shapes and sizes but in the majority of cases they are basically humanoid in shape, with certain abilities and features that set them apart. By purchasing the Alien Trait, a whole universe of possibilities is open to the character.

Effect: The Alien Trait is a 'Gateway', opening a selection of additional traits that are normally unavailable to mere humans. It is a Good Trait and costs just 2 Character Points to purchase but you should get the Gamemaster's approval before you select it. The Alien Trait means that you are from another planet - simple as that. Initially, you are of human appearance and look pretty much the same as someone from Earth.

The trait opens up the opportunity to purchase other specifically Alien Traits and allows you to have Attributes above level 6. If an Attribute is purchased above level 6, it costs 2 Character Points at character creation for every level above 6. As a downside, if you're discovered as being an Alien, you may suffer severe consequences (such as being captured by the government and experimented upon). Additionally, some of the Alien-only traits that are now open to you may mean that your character will have to adopt an increasingly alien appearance.



Additional Limbs (Alien Minor Good Trait)

Many hands make light work, or so they say. Taking this trait means that the alien has an additional pair of limbs. This can mean arms or legs or an odd alien limb or tentacle that functions as both. Of course, taking an additional pair of limbs means that the character is alien in appearance and will automatically get the Alien Appearance Bad Trait (Minor). The Additional Limbs Trait can be taken a second time, giving the alien a cumulative bonus but their Alien Appearance Trait becomes Major.

Effect: Additional Limbs is a Minor Good Alien Trait and costs just 1 point for every additional pair of limbs. If the alien has additional legs, their effective Speed (when calculating chases and alike) is increased by +2. If the limbs are arms, the first additional action in any round receives no penalty (as they can effectively do two things at once). This trait can be taken twice to create an eight-limbed alien, though they will be obviously more alien. Additional limbs can be had on top of this but they receive no bonus and cost no extra - there comes a point when you have so many legs or arms that it just becomes confusing and you can end up tripping over your own feet.

Alien Appearance (Minor or Major Bad Alien Trait)

While many aliens can pass for human under some circumstances (or low lighting), you have an obviously alien appearance. It could be that you're basically human but green, have a large head to accommodate your massive brainpower, or have pointy ears and look like a cat!



Effect: Alien Appearance is a Bad Trait that can be either 1 Points or 2 Points. The more severe the Alien Appearance Trait, the more 'alien' the character looks. As a Minor Bad Trait, Alien Appearance means the character is basically humanoid but with a distinctive alien feature. In most cases, when they encounter people who are okay with aliens, there will be no adverse reactions. However, when meeting the inhabitants of lower-level planets, who may not have met aliens before, social rolls will all suffer a -2 penalty (that is if they don't just run away!). As a Major Bad Trait, the 'alien-ness' of the character is more extreme. They may have tentacles instead of limbs, or a face like a squid - they could look like anything! Again, on advanced planets that are used to aliens this isn't a problem but if they meet less experienced peoples they will suffer a -4 penalty on social rolls (possibly even become the target of scared locals who assume the alien is hostile!).

Alien Organs (Alien Good Minor/Special 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 points 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, 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.

Alien Senses (Alien Minor Good Trait)

Most of the time, particularly acute senses are shown by a really high Awareness attribute. However, some aliens have senses that go above and beyond what is considered normal. It could be that they can see infrared or ultra-violet ends of the spectrum, or they could see the eddies and flows of time, see paradoxes, or smell their prey from a dozen rooms away. The cost of this trait could easily be offset by the Alien Appearance Trait. For example, saying that the character can see phenomenally well, but has big alien eyes like General Kudlak.

Effect: Alien Senses is a Minor Good Alien Trait which costs 1 point. At character creation, the sense that is particularly good should be specified (whether this is sight, hearing, smell, etc.) and the particulars of the extraordinary perception (what is so special about it and what is sensed). When the alien uses the sense, it gains a +4 bonus to Awareness rolls but only when using that sense. If the Gamemaster thinks the sense will aid another Awareness roll (such as avoiding being surprised), or if the environment affects the sense, this bonus may be reduced. For example, an alien that can see into the infrared range of the spectrum can see the heat given off by people. He gains a +4 bonus to his rolls when he spots the approaching Judoon in the dark but once the shooting starts, and things start exploding, everything will be hot and the bonus from his alien sense will be lost.

Armour (Alien Special Good Trait)

Armour as an Alien Trait means that the alien has 'natural' armour that protects it. Natural armour is that which cannot be removed and is natural to their form. For example, a Sontaran has very heavy battle armour but that is a suit that is worn and can be removed (not that we've ever seen Sontarans sunning themselves on the beach).



Cybermen and Daleks are literally built into their armoured casings and the armour cannot be removed. If armour can be removed (although Dalekanium plates can be removed from a Dalek, it's a very lengthy process and doesn't happen very often) then it is a piece of equipment, rather than a trait. If it's a permanent feature (whether this is a cybernetic suit, or just very tough, leathery skin) it is an Alien Trait.

Effect: Armour as an Alien Trait can be purchased at various levels. As a Minor Trait, costing 1 point, the alien has a tough hide that is able to reduce injury by 5 levels. If the alien is hit by a weapon and receives 6 levels worth of damage to reduce its Attributes, this 6 is reduced by the 5 of the Armour to a single point. This makes the alien quite a tough cookie! As a Major Trait, the alien's armour is increased to 10. In most cases, this armour will be thick plating, such as metal or scales. At this level, the Armour Trait costs 2 points but the alien's Coordination decreases by 1 (to a minimum of 1). The highest level is as a Special Trait, costing 3 or more. Every additional point spent, increases the armour by +5 (and reduces their Coordination by an additional -1 to a minimum of 1). This means you can create huge and heavily armoured creatures but they don't move particularly fast or accurately.

Aura (Alien Good Minor Trait)

With the Aura Trait, the alien gives off a strange feeling that affects those near to it. Unlike the Fear Factor Trait, the feeling is not always that of danger. The aura could be a feeling of peace and calm, used as a defence, or perhaps to lull their prey into a false sense of security before the alien attacks.

Effect: The Aura Trait is a Minor Good Trait that effects the feelings of people in the near vicinity. The actual effects should be defined at creation of the alien. Multiple effects can be employed but the trait will have to be purchased multiple times, one for each effect. The alien can choose whether or not to engage the Aura. When active, the Aura reaches to everyone within normal senses range (sight, smell or hearing). Anyone who could be affected will have to make a resisted Resolve and Strength roll (against the Resolve and Strength of the alien producing the aura, though the alien gains a +2 bonus on this roll). If the target fails the roll, they immediately feel the effects of the aura, becoming calm, frightened, sleepy, hungry, in awe or in love, or whatever emotion the alien's aura produces. They will not be able to resist again until they leave the area of effect (where the effect usually wears off instantly) or unless they spend a Story Point.

Burrowing (Minor Alien Good Trait)

A rare ability in sentient species, this trait allows the creature to tunnel or burrow at speed through soft ground, usually dirt, mud or sand. The alien will require an alternate means of breathing (see Environmental Trait overleaf) to avoid suffocating while tunnelling but this trait allows the creature to move at half of their normal Speed underground. They will have to avoid obstacles such as concrete or hard ground and most creatures like this will have some sort of Alien Senses (see opposite) to allow them to sense their direction of travel or prey.

Effect: Burrowing allows the alien to travel at half of their normal Speed underground through soft ground. The Gamemaster should use their discretion to decide if the alien can travel through a given terrain, modifying the Speed as they see fit.

Climbing (Minor/Major Alien Good Trait)

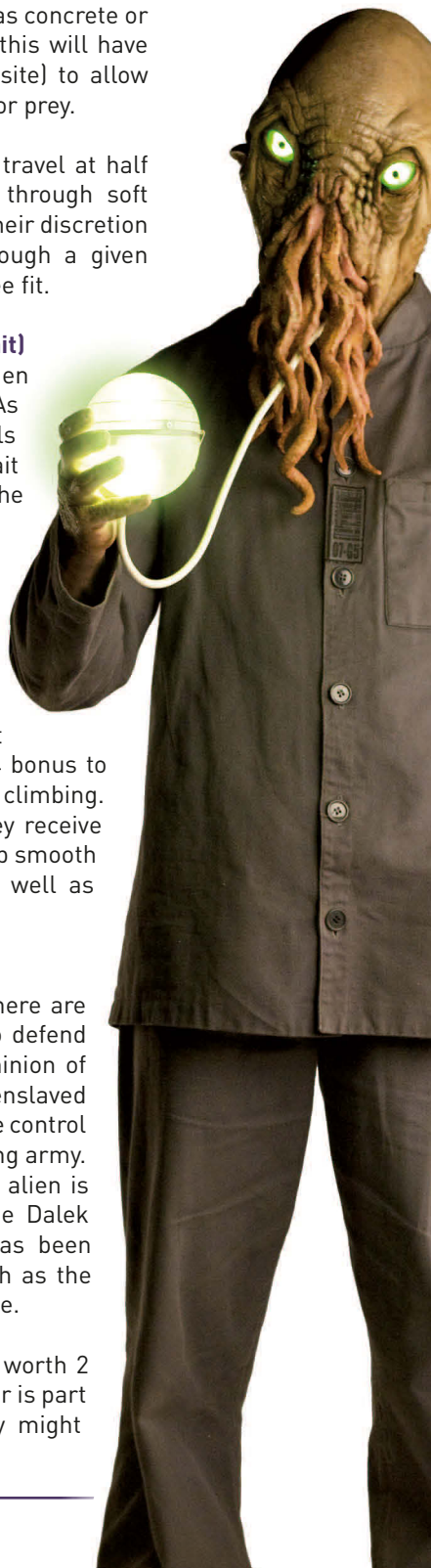
The Climbing Trait means that the alien is exceptionally good at climbing. As a Minor Trait, they can climb walls particularly well and as a Major Trait they are equally adept at clinging to the ceiling!

Effect: As a Minor Good Trait, costing 1 point, Climbing means that the character can climb up sheer and difficult surfaces. While they cannot climb surfaces without any grip, such as glass, they can certainly find it easy to climb walls. They receive a +4 bonus to Coordination and Athletics rolls when climbing. As a Major Trait, costing 2 points, they receive the same +4 bonus but are able to climb smooth surfaces such as glass or metal, as well as clinging to the ceiling like a spider.

Enslaved (Major Alien Bad Trait)

In a universe of war and hostilities, there are always those races that are unable to defend themselves and suffer under the dominion of others. The most recognised of these enslaved races were the Ood, who were under the control of big business rather than a dominating army. The Enslaved Trait can mean that the alien is part of an enslaved race, such as the Dalek Puppets, or even just a race that has been specially created to serve others, such as the varied servants of the Great Intelligence.

Effect: Enslaved is a Major Bad Trait, worth 2 points, meaning that the alien character is part of a recognisibly enslaved race. They might





be currently under the control of a dominant race, or their race may have been freed but still suffers the social stigma of their past. On top of being under the control of others, the alien will get a -2 penalty on all social rolls (usually involving their Presence or Resolve) when trying to voice their opinion, because of their enforced subservient nature. It may be that they will be freed, or have been freed, but it will take a lot to shake this nature. It doesn't mean it is impossible, there have been many occasions of vocal slaves leading a revolution, but they will have to overcome their subservience to air their grievances.

Environmental (Minor/Major Good Alien Trait)

Environmental is a catch-all trait that means the alien can exist in strange or harsh environments. It could be that they are aquatic and can exist just as well underwater. They may be able to survive in the vacuum of space, or endure the harsh heat of a volcanic world, or the extreme cold of Volag-Noc.



Effect: As a Minor Good Trait, Environmental means that the alien suffers no ill effects from one particular harsh condition. If it's something like being able to survive underwater, their ability should be explained. Do they have gills, or can they store oxygen in some way? If they can survive in the vacuum of space, this will require a little more rationalisation. As a Major Good Trait, the alien suffers no effects from any environment - for example, a Dalek can fly through space, or drive along the bottom of the Thames.

Fast (Minor/Major Good Trait)

Some aliens are very fast and move with a quickness that is seldom seen in humans. It could be that they're born predators, fast like an Earth cheetah, or they have some unearthly ability to move so fast that they are no more than a blur to the naked eye.

Effect: Fast is a Good Trait that means the alien can travel unnaturally fast. As a Minor Good Trait, the alien's effective Speed is increased by 1.5 times (round up), so a creature with a Coordination of 2 has an effective Speed of 2 x 1.5 = 3. As a Major Good Trait, their Speed is doubled, so a creature with Coordination of 4 has an effective Speed of 8. This trait only works if the alien is moving outside of a vehicle.

Fear Factor (Alien Minor Good Trait)

The Fear Factor Trait is designed for monsters and those truly scary individuals who can send people running in terror. They don't have to be ugly or monstrous - people cowered at Missy's feet, in fear of their lives - but sometimes it is just looking at the alien with the rows of teeth that fills them with fear.



Effect: Fear Factor is a Special Alien Trait and is only suitable for villains. It costs 1 point but can be purchased multiple times. Each purchase of the Fear Factor Trait adds +2 to any roll when actively trying to strike fear into people's hearts. See Getting Scared in the **Doctor Who Roleplaying Game**.

Flight (Minor/Major Good Alien Trait)

Flight is quite a common feature of aliens, from Daleks hovering over a city to the rocket-propelled Cybermen chasing aeroplanes through the sky. Flight as a trait means that the alien can fly. It can mean wings, jetpacks, antigravity devices or rotors but one way or another they can leave the ground for extended periods.

Effect: Flight as a Minor Good Trait, costing 1 point, means that the alien can take off, hover and travel slowly at a limited height. In most cases, this is just hovering, like a Dalek climbing the stairs. Their Speed is half of their Coordination (round down, minimum of 1) and they can usually only ascend to a height of around 100 metres. As a Major Good Trait, they can really take to the skies. Above 100

metres, their effective Speed is three times their Coordination. They can fly as high as they like (though the Gamemaster may want to take other factors into account such as air, temperature and other environmental effects). If they're travelling below 100 metres, they will probably travel slower to avoid obstacles and the Gamemaster may impose a limit (or make the alien's player roll additional Awareness and Coordination checks to see if they can react in time to any dangers).

Frenzy (Minor Bad Trait)
Sometimes, a creature becomes so incensed with rage or bloodlust that they cannot think or act beyond attacking blindly. Creatures that go into these frenzies are incredibly dangerous and able to continue when other creatures would collapse from their wounds.

Effect: Frenzy is a Minor Bad Trait that means the alien is susceptible to a maddening rage that takes control of their actions. When they are injured, they must make a Resolve and Strength roll with a Difficulty of 12 plus the amount of damage taken. For example, if the creature takes 6 levels of damage, the Difficulty to resist going into Frenzy is 12+6=18. The more injured it gets, the harder it is to resist the Frenzy.

If the alien fails the roll, they enter into the Frenzy and will not stop until they kill the source of their injury (even if this is an inanimate object!). If their target is removed from sight, the creature might begin to calm down after a few minutes but otherwise the bloodlust will be too strong. So strong, in fact, they will ignore all injuries - rolls will be made at the creature's full Attributes - unless the creature sustains enough damage to kill it.

When the target has been eliminated, or removed from harm, the creature will rest and recover from the frenzy and any negative effects from injury will be applied.

Gadget (Minor/Major/Special Alien Good Trait)
Not exclusively an Alien Trait but aliens can have some form of cybernetic or mechanical enhancement built into their bodies and take Gadget Traits. The Saturnynians have Portable Perception Filters, Daleks have force fields as well as the ability to "Emergency Temporal Shift!" Gadgets are purchased just as for a normal character but how and where the gadget is 'plugged in', and if it can be removed, should be defined.

Effect: See Gadgets and Jiggery-Pokery in the **Doctor Who Roleplaying Game**.

Immaterial (Special Alien Bad Trait)
Some alien creatures have shed their physical bodies to become something radically different. Whether they can temporarily move out of phase, such as the Tharils, or have been made into ghosts by the Fisher King. 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.

Immortal (Major/Special Alien Good Trait)
There are two types of Immortal beings in existence. The first never gets old; never ages and will never die of old age. They simply continue on. While it's rare for them to die from a disease, they still can and can certainly be killed through violence or an accident. Immortal at this level is a Major Good Alien Trait costing 2 points and while it doesn't really affect the actual game (as they can still be killed through violence) they could have already lived for a long time. The Gamemaster may allow them to recall something from their past, if it suits the story, or something from their history could resurface, provoking a whole new adventure.





The second type of Immortal cannot be killed through violence, accident or disease. This version is a Special Good Trait. They may appear to get a little older but their longevity is so epic that their aging is hardly noticeable. They can be shot, electrocuted, drowned and fried but they just don't die. They may fall down and look dead but it isn't long before they're up and active again. You must have purchased the Alien Trait before selecting Immortal, though in rare circumstances (such as Me) Immortality may be granted to humans, at the Gamemaster's discretion.

Effect: Immortal is either a Major Trait, meaning the character never ages and will not die of natural causes, or a Special Trait, that means the character cannot be killed. Both may be unbalancing to the game and should be discussed with the Gamemaster before a player character takes the trait. Immortal as a Special Trait costs 5 Character Points, as well as reducing the character's maximum Story Points by 4. If killed during the course of an adventure, the character looks dead and can't be revived. Without the Fast Healing Trait, the character will heal at a normal rate (this is usually 1 level of Attribute per day of rest).

When they have healed all of the damage they have taken and returned to their full health, they will wake and be fine. If the damage is really severe, the Gamemaster may keep track of how far into the 'negative' the character's Attributes go and they will have to heal all of these before they can recover. Any extreme damage, such as loss of limb, may lead to further Bad Traits without the Fast Healing Trait.

Immunity (Major Good Alien Trait)

Many aliens are immune to one form of harm or another. Brigadier Lethbridge-Stewart once commented how nice it would be to face an alien enemy that wasn't immune to bullets! However, being immune to the effects of certain weapons is not as common as he believed and often the cost of this trait is countered by taking the Weakness Trait. For example, Autons are immune to bullets, but are vulnerable if their control signal is disrupted.

Effect: Immunity is a Major Good Alien Trait, costing 2 points. When taking this trait, the specific thing that the alien is immune to must be clearly defined, whether this is something as simple as bullets, acid, mind control or poison. If the immunity is particularly

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 spider drones, 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 Good Alien Trait and if tiny it should take the Small Bad Alien 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 (see p.49).

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 human, larger 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 player 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

As always, if the Gamemaster thinks this rule slows the game down or makes things too complicated, it can be ignored.

powerful, such as bullets, the Gamemaster may balance this immunity with a weakness, especially in major villains or player characters.

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 target 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 every hour or day) they will have to make a Resolve and Strength roll, against the Resolve and 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 becoming possessed (see "Being Possessed" in the **Doctor Who Roleplaying Game**.

Invisible (Special Alien Good Trait)

The ability to be unseen is possibly one of the best weapons and defence on the battlefield. It is an ability seldom seen (pardon the pun) naturally occurring in aliens but a mild version of this trait can be accomplished with shifting pigments in the skin, allowing chameleon-like blending into their surroundings. Full invisibility is more commonly found in advanced technology, such as the optical camouflage developed by the Sontarans, or in ghostly, intangible creatures that barely exist in this reality.

Effect: Invisibility is a Special Trait that comes in various levels. If the ability is natural, and the alien can blend into the background to be unseen, then this is a Major Good Trait that costs 2 points. If the alien remains immobile, any attempt to spot it suffers a -4 penalty. Full optic camouflage is usually a trait that would be part of a Gadget and costs 4 points. This provides the same -4 penalty to be spotted but the alien can move around without losing this advantage. While it is usually a Gadget Trait, it can be a natural ability if the Gamemaster can rationalise it. If this invisibility cannot be turned on or off, as in the case of the alien being ethereal or immaterial, the same -4 penalty is actually a Bad Trait, providing 2 points.

All of these levels of invisibility can be purchased or taken multiple times to provide better invisibility with the penalty being cumulative. For example, if the alien has almost perfect invisibility through optic camouflage, they could take the trait twice, providing a -8 penalty to anyone trying to spot them.

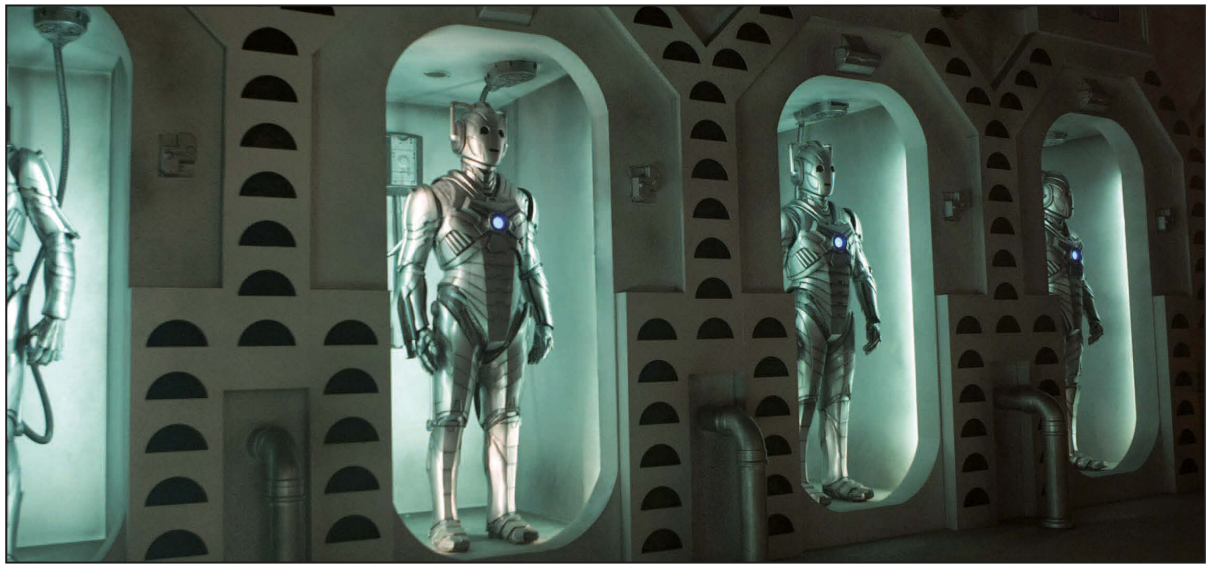
Natural Weapons (Minor/Major Alien Good Trait)

The alien has weaponry that is part of their form. This could be something straightforward, like toxic breath, a poisonous bite or sharp claws, or more complex, such as built-in guns or being able to fire sharp spines. As long is it is not something that is usually dropped or carried (like a gun or bow) and is part of the alien (like a Dalek's gun or a Cyberman's particle cannon or electric grip) then it is technically a 'natural' weapon.



Effect: Natural Weapons is a Minor or Major Alien Good Trait that can be purchased multiple times if the creature is particularly dangerous. As a Minor Trait, the weapon is only for close combat. These are usually teeth, claws, spines, electrical shock or something similar. A weapon like this increases the damage of the usual physical attack by +2, so the alien's damage is equal to their Strength +2. This increase is just like a normal close combat weapon, as the trait adds blades or 'dangerous' damage to their physical attack.

As a Major Trait, the weapon shoots something (like a poisonous spine, fingernail, flaming breath, or built-in gun). A ranged Natural Weapon deals a damage of 5 (2/5/7) and can reach a greater distance than a simple swipe of a claw. This trait can be purchased multiple times to reflect various forms of defence that the creature has, or it can work on a single weapon and increase the damage cumulatively (damage of 5 per trait purchased). For example, a female Slitheen would have claws, toxic breath and poisonous dart.



The Gamemaster decides that the toxic breath works at close range, so it is a Minor Trait. So, the Slitheen has 2 Minor Natural Weapons Traits (claws and breath), and 1 Major (darts). A Dalek has only one weapon (the exterminator "death ray"). It's a long-range weapon that usually kills with one shot, so the Exterminator is worth 2 Major Natural Weapons Traits, if not more.

Networked (Minor/Major Alien Good Trait)

The Networked Trait means that the alien is connected in some way to others of their kind. Whether this is an inbuilt gadget that connects them to others, a telepathic field or a 'hive mind', it means that if one is in trouble or injured, it can call for aid. Whether others are in close proximity to help is another matter...

Effect: Networked is a Minor or Major Good Trait. As a Minor Trait, the aliens simply sense each other and know when one is in trouble. They can act together fairly simply, like the Whisper Men or the Clockwork Robots - when one wakes up, all of them do. They don't really 'talk' to each other but they know where to congregate as a group. As a Major Trait, they have the equivalent of the Telepathy Trait connecting them to each other, or even to a hive mind. Cybermen are more like this - they have the ability to send communications to other units. Most of the time, the range of this communication is limited. Gamemasters may wish to use the Telepathy Trait as a guide.

Possess (Special Alien Good Trait)

This is, technically, the highest possible level of the Hypnosis Trait (see the **Doctor Who Roleplaying Game**). Possess allows the alien to take over another person and control their actions. The Great Intelligence could hypnotise and control its victims, while the Nanocloud protecting the Dalek Asylum effectively took over the bodies of any non-Daleks. While in the host body, the alien can make it do or say almost anything (except make the host kill themselves, the survival instinct is too strong for that). Possessing someone is exhausting and if the alien has left its body behind somewhere, it will need protecting (and may die of starvation if they are out of their body too long).

Effect: Just as the Hypnosis Trait, the target will have the opportunity to resist becoming possessed (with a Resolve and Strength roll, or Ingenuity in some cases). The possessing alien receives a +4 bonus on their first roll to possess someone. If they fail this, every attempt that follows loses the bonus. As a good guide, the possessing alien can inhabit the body for as many hours as they have Resolve, though very powerful foes (such as the Family of Blood) could inhabit a body indefinitely. If they force the host to do something very against their nature (such as attack one of their friends) they will have a chance to resist (and on a Fantastic result, the possessing entity may be rejected from the host completely!). For additional information, see 'Being Possessed' in the **Doctor Who Roleplaying Game**.

Replication (Alien Good Major Trait)

Unlike the Infection Trait, Replication means that the alien can multiply itself by various means without the need of transmitting its alien-ness to another life form. It could be that they 'bud' and create a youthful clone of themselves organically without natural reproduction, or it could be that any limbs lost or removed will grow into a duplicate version of themselves.

Effect: As a Major Good Trait, the alien can replicate itself outside the normal expected means of reproduction. This can mean spawning a childlike offspring or creating a duplicate of the original. The alien will have to make a Resolve and Strength roll, Difficulty 15. A result of Success or higher means that the replication is successful and another version of the alien has been 'born'. It will be confused and disorientated for a few minutes. A childlike offspring will grow at a normal rate unless artificially accelerated and will learn as it goes. A duplicate will be 'born' with the same attributes and skills of the original. If a player takes this trait, the duplicate will not be 'playable' by the same player, unless the original is incapacitated or killed. Gamemasters should be aware of the way this trait can produce an army of clones or duplicates that could threaten to take over the world or otherwise quickly unbalance a game.

Shapeshift (Minor/Major/Special Alien Good Trait)
Some aliens have the ability to look like something else. This is especially useful if you're a 2 1/2 metre tall green alien with claws, or if you wish to try to mimic someone to gain information. The actual methods of 'shapeshifting' can be as complex as genetic manipulation, or a racial ability, to something as basic (and barbaric) as wearing a suit of human skin.

Effect: As a Minor Good Trait, this means that the alien can disguise itself as a fairly convincing member of another race (usually human). The Slitheen skinsuit is perhaps the best example of this, as is the Nestene's tactic of replicating humans. In both of these cases, the disguise was not perfect. You could see the Slitheen's zips if you got close enough and the gas exchange was all wrong, at least in early versions. The Auton Mickey was very plastic and glitchy. As a Major Good Trait, the alien can physically shapeshift, like the Zygons, the Krillitane or the Carrionite witches, into a perfect human (or other specified race). If the alien is able to shapeshift into multiple forms and replicate actual people, like the Multiform, then the trait is a Special Good Trait that costs 4 points.

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 zero. The alien does not move or, if it does, it moves so slowly that it is regarded as stationary in a chase situation.

Special (Special Good Alien Trait)
Sometimes, aliens can do something remarkable and odd. Something that none of the other powers and abilities listed here covers. It could be the Dalek's ability to "Emergency Temporal Shift", or the Boneless' ability to render people down to 2D images. This trait allows the Gamemaster to go wild and create the odd and special powers that can sometimes define the race.

Effect: This is a Special Trait that costs 3 points or more. The more powerful the ability, the more the trait costs. Using other powers as a guide, the Gamemaster can create any power they feel necessary to make a cool alien. This can be around 3-4 points for the Krillitane's ability or the Dalek's temporal shift, to 7-8 points for being able to move faster than you can imagine (when you're not looking) and being able to send your victims back in time. Specific traits for these powers can be created, or the Gamemaster can simply use the Special Trait to cover these.

Teleport (Major Good Trait)
It is rare for a creature to be able to teleport, to literally disappear from one location and appear in another. However, some aliens have developed the technology to do it. Some, particularly scarce, creatures can do it without the means of gadgets or gizmos. If, like Missy, they can teleport with a device, then it's simply a Gadget. If they can teleport without a device, appearing wherever is necessary, like the Whisper Men, who can simply appear next to their next victims, then this is an Alien Trait.

Effect: Teleport is a Major Good Trait, costing 2 points. The alien will have to make an Awareness and Resolve roll to teleport and can only 'jump' to places they are familiar with. Most aliens that appear in unfamiliar places have some sort of psychic ability to see the location before teleport in. Failure means the alien doesn't move. Frequently, aliens that teleport find themselves weakened and disorientated for a few minutes until they can recover and get their bearings.



Vortex (Special Good Trait / Alien Trait)
Vortex doesn't mean that your character has access to a TARDIS or other time travelling ship or device but it does mean that they have some knowledge of actually using one. Travelling the Vortex is very difficult and TARDISes are usually designed to be controlled by more than one person. To the casual observer this operation can look like a random sequence of twirling knobs, dials, switches and even hitting it with a rubber hammer. Vortex Manipulators are unreliable and time travelling ships can be dangerous. This trait means the character has some limited knowledge of how to pilot the TARDIS or other Vortex manipulating devices or ships. Vortex is a Special Trait, costing 1 point, and is not for beginning characters (unless they have a background of using a TARDIS or other Vortex Manipulators). Selecting Vortex as a trait at character creation will have to be approved by the Gamemaster.

An additional 'level' of Vortex is available to Alien characters and costs 8 points. This high level of Vortex means the character can time travel without the need of a ship or device, literally stepping through time. This is an Alien Trait and is best reserved for villains or NPCs.

Effect: The Vortex Trait adds +2 to any roll that involves piloting a time travel or Vortex manipulating device. Controlling the TARDIS (or other such time vessels) is so tricky to the unskilled, that it is almost impossible to actually be able to succeed at the task without having the Vortex Trait. The Alien level of this trait, which allows time travel without a device, requires an Ingenuity + Resolve Roll to use and the expenditure of 2 Story Points. The more successful the roll, the more accurate the 'jump' through time.

PLAYING ALIENS: ALIEN CHARACTER CREATION PACKAGES

The universe is very large and full of aliens of all shapes and sizes. Some players will want to play an alien and it can be great fun for groups to explore the interaction between species outside of Time Lords, humans and near humans.

A short campaign focused around a Sontaran Strike Team might be fun, for instance. Or maybe the characters are a Draconian, an Ice Warrior and a crazed human bearing a chainsword and blaster, all dedicated to destroying Daleks.

Maybe you're more into the investigative type of game where a curious but cowardly archivist travels from planet-to-planet investigating long dead civilisations with a Judoon, a Malmooth and a Raxacoricofallapatorian to protect them from the dangers of the universe.

Using the steps below, you can distill any alien race described in any supplement for the **Doctor Who Roleplaying Game** into a 'Creature Package', a sort of 'Super Trait' that can be taken at character creation to create a player character from that race. The steps are fairly easy and there are some ready-made packages below.

1. Determine Attribute Modifiers
2. Determine Traits
3. Determine Cost

ATTRIBUTE MODIFIERS

For the purposes of the game, a '3' in any attribute is considered to be the average human baseline for characters. To find the attribute modifiers for an alien race, simply subtract 3 from the appropriate attribute to see how much stronger or weaker the average specimen is when compared to humans.

For example, a Judoon has a Strength of 8. Subtract 3 from this and we find that Judoon player characters start with a Strength Bonus of +5. A Malmooth, on the other Hand, has a Strength of 2. Subtract 3 from this and we find that the Malmooth character starts out with a Strength of -1!

This also changes the normal minimums and maximums for Attributes. A normal human, for instance, cannot start off weaker than a 1 or stronger than a 6 in any Attribute. A Judoon, however, with a +5 modifier to Strength, cannot start out weaker than a 6 and may have a maximum Strength of 11! Regardless of how low a race's attributes go, no player character can start with an attribute of 0 or less – they must buy up difference before they can raise the Attribute.

Continuing the example, a Malmooth player character has a Strength of -1. This means that it will cost them 2 points to gain their basic strength of 1, 3 points to get a Strength of 2 and 5 points to gain their maximum Strength of 5.

TRAITS

This part is simple. If a trait represents a natural ability or racial psychology, then add it to your player's character. If it represents some technological device or ability that can be easily removed or taken away, then don't take it unless the Gamemaster allows it.

For example, a Raxacoricofallapatorian gains the Alien, Alien Appearance, Alien Senses, Natural Weapons and Weakness to Acetic Acid traits of the Slitheen entry. The Shapeshift trait, however, is provided by the Compression Field technology used by the family Slitheen in particular, so the Gamemaster may or may not allow the players to take that trait depending on whether or not he wants the players stealing people's skin to wear.

COST

The cost reflects the number of character points it will cost for a player character to take the Race Package. For every point of attribute bonus, add +1 to the cost of the Race Package. For every point of Attribute reduction, subtract 1 point. For traits, add 1 point to the Package for every Minor Trait, 2 points for every Major Trait, or cost for the Special Trait as defined in the trait's its description, the Gamemaster may decide a suitable cost for the trait, ranging from 1 to 8 or more! For Bad Traits, subtract the cost from the Package, instead.

For example, a Judoon has Awareness -1 (-1 point), Coordination -1 (-1 point), Presence +1 (+1 point), Resolve +2 (+2 points), Strength +5 (+5 points), Alien (+2 points), Alien Appearance (Major) (-2 points), Armour (+1 point), Code of Conduct (Law) (-1 point), Fear Factor (+2 points), Slow (-1 point), Special: Lung Capacity (+1 point). It costs 8 Character Points to be a Judoon...

ATTRIBUTES

When buying an Alien Package as a player character, purchase attributes as you would normally but spend enough points to make them all 3 across the board. Then purchase your Alien Package, apply any modifiers to the Attributes, then spend any additional points you wish to customise the alien, or put them within playable parameters.

WHEN IS ALIEN TOO ALIEN?

While these rules allow you to translate just about any alien the Doctor has encountered into a playable character, even Daleks, the Gamemaster and the players should think twice about campaigns based around them. While it might be interesting for the gaming group to play the Cult of Skaro, for instance, it can be mentally difficult (and not all that healthy) to put yourself into the mind of a xenophobic alien with racial purity issues and a genetic desire to kill. Combine that with the rather limited focus of Dalek intent and having to speak with a ring modulator for hours at a time and it is clear that a Dalek is probably better left as an non-player race.



Some other races are so powerful that a campaign based around them might be fun for a game or two but there will be little to challenge them for a full campaign. They are just too powerful for the typical game. Ultimately, it is up to the Gamemaster and the group to decide what aliens are and aren't suitable for play but it's best to avoid those who are too alien in mindset, too powerful in ability, too limited in personality or too evil in essence to make a good campaign. All that being said, it might be interesting to have the players play a one-shot that features one of these races and then use the results of that game to set up a normal adventure using standard characters who are now trying to stop the plans set in motion by the alien characters in the previous adventure! This can provide a whole different point of view for the players and make for a nice break from the current campaign.

RACE PACKAGES

To save you a bit of work, here are some completed Race Packages. We've left out some of the more outlandishly powerful aliens, like the Daleks or the Atraxi but have included a handful of those found in the **Aliens & Creatures** chapter. The numbers in brackets are the character point cost of that particular item.



TREES OF CHEEM RACE PACKAGE

Cost: 3 points
Awareness +1 (+1)
Resolve +1 (+1)
Alien (+2)
Alien Appearance (Major) (-2)
Armour (Minor) (+1)
Special: Liana (+1)
Special: Photosynthesis (+1)
Weakness (Major: Heat) (-2)



DRACONIAN RACE PACKAGE

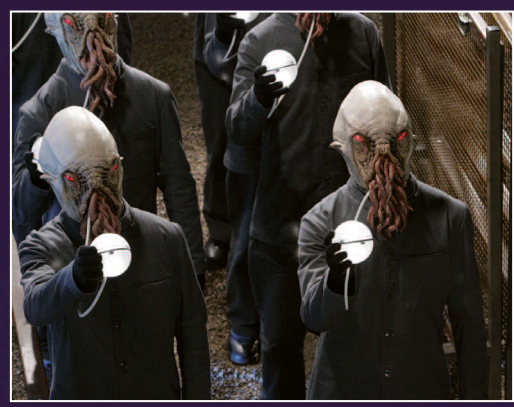
Cost: 1 point
Presence +1 (+1)
Coordination -1 (-1)
Resolve +2 (+2)
Strength +1 (+1)
Alien (+2)
Alien Appearance (Major) (-2)
Code of Conduct (-2)



OOD RACE PACKAGE

Cost: -2 points (Natural Ood)
Awareness +1 (+1)
Coordination -1 (-1)
Ingenuity -1 (-1)
Presence -1 (-1)
Resolve -2 (-2)
Strength +1 (+1)
Alien (+2)
Alien Appearance (Major) (-2)
Psychic (+2)
Telepathy (+1)
Weakness (Major: Susceptible to Mind Control) (-2)

Cost: -2 points (Enslaved Ood)
(As above, only add the following Traits)
Gadget (Translator Orb) (+1)
Enslaved (-2)
Natural Weapons (Translator Orb) (+1)



SATURNYNIAN RACE PACKAGE

Cost: 13 points
Ingenuity +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength (+3)
Additional Limbs (Major) (+2)
Alien (+2)
Alien Appearance (-2)
Dependency (Minor) – Bodily Fluids (-1)
Environmental (Minor) – Water (+1)
Fear Factor (1) (+1)
Natural Weapon – Tooth and Claw (+1)
Special – Camouflage (+1)
Weakness (Major) – Ultraviolet Light (+2)

SILENT RACE PACKAGE

Cost: 18 points
Awareness +1 (+1)
Coordination -1 (-1)
Presence +1 (+1)
Resolve +2 (+2)
Strength +3 (+3)
Alien (+2)
Alien Appearance (-2)
Fear Factor (2) (+2)
Hypnosis (Major) (+2)
Natural Weapon (Major) – Electricity (+2)
Special – Memory Proof (+4)
Technically Adept (+1)
Tough (+1)

SILURIAN RACE PACKAGE

Cost: 5 points
Awareness +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +2 (+2)
Alien (+2)
Alien Appearance (-2)
Armour (Minor) (+1)
Environmental – Minor Heat (+1)
Weakness – Cold (-1)
Weakness – Hexachromite Gas (-1)

SONTARAN RACE PACKAGE

Cost: 7 points
Coordination +1 (+1)
Presence +1 (+1)
Resolve +3 (+3)
Strength +3 (+3)
Adversary (Minor: Rutan Host) (-1)
Alien (+2)
Alien Appearance (Major) (-2)
Brave (+1)
By the Book (-1)
Tough (+1)
Weakness (Minor: Probic Vent) (-1)

THARIL RACE PACKAGE

Cost: 21 points
Ingenuity +1 (+1)
Presence +1 (+1)
Resolve +1 (+1)
Strength +2 (+2)
Alien (+2)
Alien Appearance (-2)
Alien Senses – See Through Time (+1)
Attractive (+1)
Empathic (+1)
Environmental – Time Vortex (+1)
Feel the Turn of the Universe (+1)
Immaterial (Special) (+4)
Keen Senses (+2)
Networked (+1)
Precognition (+1)
Psychic (+1)
Selfish (-1)
Teleport (+2)
Vortex (+1)

ZYGON RACE PACKAGE

Cost: 9 points
Resolve +1 (+1)
Strength +2 (+2)
Alien (+2)
Alien Appearance (-2)
Fear Factor (2) (+2)
Natural Weapon – Energy Blast (+2)
Phobia – Fire (-1)
Shapeshift (+2)
Special – Organic Interface (+1)





INDEX

A

Aliens 143
Aliens and Creatures 5
Alien Creation 144
Animated Plastic 82
- Activation Trigger 83
- Attributes, Skills, Story Points 83
- Mission 83
- Traits 83

Artificial Servants 61
Atraxi 6
- (The) Atraxi 8
- Atraxi Adventures 7
- Background 6
- Encountering the Atraxi 6
- Motives and Agendas 6
- Using the Atraxi 7

Attribute Modifiers 154
Auton Duplicates 82
Autons 81
Axos 9
- Anticipate Responses 10
- Axonite 12
- Axon Goldenform 13
- Axon Warform 13
- Axons 12
- Axos 12
- Axos Adventures 11
- Coming Down to Earth 9
- Encountering Axos 9
- Find and Exploit Vulnerable Spots 10
- (The) Grand Deception 9
- Hide Weaknesses 10
- Keep Talking, Keep Spinning 10
- Motives and Agendas 9
- Replication 10
- Throw Player Tactics Right Back in their Faces 10
- Using Axos 10

B

(The) Boneless 14
- Background 14
- Boneless Adventures 16
- Communication and Senses 15
- Encountering the Boneless 14
- Motives and Agendas 14
- Strange Shapes 14
- Using the Boneless 15

C

Carrionites 17
- Background 17
- Carrionite Adventures 20
- Encountering Carrionites 18
- Escaping Imprisonment 19
- (The) Female Form 19
- Motives and Agendas 17
- Sorcery vs. Scepticism 19
- Using Carrionites 19
- Victim or Victor? 19
- Words of Power 18, 19

(Scary) Cave Monster 106
(Trees of) Cheem 21
- Background 21
- Biological Technology 22
- (The) Collective 22
- Emotion 22
- Encountering Trees 22
- High Finance 21
- Motives and Agendas 21
- Trees of Cheem Adventures 23
- Using the Trees of Cheem 22

Clockwork Robots 24
- Background 24
- Body Horror 25
- Clockwork Creations 25
- Clockwork Robot Adventures 26
- Clockwork Robots 27
- Encountering Clockworks 25
- (The) Half-Face Man 27
- Motives and Agendas 24
- Organic Repairs 25
- Time Travel 25
- Using Clockwork Robots 25
- Why Clockwork? 25

(Trees of) Cheem Race Package 156
Constructs 144
Control Sphere 60
Cost 155
Creating Your Own Aliens 140
Cybermen 28
- 3W Cybermen 35
- Across Time and Space 28
- Background 30, 33, 35, 36
- Cyber Leader (Cybus) 34
- Cyber Leader (Mondas) 32
- Cyber-Planner 37
- Cyber-Pollen 35
- Cyber-slave 35
- (The) Cyberiad 36
- Cyberiad Encounters 36
- Cyberman (3W) 36
- Cyberman (Cyberiad) 37
- Cyberman (Cybus) 34
- Cyberman (Mondas) 31
- Cybermat (Mondas) 32
- Cybermen Adventures 30
- (The) Cybermen of Mondas 30
- Cybermites 37
- Cybus Cybermen 33
- Cybus Encounters 33
- Encountering Cybermen 28
- Instant Cybermen Adventure 30
- Mondasian Encounters 31
- Physiology and Conversion 28
- Survival, Power and Conquest 28
- Using Cybermen 29

D

Daleks 38
- Background 38
- Dalek Adventures 44
- Dalek Biology 40
- Dalek Construction 41
- (The) Dalek Emperor 46
- Dalek Mutants 45
- Dalek Technology 42
- Daleks 44
- Daleks and Humanity 43
- Davros 47
- (The) Doctor and the Daleks 38
- Encountering Daleks 40
- Eternal Dalek 45
- Invasion Procedures 41
- Motives and Agendas 39
- Scientist Dalek 45
- Strategist Dalek 45
- Supreme Dalek 45
- Using Daleks 43

Dalek Puppets 48
- Background 48
- Dalek Nanocloud 49
- Dalek Puppet Adventures 50
- Dalek Puppet Biology 49
- Encountering Dalek Puppets 49
- Motives and Agendas 48
- Using Dalek Puppets 50

Draconian Race Package 156
Draconians 51
- Background 51
- Draconian Adventures 54
- Encountering Draconians 53
- Motives and Agendas 52
- Using Draconians 53

E

Energy Units 84
Eye Drive 100

F

Futurekind 122

G

(The) Great Intelligence 55

Adventure Settings 59
Background 55
Encountering the Great Intelligence 56
Gadgets and Equipment 60
Great Intelligence Adventures 59
(The) Great Plan and the Guiding Powers 57
Make your own Intelligence 57
Motives and Agendas 56
Time, Space and the Intelligence 56
Using the Great Intelligence 57

H

Hero or Villain? 141
Holding your Breath 26
How are they powered? 144
How does it interact? 143
How emotionally advanced are they? 143
How much of the animal is still there? 143
How technologically advanced are they? 14

I

Introduction 4
Is anyone in charge? 144
Is it a Monster, an Alien or a Construct? 142

J

Jagrafess 63
Background 63
Encountering a Jagrafess 64
Jagrafess Adventures 65
Jagrafess Slave 66
Managing Temperature 64
Motives and Agendas 63
Servants 64
Shell 64
Using the Jagrafess 65

K

Krynoid 67
Animated Plantlife 69
Background 67
Encountering Krynoids 68
Krynoid (Adolescent) 73
Krynoid Adventures 71
Krynoid (Emergent) 72
Krynoid Hatchling 71
Krynoid Hybrid 72
Krynoid Life Cycle 68
Krynoid (Mature) 73
Motives and Agendas 67
Using Krynoids 70

M

Monsters 142
Multiform 74
Background 74
Encountering Multiforms 74
Multiform Adventures 77
Multiform Biology 74
Motives and Agendas 74
Psychic Links 75
Using Multiforms 76

N

Nestene Consciousness 78
Background 78
Encountering Nestenes 78
How they Invade 79
Motives and Agendas 78
Nestene Adventures 81
(The) Nestene Gestalt 78
Technology 80
Using Nestenes 80

O

Ood 85
Background 85
Encountering the Ood 86
Motives and Agendas 86
Ood Adventures 88
Ood Biology 86
Ood Telepathy 86
Processed Ood 87
Second-Class Citizens 87
Using the Ood 87
What's got into the Ood? 87
Ood Race Package 156

P

Playing Aliens: Alien Character Creation Packages 154
Portable Perception Filter 95
Power Pyramid 60

R

Race Packages 155
Rutans 89
Background 89
Encountering Rutans 89
Manipulation and Infiltration 89
Motives and Agendas 89
Rutan Adventures 91
Rutan Invasions 90
Rutan Ships 90
Using Rutans 90

S

Saturnynian Race Package 156
Saturnynians 92
Background 92
Bodily Fluids 93
Encountering Saturnynians 93
Gadgets and Equipment 95
Motives and Agendas 92
Saturnynian Adventures 94
Sunlight 93
Transforming into a Saturnynian 94
Using Saturnynians 93
Vampires 93
Silent Race Package 157
Silents 96
Background 96
Defeating the Silents 98
Encountering Silents 97
(A Note on) Eye Drives 99
Motives and Agendas 97
(The) Paradox of the Silence 98
Silent Biology 97
Silents Adventures 99
Using the Silents 98
Silurian Race Package 157
Silurians 101
Attributes and Skills 105
Background 101
Culture and Society 103
Encountering Silurians 102
Enhancements 105
Many Names 102
Many Species 102
Motives and Agendas 101
(Alternative) Poison Effects 106
Reptile Monsters 106
Silurian Adventures 103
Technology 106
Underground Redoubts 102
Using Silurians 103
Variations 105
Weaknesses 106
Skarasen 138
Skovox Blitzer 107
Background 107
Encountering Skovox Blitzer 107
Motives and Agendas 107
Skovox Blitzer 110
Skovox Sniper 110
Skovox War Machine Adventures 109
Talking like a Skovox Blitzer 108
Time Sensitivity 108
Using Skovox War Machines 108
War Machine Designs 107
Sontaran Race Package 157
Sontarans 110
Background 111
Encountering Sontarans 112
Motives and Agendas 112
Never Knowingly Outgunned 113
Sontaran Adventures 115
Sontaran Biology 112
Sontaran Commander 115
Sontaran General 113
Sontaran Technology 113



INDEX

Sontaran Trooper 114
Sontarans and Gender 114
Using Sontarans 115

T

Tharil 116
Background 116
Encountering Tharils 116
(The) Gateway 116
Tharil Adventures 118
Time and the Tharils 117
Time Navigation 117
Using Tharils 118
Tharil Race Package 157
(The) Toclafane 120
Background 120
Defeating the Toclafane 121
Encountering the Toclafane 121
Motives and Agendas 120
(The) Paradox Machine 121
Technology 121
Toclafane Adventures 123
Toclafane Biology 121
Using the Toclafane 122
Traits 154
(Alien) Traits 145
Additional Limbs 145
Alien 145
Alien Appearance 145
Alien Organs 146
Alien Senses 146
Armour 146
Aura 147
Burrowing 147
Enslaved 147
Environmental 148
Fast 148
Fear Factor 148
Flight 148
Frenzy 149
Gadget 149
Immaterial 149
Immortal 149
Immunity 150
Infection 151
Invisible 151
Natural Weapons 151
Networked 152
Possess 152
Replication 152
Shapeshift 153
Size 150
Slow 153
Special 153
Teleport 153
Vortex 154
(Special) Trait: Don't Blink 132
(Special) Trait: Lights On 132
(Special) Trait: Swallow Whole 65
(Special) Trait: Temporal Exile 132
(Special) Trait: Using Dimensional Energy 15

V

Vashta Nerada 124
Background 124
Chatting with the Swarm 125
Encountering Vashta Nerada 124
Hiding in Shadows 124
Hunting for Meat 125
Spacesuit Zombies 126
Swarming 124
Using Vashta Nerada 125
Vashta Nerada Adventures 127

W

Weather Control Systems 95
Web Gun 60
Weeping Angels 128
(The) Angel of Liberty 134
Background 128
Cameras 131
Destroying an Angel 131
Encountering Weeping Angels 129
Energy Feeding 130
Laughing Angels 134
Motives and Agendas 129
Physical Appearance 130
Time Manipulation and Distortion 129
Using Weeping Angels 131
Weeping Angel Adventures 132
Weeping Angels 133
What are they built from? 144
What do they do? 144
What does it eat? 142
What purpose does the creature serve in the story? 141
What really makes them alien? 143
When is Alien too Alien 155
Where does it live? 142
(The) Whisper Men 62

Y

Yetis 61

Z

Zygon Race Package 157
Zygons 135
Background 135
Deep Cover 137
Encountering the Zygons 136
Let Zygons be Zygons 138
Motives and Agendas 135
Shapeshifting 136
Using the Zygons 137
Zygon Adventures 138
Zygon Biology 136
(The) Zygon Fleet 137
Zygon Technology 137